In order to have a fair competition, the following rules apply to the construction and preparation of the Kub Kar vehicles. **Kub Kar class is open to registered Cub Scouts. Senior Kar class is open to registered Venturer Scouts, Rover Scouters and parents of registered Scouting youth**. All rules as stated in the Kub Kar kits shall apply unless contradicted by any of the following:

- 1. Parental involvement in building a youth's Kub Kar should be minimal.
- 2. **Width** the overall width of the Kub Kar shall not exceed 7.0 cm. This includes fenders, side pipes and running boards or any other accessories added by the builder.
- 3. **Length** The overall length of the Kub Kar shall not exceed 17.8 cm.
- 4. **Height** The overall height of any part of the Kub Kar shall not exceed 11.5 cm.
- 5. **Weight** The total weight of the Kub Kar shall not exceed 142 grams. The Kub Kar may be hollowed out and built up to the maximum weight by the addition of wood, metal or plastic only, provided that it is securely attached to the body or chassis. There will be one scale designated as the "official scale". Weight shown by this scale will NOT be open to debate.
- 6. **Clearance** The Kub Kar chassis must not be lowered below 9.5 mm. Failure to ensure this may result in the bottom of the Kub Kar dragging on the race strip.
- 7. **Construction** The wood block supplied with the kit must be used in the construction. The Kub Kar may be painted as desired however the entire chassis bottom must be left unpainted.
- 8. Wheels and Axles They must be used as supplied in the kit. Wheels may be lightly sanded to remove casting tracks on the wheels. The riding surface of the wheels are NOT to be painted or polished and the wheels are NOT to be filled with additional weight. The axles may be lightly filed to remove burrs or other sharp edges. All 4 wheels are to be used and a good attempt should be made to ensure all 4 wheels touch the track.
- 9. Wheel Bearings Washers and bushings of any type are PROHIBITED.
- 10. **Lubrication** NO OIL or WET LUBRICANTS permitted. Only dry type lubrication is permissible. NO GRAPHITE IS ALLOWED TO BE APPLIED ON SITE Lubrication shall not soil the track or interfere with subsequent races on that track. Lubrication is not permitted between races.
- 11. Attachments The Kub Kar must be freewheeling with no starting devices.
- 12. **Springing** Kub Kars shall not ride on any type of springs.
- 13. **Details** Details such as a steering wheel, driver, decals, and lighting are permissible. These additional details shall NOT cause the Kub Kar to exceed the maximum weight or dimensions. No loose materials of any kind are permitted in or on the Kub Kar; everything must be securely fastened.
- 14. Kub Kars Kub Kar must be a new one that has NEVER raced before in Area Races
- 15. If you are unsure of a modification or design feature contact the Race Officials for clarification prior to performing the modification and before race day.
- 16. If a participant cannot attend the event they may have someone else bring their Kar to the rally.
- 17. You may have your Kub Kar weighed, measured, and inspected at the pre-inspection area, then make any required modifications before registering it. Once a Kub Kar has been registered it can not be removed from the racing area until it has been eliminated from the race.
- 18. Only one regulation class (ie. Cub or Senior) Kub Kar per participant may be entered.
- 19. In order to show for the design competition, a Kub Kar must be "race legal" if a Kub Kar is disqualified from racing, it is also disqualified from the design competition.
- 20. All participants must show good sportsmanship and have fun!

Decision of the Race Officials is final with regards to whether any vehicle qualifies to race under these rules.

## **Scout Truck Racing Regulations**

In order to have a fair competition, the following rules apply to the construction and preparation of the Scout Trucks. **Scout Truck class is open to registered Scouts**. All rules as stated in the kits shall apply unless contradicted by any of the following:

