

Canal District Chariot Race Rules

Please display your Scout Spirit and help everyone enjoy this fun event. To keep things moving, the Chariot Race Rules Committee will make any final rule interpretation that may be necessary.

1. A registration date will be set. No one will be allowed to register after the registration date. Check-in, Judging and Race time will be announced later. Chariots arriving late to check-in will be disqualified from judging, but may still race as time allows.
2. A race team will consist of 3 cub scouts, preferably of the same rank. Any Den, combination of Dens or parts of a Pack, may enter more than one chariot and team. However, no cub scout may participate on more than one team. During the race a chariot will have 1 rider and 2 horses (cub scout pullers). If a team has more than 3 cub scouts, the cub scouts may rotate positions between races. If a team has cub scouts of different ranks, the team will race with the group of the highest ranked cub scout.
3. **Everyone must wear a helmet when racing.** Bring your own helmets. **The horses must wear tennis shoes.** No loose shoe laces please!
4. Each team will make a chariot that meets the construction rules. Chariots will be inspected during the check-in process on race day. Each chariot must be in compliance with the construction rules prior to race start, or the chariot will not race. **Chariots may include detachable decorations for the judging of theme/costumes. If these decorations exceed the dimensions of a race-ready chariot they must be removed before the start of the race or the team will not be allowed to race.** If a chariot does not meet the requirements, the chariot can be changed to do so, if time allows. (Tools will not be provided.)
5. The rider must remain inside the chariot, holding onto the ropes and on their knees throughout the race. If a chariot crosses the finish line without it's rider, the chariot automatically loses the race.
6. For the safety of the horses, towels must not be treated with any substance (Pledge, Silicon Spray, etc.). These substances would make the floor slippery and would be a safety hazard.
7. Chariots will race through a course, marked by cones. If the cones are tipped over, missed, or moved during the race, a penalty will be assessed. The winner of each race will be the chariot that crosses the finish line first (not the cub scout) and/or has the least amount of penalties. Fast and careful wins the race. A copy of the race course will be included in your welcome packet.
8. To keep the race running smoothly, it is important that the scouts stay with their team. Teams will be called to be on-deck. If the team is not complete prior to their race start, the team forfeits that race. Please do not allow your scouts to visit the concession stand until their division is complete.





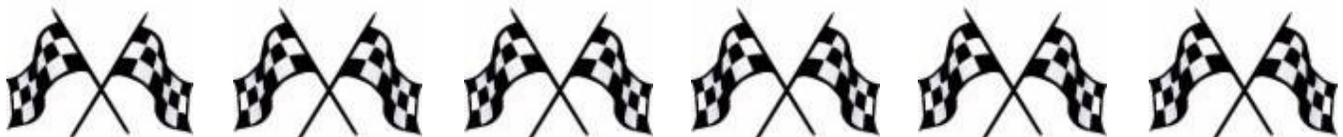
9. Good sportsmanship and behavior are required! Any not following the rules may be asked to leave the race. - HAVE FUN!

Canal District Chariot Construction Rules

1. The cardboard or corrugated box must be a minimum of 18 inches wide or a maximum of 24 inches wide. It can be any length up to 36 inches long. The height must not exceed 20". There are pro's and con's of having a box with four sides or three sides—either way is acceptable. (*see illustration A*).
2. Two 1x4 boards will be placed (one on the outside and one on the inside) 1/2 inches to 3/4 inches from the bottom of the box (*see illustration B*). This prevents the boards from damaging any floor surfaces.
3. A terry cloth (bath towel) will be installed to cover the front board and the entire bottom of the box. Only terry cloth material will be accepted (*see illustration C*).
4. The 1x4 will be held together with three bolts which must be countersunk in the front to prevent damage to the floor or injury to the horses in case of a rollover. The ends of the bolts on the inside must be covered, cut off flush with the nuts or countersunk to prevent injury to the rider. (*see illustration D*).
5. Ropes - (*see illustration E*)

Two ropes will be used for the outside horses. Each rope must measure 4 foot —5 foot. Place at least 3 foot but no more than 4 foot of rope, in the front of the box. There should be approximately 6 inches of rope on the inside of the box to install handles for rider.

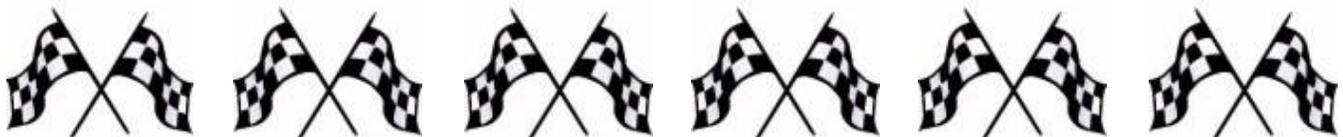
6. Place knots on the rope as shown in illustration (*see illustration F*).
7. Handles for the horses and the rider must not exceed 4 inches in length. PVC pipe make good handles. Remove any sharp edges or burrs. For easy installation drill holes through the center of the PVC pipe. Place handles on rope and secure with more knots. (*see illustration G*).





