

VDS Cub Mobile 2018

Cub-mobile Downhill Race Rules and Regulations

Participation

- Racing is open to all registered Cub Scouts Tiger – Webelos.
- Wear your field uniform or class “B” t-shirts.
- Show your Pack Spirit! Bring Pack Flags and decorations to set-up a “Pit Area” in our infield. Infield Pit locations will be judged for scout / Pack Spirit.
- Each car classification (Tiger – Webelos) will be judged for a first -third place for its scout spirit, most creative paint scheme and most outlandish.

Activities – A Family Affair!

- Bounce houses and pinewood derby tracks will be available for the scouts and siblings throughout the day. Additionally, hamburgers, hotdogs, chips and other food will be available for an additional cost. All proceeds will benefit our “Friends of Scouting” campaign. **So, come for the races, fun, friendship and fellowship!**

*****SAFETY FIRST*****

It is recommended that all dens "test drive" their cars before race day to familiarize themselves with the steering and braking mechanism of the Cub Mobile. Please do not let your scout drive something that may get him hurt. The use of an enclosure around the driver is **not permitted** as this increases the weight of the car. A limit of one car to four scouts will help with the flow of the race and limit issues.

Cub Mobile Construction:

- Build car as close as possible to the picture and photos.
 - All cars must pass a Pre-Race inspection prior to racing.
 - There will be no alterations to the cars including the wheels after the inspections, except for needed repairs.
- a. Wheels (Harbor Freight is less expensive)
- Wheel diameter must not exceed 10". (The outside circumference of the wheels may vary from 30 to 36 inches)
 - Solid rubber tires are recommended, but pneumatic tires will be accepted for cars made in previous years.
 - Tires with bearings will be allowed.
 - Axles should be lag type fastener – however straight axles will be allowed if affixed correctly and in a safe manner.

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b. Frame

- 2 x 4 construction grade lumber only. Not 4x4, 4x6, 6x6.
- The maximum overall car length is 60 inches or 5 feet (Including wheels).
- The maximum car width must be between 30 inches and 36 inches (Overall width).
- The wheel base (from center of the front axle to center of the back axle) may not exceed 48 inches or 4 feet.
- The frame must be bolted together. Remaining items can be attached with screws if parts are held secured. **No Nails!**
- The plywood must be a minimum thickness of 3/8 inch and not to exceed 1/2 inch.
- The car must be equipped with steering "**safety**" blocks to limit turning radius. The maximum gap between frame and block is recommended at 1/8 inch on both sides.
- To assist with the mounting of the wheels and overall strength of the axle area. A 6 to 8 inch-long 4x4 may be added underneath each section of the axle where the wheels mount. (this adds strength)

c. Brake (Old shoe, boot, tire, bicycle tire, etc.)

- The car must be equipped with a rubber "drag" pad or equivalent. Brakes must stop the car in a timely manner. Any car without a properly working braking system or the system has broken, must have it repaired prior to racing. The use of a dual braking system as shown in the photos is encouraged as an added safety measure.

d. Seat

- A seat with a backrest is required. Securely fasten the seat to the car frame. (See the attached picture)

e. Seatbelt

- A seatbelt is mandatory! It must be made of nylon style strap with a metal or plastic buckle. It should be adjustable, and the ends attached to the frame of the car using lag bolts/ screws with washers. No continuous straps will be permitted. The seat belt must be adjustable, so it can properly fit the scout driving the car.

f. Floorboard

- To discourage the scouts from braking with their feet we strongly suggest the use of a floorboard. It should be positioned between brakes and front axle. (It Must not interfere with operation of brakes or steering.) – It must be made from 3/8" plywood and can be up to 10" long and 24" wide. (see photo) No additional weighting to the car will be allowed.

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g. Lightweight

- Items such as flags can be attached to car so long as they're secured.

h. Decorations

- Decorations and paint schemes shall uphold BSA values and traditions.
- Have fun and be creative!

