

## **CUB MOBILE RACING SERIES 2018**

### **RULES AND GUIDELINES**

*These rules are for the safety and benefit of your scout! They will be adhered to at each event. We will make every effort to help in any way we can to make your day enjoyable!*

#### **Racer SAFETY –**

- 1) All Participants MUST wear a helmet with a chin strap that fastens securely.
- 2) All participants MUST wear long pants and closed toe shoes. (Gloves, knee pads, etc. are recommended but not required).

#### **Car SAFETY –**

- 1) Steering axle MUST have stops that are spaced 1/16 inch from main frame to limit turning. This will be checked at Tech inspection and the opportunity to correct will be made available.
- 2) Cars MUST be equipped with an adequate safety belt securely fastened to the main frame of the car. (ropes, bungee cords, etc. will not be allowed).
- 3) Cars MUST be equipped with a handbrake that has a rubbing surface faced with a rubber material such as a strip of old tire, to stop the car when it is dragged on the ground.

#### **Car Specs –**

- 1) Maximum weight of the Cub Mobile may not exceed 45 pounds.
- 2) Cars FRAME are to be made from 2 x 4, 2 x 6 or similar lumber (wood). Other materials may be used for decoration as long as there are no sharp edges, points or otherwise endanger the driver and/or spectators.
- 3) The overall Length of the car is not to exceed a maximum of 60 inches. Width of the car not to exceed 36 inches, including wheels and axles.
- 4) Wheels must not exceed 10". We highly recommend wheels with bearings. (Plastic mower wheels without bearings are much slower due to friction).
- 5) All wheels may only be equipped with SOLID rubber tires (No inflated tires)

#### **Race –**

- 1) Each scout will be allowed two competitive runs. Winners are based on the fastest of the two runs.
- 2) If a Cub Mobile stops for any reason before the finish line it is considered an incomplete race and the participant is given a DNF (did not finish).
- 3) A Cub Mobile may not be pushed by any means during a race. When a driver touches the ground for any reason their run is ended at that point and is not given a timed score.
- 4) Cub Mobiles that are damaged in their first race may be repaired to enable it to race it's second race. There are no "do overs" or re-runs.
- 5) In the event a false start occurs, the race will be re-run with both participants.
- 6) No more than four registered scouts may use the same Cub Mobile
- 7) Ruling of the judges will be final on all matters concerning the event

**GOOD LUCK AND HAVE FUN**