

KUB KAR RULES

RULES AND REGULATIONS – CUBS

CAR BUILD

1. All Kub Kars must fall into one of two weight categories:
Light Weight: Kub Kar shall not exceed a weight of 112.0 grams
Heavy Weight: Kub Kar weight will be 112.1 – 141.0 grams
2. A Kub Kar must fit the following dimensions:
 - a. Width: must not exceed 70.0 mm
 - b. Length: must not exceed 180.0 mm
 - c. Height: must not exceed 110.0 mm
 - d. Track Clearance: no less than 9.0 mm
 - e. Inside edges of left and right wheels shall be no less than 45 mm apart
3. No loose material of any kind is permitted in or on the Kub Kar. The Kub Kar may be hollowed out and built up to the maximum width and height.
4. Details such as steering wheels, drivers, decals and paintings are permissible as long as the details do not cause the Kub Kar to exceed the specified weight categories, height and length or width specifications. They must be attached. No loose items.
5. *****Kub Kar bottoms are to remain paint free*****

Bottoms should have the youth's name, group name and the current year

6. Only original Scouts Canada wheels and nails are permitted. The wheels and axles may be de-burred and flashing removed. The tread surface may be smoothed, but the original diameter and width must not be altered. The edges of the wheels must not be radiused, chamfered or reduced from the original contact width.
7. The forward most point of the vehicle must contact and be able to rest squarely on the track starting pin.
8. Wheel bearings, washers and bushings are prohibited.
9. Springs or any other suspension devices are prohibited. "Slotting" or "spring boarding" by cutting slots lengthwise more than 5 cm from the axle nail is considered a type of suspension device.
10. All 4 wheels must be installed. Minimum of 3 wheels must contact the track surface.
11. The Kub Kar must be freewheeling with no moving or sliding starting devices or other mechanical assistance. No device may extend forward after starting to affect the finish line electronic timer.
12. Kars not built by youth or current year may be allowed. Contact Race team to confirm.
Wheels will need to be removed, relubed and remounted.

RACE DAY

1. One Kub Kar per youth can race/enter in the show. Race Kar is the Show Kar.
2. Each Kub Kar must pass inspection by the Inspection Committee. The Inspection Committee has the authority to disqualify any Kub Kar for not meeting the specifications.
3. Only silicone type lubricants can be used.

***** Graphite or oils are not permitted*****

4. The Kub Kar will race in a forward direction only
5. If a Kub Kar leaves the track or has parts that have fallen off of the car, repairs will be made and the race will be re-run.
6. Pitting, consisting only of re-lubricating the Kar, with no additional modifications, will only be performed prior to each round. There will be no lubrication of the Kar during an active round.
7. Only the race team may touch the Kub Kar, other than the owner of the kar
8. Kub Kar lights must be off during races.
9. Prior to races starting, style of tournament will be decided and announced by officials.
10. First names and Last initial of youth will be made public. If this is an issue let the race team know prior to race day. Pseudonyms will be used.
11. Officials are human to, respect is to be paid by all parties to all parties.

SHOW KAR CATEGORIES - CUBS

- a. Best Painted (Clean painting or nice use of colours)
- b. Most Realistic Car (Most looks like a real car)
- c. Best Theme (Car painting/design follows a theme)
- d. Best Use of Material (Used extra non-kit items, or best modification of kit)
- e. Wow factor (Car is fun to look at, looks neat)
- f. Speedy (Looks the fastest)
- g. Most Creative (Different from the other cars)

BUILD

A Kub Kar must fit the following dimensions:

1. Width: must not exceed 70.0 mm
 2. Length: must not exceed 180.0 mm
 3. Height: must not exceed 110.0 mm
 4. Track Clearance: no less than 9.0 mm
 5. Inside edges of left and right wheels shall be no less than 45 mm apart
- Weight limit of 3000g.

RACE DAY — SCOUTERS/PARENTS

1. Races will occur after all Cubs have completed their races.
2. If a Kub Kar leaves the track or has parts that have fallen off of the car, repairs will be made
3. Kub Kar lights must be off during races.
4. Tournament style will be determined on race day. officials will decide style of races.

Questions please direct to the Racing team as soon as possible. Your ideas help us make this event better!

RACING TEAM HEAD

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