Raceday Information

- Teams will have their own seating area with den leader. Parents and spectators will have a separate place to sit. where?
- Please know where your cub scouts are at all times. Have them wait to go to concessions till after they have finished racing in their division. Many times cub scouts are in line when should be racing.
- We have 3 staging areas: On Call, On Deck, Racing. “On Call” is in the hallway. “On Deck” is in the gym near stage ready to race next. “Racing” is in the blocks ready to race.
- Teams usually race 3 times each
- Some teams will race back to back.
- **EVERYONE MUST WEAR A HELMET! NO EXCEPTIONS! Chariots have tipped over.**
- Make sure tennis shoes are tied tightly.
- If you need to draft/substitute team members—the new member must be of each rank or younger—the younger scout can only be a horse, not a rider— equal rank can be a rider.
- If a horse drops a rope he can attempt to rejoin group or sprint to the finish line. If they trip or fall please instruct them to let go of the rope so they are not dragged along the gym floor.
- The winner is determined by which chariot crosses the finish line first—not the boys.
- Must start chariot in box marked on floor.
- Chariots must go around the cones. Points are added for knocking over a cone (3 cones, 1 point each), finishing second (1 point), crossing finish line without a driver (1 point). LESS points wins! How do we want the scoring to work, time only? knocking cones is a time penalty (say 5 seconds – our scouts to make a lap in approx 35 sec) ?
- Awards will be given for 1st, 2nd, 3rd place for each rank.

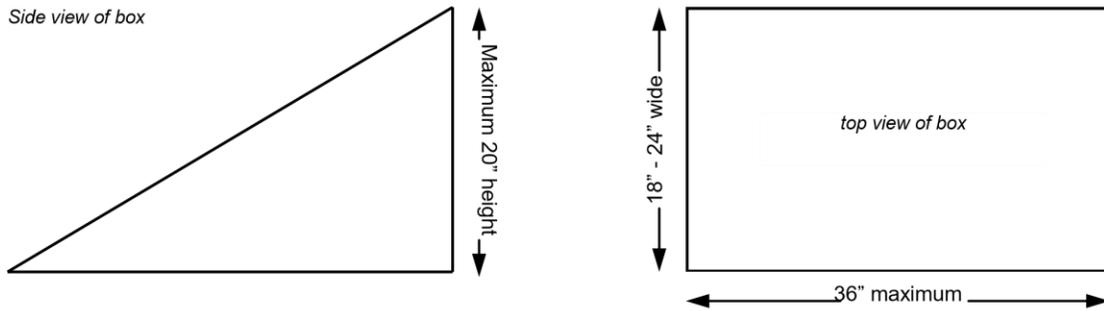


- Chariots will be stored in the hall during the race. Staging members will place the

