

Redbud District Cubmobile Rules & Regulations

MAY 4TH, 2024 @ Historic Bacone College in Muskogee

1) Participation

A) Racing is open to all registered Cub Scouts

B) It is recommended that all dens "test drive" their cars before race day in order to familiarize themselves with the steering & braking mechanism of the cart. SAFETY FIRST. Please do not let your scout drive something that may get them hurt

C) Registration is to be done prior to the event through the provided link on ScoutingEvent or by taking payment & registration details to the Scout Resource Center. Registering & paying as a den is the preferred method in order to help us with logistics.

D) Registration fee is \$15 per scout prior to April 25th & increases to \$20 after April 25th

2) Cub Mobile Construction:

A) Wheels

Wheel diameter can not exceed 12"

Must use solid rubber or plastic wheels as air filled tires are not allowed

Wheels with bearings are not allowed

Axles should be lag bolts – however straight axles (solid axles) will be allowed if affixed correctly & in a safe manner

B) Frame

2 x 4 construction grade lumber only. Not 4x4, 4x6, or 6x6

Maximum cart length is 5'-0" (including wheels)

Cart width must be between 30" & 36" (outside of wheels)

Wheel base may not exceed 4'-0" (center-to-center of wheel)

Frame must be bolted together

Remaining items can be attached with screws as long as parts are held secure

Nails are not allowed on any portion of the cart construction

C) Steering Blocks

Cart must be equipped with steering "safety" blocks to limit turning radius

Gap between frame & block is recommended at 1/4" or less on both sides

D) Steering

Cart is controlled with a rope connected to the outer ends of the front axle

Scout may also use his feet on the front axle to assist with steering

Ensure rope is of adequate size for a comfortable grip

Rope length should be tested for length & comfort

Foot rests are allowed & encouraged to give scouts leverage for steering & as an added safety measure (deters the younger & inexperienced scouts from using their feet to stop the cart)

E) Seat Belt

Cart must be equipped with an adjustable seatbelt securely fastened to the cart frame

F) Brake

Cart must be equipped with a rubber "drag" pad or equivalent

Brakes must stop cart in a timely manner. Any cart which no longer has good working brakes or has a problem with the braking system must have it repaired prior to racing

The use of a dual braking system is encouraged as an added safety measure but is not required, a single lever will suffice

G) Seat

Securely fastened to the frame with bolts or screws

A seat with a backrest is required

H) Floor Board

This is to discourage the scouts from braking with their feet. It should

be positioned between the seat & front axle. (Must not interfere with operation of

brakes or steering.) - Made from 3/8" plywood, can be up to 10" long & 24" wide

*No additional weighting to the cart will be allowed as a means to increase speed

*Lightweight items such as flags or other decorations can be attached to car as long as it's secured. Be creative as this years race lands on May 4th (perfect for a Star Wars themed cart)

*The use of an enclosure around the driver is not permitted as this increases the weight of the cart

* Decorations & paint schemes shall uphold BSA values & traditions

* Build the cart as close as possible to the picture & photos that are attached

* All carts must pass a pre-race tech inspection prior to racing

3) Safety Equipment

A) Helmet (REQUIRED)

Bicycle helmet, motorcycle helmet, football helmet, baseball helmet, etc... use your own good judgment

B) Shoes (REQUIRED)

Closed toe shoes only

No sandals, flip flops, crocs, or bare feet will be allowed

C) Gloves (RECOMMENDED)

Leather gloves or fingerless roller blading gloves are recommended

D) Elbow pads & kneepads (RECOMMENDED)

Rollerblading/skateboarding knee & elbow pads are recommended

E) Attire (RECOMMENDED)

Though the official BSA Class A uniform is allowed, it is not required. Class B uniforms (t-shirts/hoodies) are recommended for this event for both comfort & practicality reasons. It is also highly recommended

that the scout wear pants & not shorts to keep them from getting scrapes, scuffs, etc in the event that their cart crashes

4) Racing

A) Each scout will drive a Cub Mobile cart racing in their own class or rank division.

The cart can either be the scouts own creation or they may choose to borrow another scouts or use a cart created by the den or pack

B) Each run will be judged & logged by the line judge crew

C) In the event of a crash not of a driver's own doing, runs for both carts will be voided & re-run. No more than 2 re-starts will be allowed

D) Judges will determine a maximum "default time" for all cars that will be assessed in the event a racer does not finish their run

E) Judges reserve the right to modify the rules at any time without prior notice

F) The race will be single elimination, meaning that the scout will run down the course once & the racer with the fastest time will move on. This method helps conserve time & move the event along at a reasonable pace.

5) Itinerary

08:00 = Gates open

08:00-09:00 = Check In (once your scout is checked in, proceed to the tech area)

08:00-09:00 = Tech (once your cart is checked in you may make practice runs)

08:00-09:45 = Practice Runs

10:00 = National Anthem & Invocation

10:10 = Bracket racing begins

- Heat #1 Lions/Tigers
- Heat #2 Wolves
- Heat #3 Bears
- Heat #4 Webelos/AOL

15:00 = Bracket racing ends (tentative based upon number of racers)

* Each bracket will receive their trophies shortly after their bracket has completed racing

* Each bracket will receive trophies for 1st, 2nd, & 3rd place

* The 1st place winner from each bracket will compete for the overall winner

* During check in each scout will be handed a ticket for prize giveaways that will be announced throughout the day (please do not lose your ticket)

* Other awards to be handed out throughout the day include:

- "The Ken Terrell Award" for volunteerism (one adult leader)
- "The Long Haul Award" for furthest distance traveled (one pack)
- "The Scout Spirit Award" for most participants (one pack)
- "The Best of Show Award" for judges favorite cart (one scout)
- "The Lightning Bolt Award" for fastest time (one scout)
- "The Hard Headed Award" for judges favorite helmet (one scout)