- 1. Parental involvement in building a youth's Scout Truck should be minimal.
- 2. **Width** the overall width of the Truck shall not exceed 8.5 cm. This includes fenders, side pipes and running boards or any other accessories added by the builder.
- 3. Length The overall length of the Truck shall not exceed 44.5 cm and not be less than 36 cm.
- 4. Height The overall height of any part of the Truck shall not exceed 11.5 cm.
- 5. **Weight** The total weight of the Truck shall not exceed 900 grams. The Truck may be hollowed out and built up to the maximum weight by the addition of wood, metal, or plastic only, provided that it is securely attached to the body or chassis. There will be one scale designated as the "official scale". Weight shown by this scale will NOT be open to debate.
- 6. **Clearance** The Truck chassis must not be lowered below 9.5 mm. Failure to ensure this may result in the bottom of the Truck dragging on the race strip.
- 7. **Construction** Any type of wood construction is permissible. The wood block(s) supplied with the kit need not be used but the truck must be built mainly from wood. The truck may be painted as desired however the entire chassis bottom must be left unpainted. The truck must be of a two piece design with the cab (tractor) at the front, with 10 wheels and the longer trailer section following containing 8 wheels. The tractor and trailer must be connected with a movable pivot point, allowing the pieces to be physically disconnected from each other.
- 8. Wheels and Axles They must be used as supplied in the kit. Wheels may be lightly sanded to remove casting tracks on the wheels. The riding surface of the wheels are NOT to be painted or polished and the wheel is NOT to be filled with additional weight. The axles may be lightly filed to remove burrs or other sharp edges. All 18 wheels are to be used and all must touch the track.
- 9. **Wheel Bearings -** Washers and bushings of any type are PROHIBITED.
- 10. **Lubrication** NO OIL or WET LUBRICANTS permitted. Only dry type lubrication is permissible. NO GRAPHITE IS ALLOWED TO BE APPLIED ON SITE Lubrication shall not soil the track or interfere with subsequent races on that track. Lubrication is not permitted between races.
- 11. Attachments The Truck must be freewheeling with no starting devices.
- 12. **Springing** Truck shall not ride on any type of springs.
- 13. **Details** Details such as a steering wheel, driver, decals, and lighting are permissible. These additional details shall NOT cause the Truck to exceed the maximum weight or dimensions. No loose materials of any kind are permitted in or on the Truck; everything must be securely fastened.
- 14. Trucks The Truck must be a new one that has NEVER raced before in Area Races
- 15. If you are unsure of a modification or design feature contact the Race Officials for clarification prior to performing the modification and before race day.
- 16. If a participant cannot attend the event they may have someone else bring their Truck to the rally.
- 17. You may have your Truck weighed, measured, and inspected at the pre-inspection area, then make any required modifications before registering it. Once a Truck has been registered it cannot be removed from the racing area until it has been eliminated from the race.
- 18. Only one Truck per participant may be entered.
- 19. In order to show for the design competition, a Scout Truck must be "race legal" if a Scout Truck is disqualified from racing, it is also disqualified from the design competition.
- 20. All participants must show good sportsmanship and have fun!

Decision of the Race Officials is final with regards to whether any vehicle qualifies to race under these rules.

## **Open Category - Racing Regulations**

In order to have a fair competition, the following rules apply to the construction and preparation of the Kub Kar vehicles. Any registered Scouting member or their parent may enter a vehicle in Open Class. If the member or parent is also entering a vehicle in Kub Kar, Scout Truck or Senior Kar class, there is no additional fee to enter the Open Class vehicle once their regulation class vehicle has been entered. All rules as stated in the Kub Kar kits shall apply unless contradicted by any of the following:

- 1. Parental involvement in building a youth's Kub Kar should be minimal.
- 2. **Width** the overall width of the Kub Kar shall not exceed 7.0 cm. This includes fenders, side pipes and running boards or any other accessories added by the builder.
- 3. **Length** The overall length of the Kub Kar shall not exceed 17.8 cm.
- 4. Height The overall height of any part of the Kub Kar shall not exceed 11.5 cm.
- 5. **Weight** The total weight of the Kub Kar shall not exceed 500 grams. The Kub Kar may be hollowed out and built up to the maximum weight by the addition of wood, metal or plastic only, provided that it is securely attached to the body or chassis. There will be one scale designated as the "official scale". Weight shown by this scale will NOT be open to debate.
- 6. **Clearance** The Kub Kar chassis must not be lowered below 9.5 mm. Failure to ensure this may result in the bottom of the Kub Kar dragging on the race strip.
- 7. **Construction** Any material may be used in the construction. The Kub Kar may be painted as desired however the entire chassis bottom should be left unpainted.
- 8. Wheels and Axles Any wheels or axles may be used
- 9. Wheel Bearings Washers and bushings may be used.
- 10. **Lubrication** NO OIL or WET LUBRICANTS permitted. Only dry type lubrication is permissible. <u>NO GRAPHITE IS ALLOWED TO BE APPLIED ON SITE</u> Lubrication shall not soil the track or interfere with subsequent races on that track. Lubrication is not permitted between races.
- 11. Attachments The Kub Kar must be freewheeling with no starting devices.
- 12. **Springing** Kub Kars may ride on any type of springs.
- 13. **Details** Details such as a steering wheel, driver, decals, and lighting are permissible. These additional details shall NOT cause the Kub Kar to exceed the maximum weight or dimensions. No loose materials of any kind are permitted in or on the Kub Kar; everything must be securely fastened.
- 14. Open Class Kub Kars Kub Kar must be a new one that has NEVER raced before in Area Races
- 15. If you are unsure of a modification or design feature contact the Race Officials for clarification prior to performing the modification and before race day.
- 16. If a participant cannot attend the event they may have someone else bring their Kar to the rally.
- 17. You may have your Kub Kar weighed, measured, and inspected at the pre-inspection area, then make any required modifications before registering it. Once a Kub Kar has been registered it can not be removed from the racing area until it has been eliminated from the race.
- 18. Only one Open Class Kub Kar per participant may be entered.
- 19. In order to show for the design competition, an Open Class Kub Kar must be "race legal" if a Kub Kar is disqualified from racing, it is also disqualified from the design competition.
- 20. All participants must show good sportsmanship and have fun!

Decision of the Race Officials is final with regards to whether any vehicle qualifies to race under these rules.