

Battlefields Council Kub Kar Rules 2010

Rules and Regulations for Battlefields Council Kub Kars:

- 1 All Kub Kars must be built for the current Scouting year (2009-2010).
- 2 All Kub Kars must fall into One of Two weight Categories:

Light Weight: A Light Weight Kub Kar shall not exceed a weight of 112.0 grams

Heavy Weight: A Heavy Weight Kub Kar shall weigh no less than 112.1 grams and shall not exceed 142.0 grams

- 3 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 80.0 mm.
 - d. Track Clearance: No less than 9mm
 - e. Inside edges of left and right wheels shall be no less than 45mm apart
- 4 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. At the discretion of the inspection committee time will be granted for any non-conforming Kars to be modified, in order to meet the specifications and be included.
- 5 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 by the addition of wood or metal, to the original Kub Kar kit (the original block of wood, nails and wheels are to be used. No substitutions).
- 6 Details such as steering wheels, drivers, decals, 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.
- 7 **** Kub Kar bottoms are to remain paint free.* This allows the race committee at the Area level to apply markings to a clean and paint free surface. Bottoms should have the youth's name, group, area and the year 2010 on it.***

- 8 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.
- 9 Only silicone type lubricants can be used. * **Graphite or oils are not permitted** *
- 10 The forward most point of the vehicle must contact and be able to rest squarely on the track starting pin.
- 11 Wheel Bearings, washers and bushings are prohibited.
- 12 Springs or any other suspension devices are prohibited. "Slotting" or "spring boarding" by cutting slots lengthwise more than 5cm from the axle nail is considered a type of suspension device.
- 13 All 4 wheels must be installed. Minimum of 3 wheels must contact the track surface.
- 14 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.
- 15 The Kub Kar will race in a forward direction only. (front of the car should be marked on the bottom of the car)
- 16 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.
- 17 No modifications are permitted after registration. Emergency repairs may be carried out only if damaged by racing or being accidentally dropped.
- 18 Pitting, consisting only of re-lubricating the car, with no additional modifications, will only be allowed prior to each round. There will be no lubrication of the car during an active round.
- 19 A cub that is unable to attend can have another youth race their car
- 20 All participants must be wearing a Scouting Uniform to race
- 21 Each Area must register a list of the participants 3 weeks prior to the event, on supplied forms.

