

Event Policies

1 **Deadline**

- a Early registrations must be *received* by 5:00 P.M. the day of the early registration deadline
- b Late registrations will not be accepted after 8:00 A.M. on race day

2 **Fees**

- a Registrations received by the early-registration deadline will be assessed the standard fee
- b Registrations received after the early-registration deadline will be assessed the standard fee plus a non-refundable administrative surcharge.

3 **Drivers**

- a All drivers will register as individuals and compete with other drivers of the same rank
- b Drivers may form teams of no less than four and no more than eight members
- c Drivers may not compete as a member of more than one team
- d Teams will compete according to rank
- e Teams composed of more than one rank will be placed according to the highest ranking member

4 **Personnel**

- a Each Pack must register at least one designated adult volunteer to assist scouts with their cubmobile (including repairs, if necessary) during the event
- b Every team registration must include one adult volunteer to serve as “Team Manager” to assist scouts with their cubmobile (including repairs, if necessary) during the event
- c Every Pack participating must provide at least one volunteer to assist with setup and tear-down this person need not be a registered leader and need not be the same person assisting scouts during the race. Contact information must be included with registration.

5 **Check-in**

- a All registered drivers must check in prior to making practice runs
- b Race packets will be distributed to team managers/adult volunteers prior to race
- c Please refer to the map for location of Registration, Check-in, Inspection and Pit Stop areas

6 **Cancellation**

- a In the event of inclement weather, notification will be sent via e-mail to the *registered contact* listed on the registration form
- b Saturday, October 10th will be the make-up date

7 **Refunds**

- a Refunds will be issued only in the event the race is cancelled on the originally scheduled date and on the scheduled make-up date
- b Should refunds be issued they will be for the amount of the registration fee of \$5.00/registered driver

Race Procedures

1 Course

- a Cubmobiles are released from a starting ramp and proceed down a hill to a designated finish line
- b Lanes are separated by hay bales
- c Each lane will have a designated "re-race" line; If a driver stops before reaching the line, the cubmobile will be reset at the starting gate and the driver will be allowed to re-race
- d If the course is wet drivers will not be allowed to race until conditions change

2 Timing

- a Individual times will be the best run time of two runs
- b Team results will be an average of ALL the official run-times made of all team members
- c Every driver will be timed by two race officials the average of these two times will be the racer's official time for each run
- d If a driver's crosses the re-race line and crashes he may receive assistance race officials to return the car to the track and finish the race. If the resulting time exceeds the maximum race time the maximum race time and *not* the actual time will be recorded
- e In the event of an error or significant discrepancy, the race officials may require the scout to race again
- f Re-racing must be initiated by race officials only; Neither racers nor adults may request permission for any driver to re-race
- g Should a tie occur, the outcome will be resolved by means of a run-off for which both drivers must be present, lest the missing driver forfeit

3 Damage

- a Any cubmobile which sustains damage during a race must be repaired for racing again
- b Damaged cubmobiles must pass a safety inspection prior to re-entering the race

4 Awards

- a Will be presented after clean-up as been completed
- b Individual awards will be presented for the first, second and third fastest times in each rank
- c Team awards will be presented for the fastest team time in each rank
- d One Best-of-Show award will be presented for best design based on the annual theme; the decision of the panel of design judges panel is final; Designs will be judged according to representation of annual theme; scout explanation of design; coordinating costumes; and scout creativity.

5 Conduct

- a Participants and adults are expected to exhibit good sportsmanship at all times
- b Disorderly or unsportsman-like conduct will not be tolerated
- c It is responsibility of the parents first and leaders second to monitor the behavior of racers
- d In the event of inappropriate behavior, discipline may include ejection from the event
- e Please be aware of restricted areas these ensure the race will be conducted in a manner which is as efficient and safe as possible

6 Compliance

- a Drivers and cubmobiles will be inspected prior to each race to ensure compliance with rules
- b Violations must be corrected before a driver/cubmobile will be allowed to race

Cubmobile

1 Construction and Materials

- a Maximum dimensions are 36 inches wide x 52 inches long
- b Frame must be constructed from 2x4 pine lumber - no metal or hardwood frames
- c Fasteners may be screws or bolts; Nails are not permitted

2 Steering

- a Drivers must steer the car by means of a rope secured to the front axle
- b Steering radius must be limited by steering blocks bolted to the axle
- c Space between steering blocks and frame may not exceed ¼ inch
- d Spare steering blocks are recommended

3 Wheels

- a Maximum diameter: 12 inches; solid tires only (no pneumatic tires permitted)
- b Bearings are allowed (But not recommended for younger scouts.)
- c Spoke wheels must be covered with a hub cap

4 Seat

- a Seats must be constructed of wood and bolted to the frame
- b Car seats are not permitted
- c Seat must include a backrest which extends to the top of the driver's head

5 Restraints

- a All cars must be equipped with a seatbelt
- b Seatbelts must be secured to the *frame*

6 Hand brake

- a All cars must be equipped with a handbrake
- b Handbrakes must include a rubber pad which makes contact with the track
- c Brakes may not engage the axles

7 Decorations

- a Cubmobiles may be designed and decorated in a manner consistent with the annual theme.
- b Any decorations which are judged to present a safety risk must be removed prior to racing
- c Decorations may not exceed the dimensions of the frame and bolted or screwed to the car
- d Decorations may not be added merely to add weight
- e Anything added to the car and judged to be ballast must be removed prior to racing

Driver

1 Eligibility

- a Race is open to all Cub Scouts registered in the Five Rivers District
- b All drivers will compete as individuals - trophies awarded after race cleanup is completed
- c Drivers must submit registration form and completed Informed Consent Agreement

2 Teams

- a Teams of no less than four and no more than eight may compete according to rank
- b Composition of teams may include more than one rank but will be compete according to the highest ranked scout on the team
- c Drivers may not be a member of more than one team

3 Costumes

- a Drivers are encouraged to wear costumes consistent with the annual theme
- b Costumes must comply with safety standards

4 Safety

- a Every driver must wear a bicycle helmet - no football/baseball helmets
- b Every driver must wear knee pads or long denim pants (no shorts or athletic pants)
- c Every driver must wear elbow pads or a long-sleeved shirt

5 Attendance

- a Registered drivers need not be present for the entire race
- b Scouts participating in Saturday morning sports may participate as their game-schedule allows
- c All drivers must complete check-in procedure upon arrival at the race
- d All drivers must complete safety-check prior to each race.