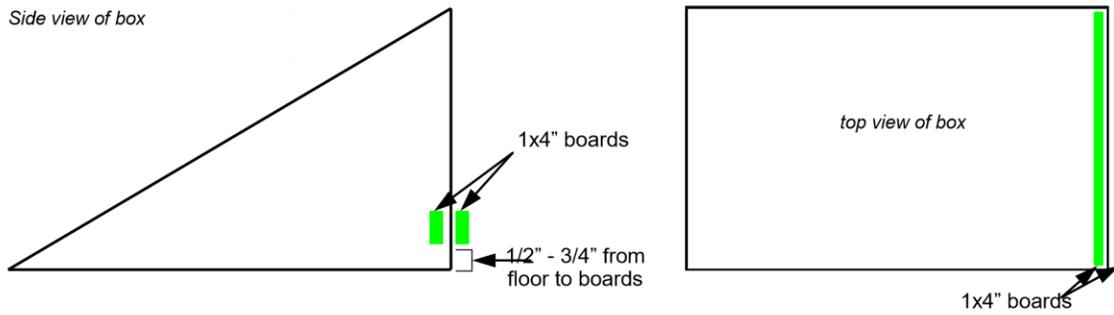


Lakes District Chariot Race Construction Rules

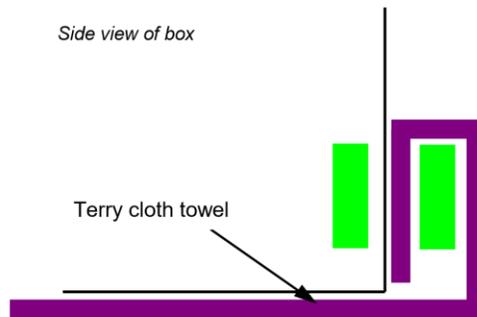
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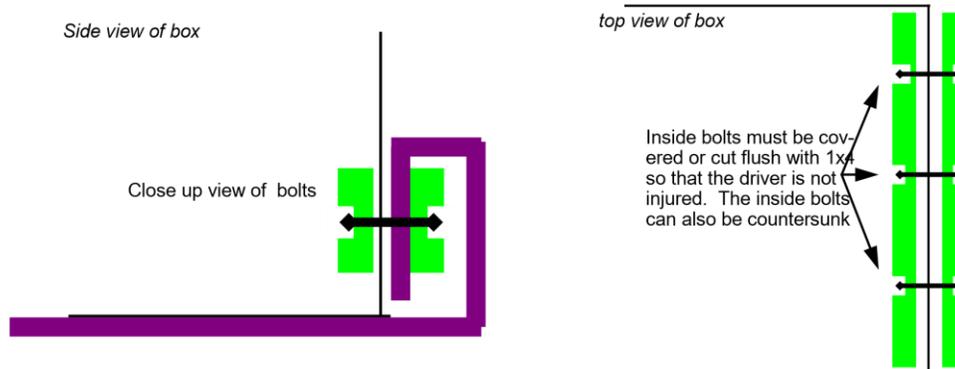
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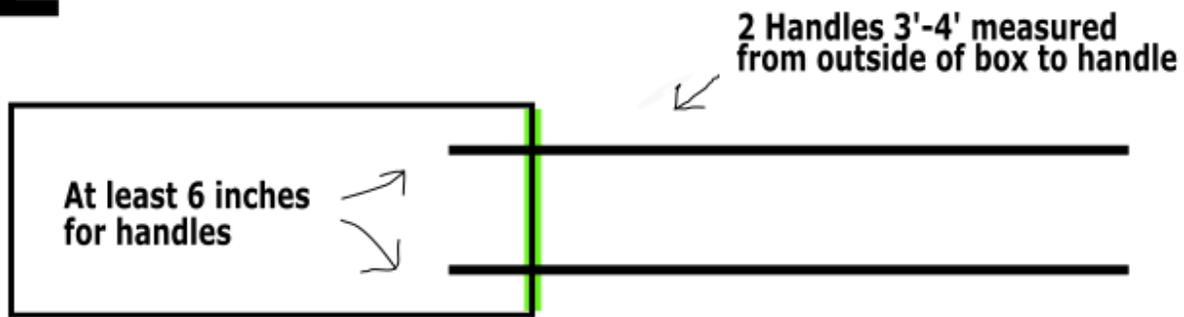
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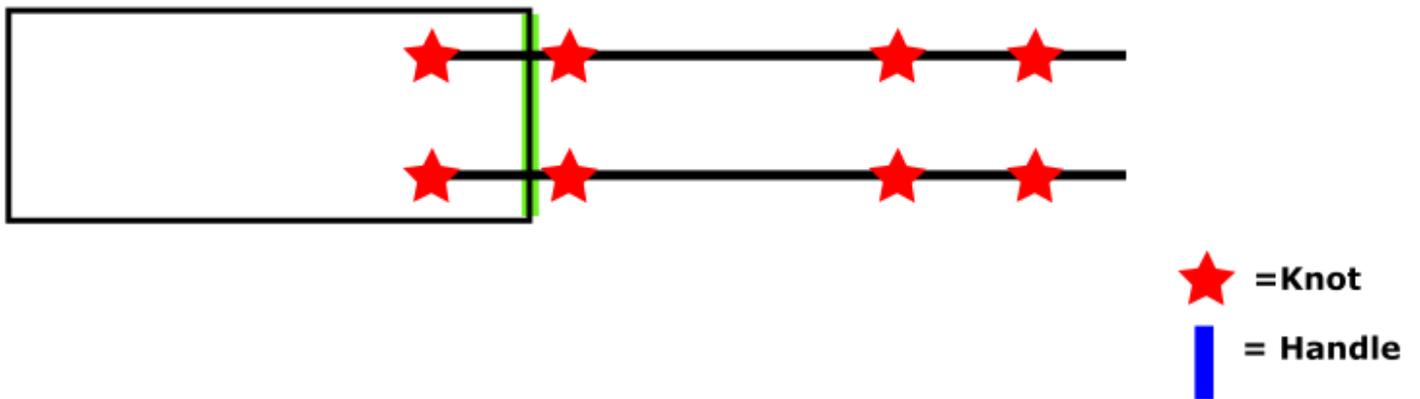
chariots in the correct lane.

- Please visit the concession stand.

E



F



G

