

Pack 26 Cubmobile Rules

1. Each Cubmobile can only be used for one driver in each den level.
2. All wheels may only be equipped with solid rubber tires. (No pneumatic tires)
3. Car frame is made from 2-by-4-inch construction lumber.
4. The overall length of the car is a maximum of 5 feet; the wheel base a maximum of 4 feet. The outside circumference of the wheel may vary from 30 to 36 inches.
5. Use roundhead 1/4-inch bolts to hold frame. Screws are a second choice. Nails are not suitable, because they may work loose.
6. All cars must have a seat with braced backrest, so the Scout can comfortably steer with his feet.
7. Steering is done with the feet, which are placed on the front axle, and by the hands holding a rope fastened to the front axle.
8. If threaded axles are used, the nuts must be secured with cotter pins or wire.
9. Cars must be equipped with an adequate safety belt securely fastened to the main frame of the car.
10. Cars must be equipped with a handbrake with its rubbing surface faced with a rubber material such as a strip of an old tire. This will stop the car when dragged on the ground.
11. During a race, the two 2-by-4-inch blocks fastened 1/16th inch from the centerboard will limit the turning radius. (Very important to test this before the race!)
12. All participants must wear a helmet (bike, motorcycle, etc.) and shoes that cover the whole foot. It is recommended the scouts wear a long sleeved shirt and pants.
13. Each Scout will be allowed 2 competitive runs, Awards will be given for 1st, 2nd, and 3rd place in each division.
14. If a Cubmobile stops for any reason before the finish line it is considered an incomplete race and the race is awarded to the one that passes the finish line, Unless Cubmobile has not crossed the halfway point.
15. A Cubmobile may not be pushed by any means during a race (no rocking either). The driver should not touch the ground for any reason during their run.
16. Cubmobiles that are damaged during the race may be repaired in the "pit", however major modifications will not be allowed after registration.
17. A pre-race inspection will be held. Any cubmobile found to be mechanically unsound will not be allowed to race. **DO NOT USE NAILS!!!** Use carriage bolts/nuts or lag screws. **NAILS WILL NOT HOLD UP TO THE STRESSES INVOLVED WITH THESE CARS!!!!**
18. Cubmobiles will be judged for Best Paint and Most Innovative design. The cubmobile does not have to strictly follow the diagram provided. It **DOES** have to be mechanically sound. Creativity is highly encouraged.
19. There will also be a sibling race, siblings may race in the car built by their respective families' Den.
20. The ruling of the judges is final on all matters concerning the event.