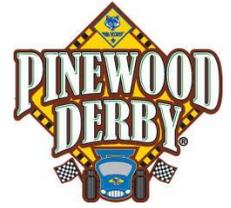




## Thunderbird District Outlaw Race



# **RULES AND REGULATIONS**

## **I. RACERS**

A. Open to anyone who is not a currently registered Cub Scout. Registered leaders, parents, grandparents, aunts, uncles, or siblings of a registered scout may race.

## **II. THE CAR**

There are no rules for the Outlaw Race except the following:

- A. Car must be able to race down the track with other cars and fit through the timing gate.
- B. Car must be powered by gravity. This means no engines, rubber bands, wind up motors, springs as used for propulsion, rocket motors, CO2 cartridges, thermos-nuclear reactors, plasma boosters, or any other thrust generation or enhancement devices.
- C. No projectiles are allowed, and no part of the car may intentionally detach from the car during the race or come into contact with any other car.

## **III. THE DERBY**

- A. After an entry has been officially weighed in and registered, a small sticker with a number will be placed on the car. From this point on, **NO ADDITIONAL WORK OR REPAIRS WILL BE PERMITTED WITHOUT THE CONSENT OF THE INSPECTION COMMITTEE** (This includes lubrication, loose wheels and axles, etc.).
- B. Decisions made by the judges and/or inspection committee are final.