Safety Equipment

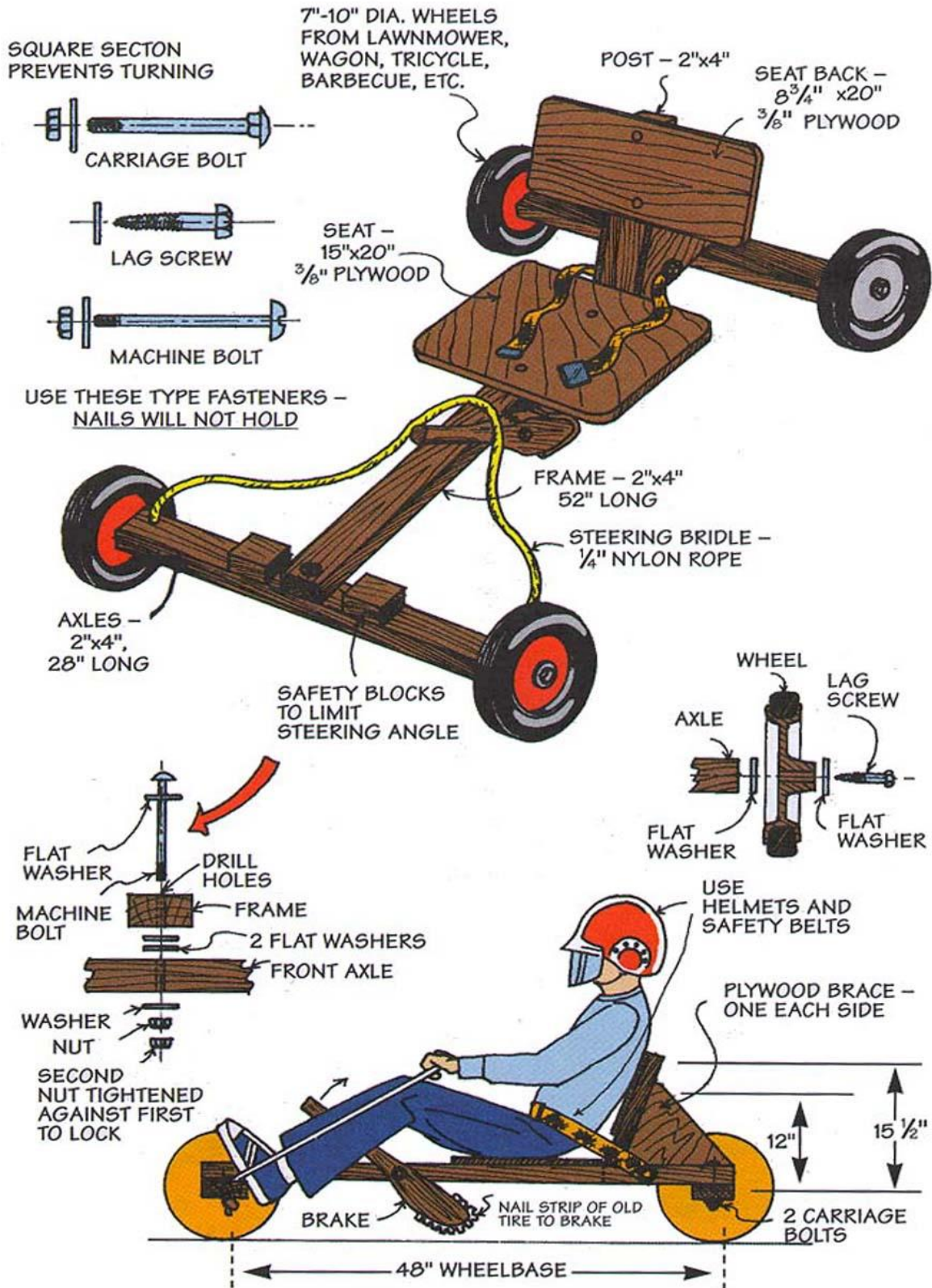
- i. **Helmet:** The helmet must be worn always when operating the car. A bicycle style is recommended.
- j. **Shoes:** Closed toe and heel shoes which are securely fitted to the scout's feet must be worn. No loose-fitting shoes, sandals or bare feet will be allowed.
- k. **Gloves:** Leather, motorcycle or bicycle gloves are recommended
- l. Elbow pads and kneepads are permitted and recommended.
- m. Full length pants are to be worn during this event.

Racing

- Each scout will run three races or "heats" in his class. Each heat will be timed and recorded. The three times will be averaged and the scout with the lowest race time per class will be deemed the winner.
- Each scout will drive a Cub Mobile car racing in his own class or rank division. Shared cars must be maintained in the same class, as the classes will be separated by race area.
- The car can either be the scout's own creation or he may choose to borrow another scouts (one car per 4 scouts) or use a car created by the den or pack.
- Each run will be judged, and the time logged by the head judge for that lane.
- In the event of a crash not of a driver's own doing, runs for both cars will be voided and rerun. No more than 2 re-starts will be allowed.
- Judges will determine a maximum "default time" for all cars that will be assessed in the event a racer does not finish the course.
- Judges reserve the right to modify the rules at any time without prior notice.
- Cars crossing the centerline and **causing** a crash with another car will be disqualified from that race and will receive a "0" time.

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CUBMOBILE. Use a helmet and safety belt.



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