



Official Owasco Kub Kar Rules

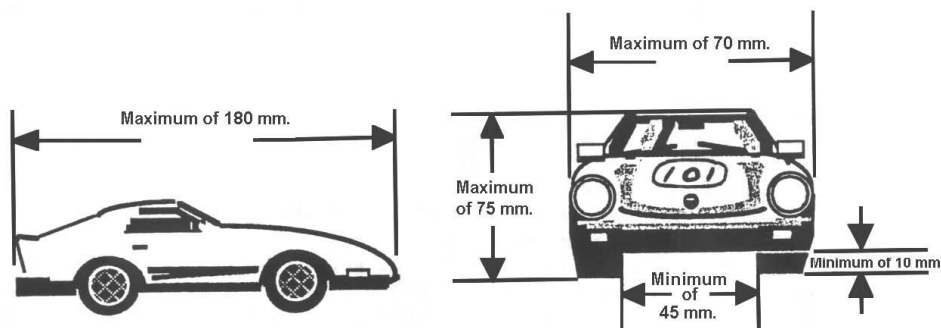


THESE RULES SHOULD BE STRICTLY FOLLOWED AT THE PACK LEVEL PRIOR TO ENTERING COMPETITION AT AREA OR COUNCIL LEVELS. FAILURE TO DO SO MAY CAUSE EMBARRASSMENT LATER. READ CAREFULLY AND UNDERSTAND COMPLETELY.

Each Kub Kar must pass inspection by the official inspection committee before it can compete. Inspectors have the right to order adjustments or disqualify any Kub Kar that does not meet these specifications.

Dimensions

- Overall width must not exceed 70 mm
- Overall length must not exceed 180 mm
- Overall height must not exceed 75 mm - track width (inside measurement between two sets of wheels front or back) must be a minimum of 45 mm apart.
- Clearance between bottom surface of vehicle and running surface must be at least 10 mm in order that the car can clear the track guides.
- Weight -maximum of 145 g. (if the car weighs less than 85 g. it will have difficulty going down the track). Weight may be added to the car to bring it up to the maximum weight allowed. It can only be added to the bottom of the car between the axles in a manner that the **weight is flush with the undercarriage**. **Weight cannot be used in any way as part of the car design.** (i.e. screws, metal rods etc being used as headlights, railings, exhaust etc).



Number must appear on top of car. Anywhere else is optional.

Have your car at running weight **before** your pack run-off night. You will not be able to add weight to your car on run-off night. Hollow out bottom of car between axles. Apply lead fishing weights, solder, epoxy and similar substances to the hollow in order to bring the weight of the car close to 145g. Make sure they are securely fastened. Plastic wood and epoxy work well for this purpose. Remember that paints, enamels, glues and fillers used on the car will add weight and it will absorb moisture from the air making it heavier. Again, note that any **added weights** must be **flush** with the undercarriage.

Ask your leaders to have a weigh-in night.

Note: The scale used by the committee at registration will be the official scale.

Construction

Kub Kars must be constructed totally from the materials supplied in the kit, except for the following: wood fillers and or glue may be used for joining parts and to fill in scratches and joints. Paint or enamels may be used for finishing. Materials used for weight. None of these materials may be used in forming part of the car. **The Kub Kar must be race worthy:** if the design is too fragile to be raced with the other cars (Adult/Leader category only), it must be able to run down the track on its own.

If any attachments are being added to the original block (i.e. fenders, lights, spoilers, etc) they must be constructed from scrap material obtained from the block of wood provided.





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Decals are allowed.

The car must be freewheeling and shall not ride on type of spring. No self-starting devices may be used.

The **assigned car number** must appear on the top of the car (hood, roof, spoiler etc). Number must be visible from above and preferably facing forward. The number may also appear on other portions of the car in addition to on top if desired. Number may be painted or carved onto the car or the decal numbers in the kit may be used.

Do not paint the bottom of the car. Bottom of car should be labeled in ink with the following information: **entrant's name, area, age, pack and year.** Eligibility is restricted to current year kit. A car made in previous years may not be re-entered, whether by the same person or not.

Wheels

The wheels in the kit must be used. Your car will go faster if you eliminate vibration and friction. You can do this by lightly sanding tread. Do not change basic size and shape of wheel. Do not make wheel thinner or smaller. Only the plastic spurs on the wheels from the molding process maybe removed. If the wheels do not pass inspection, they will have to be changed or the car will be disqualified. Axels may be polished in same way. The tamping spur on the axel head may be removed but the axels themselves may not be altered. Wheel bearings, washers or bushings are not allowed. **Wheels may not have hubcaps: axles must be visible.** The fifth wheel in the kit may be used as part of the design but must be glued on not nailed. The cars may be lubricated with any lubrication chosen by the builder, but no lubricant can be added after the car has been weighed in and passed inspection.

Competition categories

1. **Speed:** speaks for itself. The fastest car wins.
2. **Kub / adult design:** this category is for a car that has been made by the cub with an adult assisting in any physical way. Please remember this is a challenge for the cub, not the adult involved. It is a chance for the Kub and adult to work together.
3. **Kub only design:** this category is for a car that has been constructed totally by the Kub. (Refers to the body only. Help with wheels, axels and weight has nothing to do with car design.)

Note: at pack run off a cub may compete in both the design and speed categories. However, if the cub's car is in the award standing of both categories he may only take home an award for one. Therefore the cub must decide which trophy is more important to him. Whichever choice he makes, his name will be removed from the other category and the next runner up will take that position.

Trophy winners at the pack level (top 3 in each category) move on to Area finals.

Trophy winners at the Area level (top 12 in each category) move on to the Council finals.

If a cub wins in design he can only enter the design competition at the next level. The same applies to speed.



DO YOUR BEST, GOOD LUCK AND GOOD RACING

