



South Waterloo Area Kub Kar Rules & Registration info

Tim Read 519-590-4732 tread@rim.com

www.scouts-sw.ca/kubkar.htm



Kub Kar Rally March 6th, 2010 **Cedar Creek Public School, Ayr Hosted by 1st Ayr**

NEW DATES for Registration night – Mar 1,2,3

Registration and Tune up nights for all classes

[visit our web site for info](#) [Rules, details and speed tips!](#) (just download it!!)

Kub Kar Rally

Where: Cedar Creek Public School, Ayr - [Directions from Scout House](#) [Map](#)

When: Saturday March, 6th 2010 Hosted by: 1st Ayr

Scouters – my apologies for the date change & confusion. 1st Ayr and Tim Read have worked hard to create an outstanding event. I confused the dates you received earlier at Scouters Club. *Mark Van Dyke*

Registration and Tune up nights for all classes - NEW DATES

When: **March 1,2,** - Monday & Tuesday Night (moved to a week later to accommodate more youth)

Where: St. Peter's Church in Preston (King St .) [Map](#)

Time: 7-9

Ayr & Brant members & last minute registrations - NEW DATES

Brant Scouts will be joining us for Scout Trucks!!

When: **Mar 3**

Where: Knox United Church - 92 Northumberland St [Map](#)

Time: 6:45-8:30

Who – All Beavers, Cubs, Scouts and Leaders interested in having fun! Yes, Scouts and Leaders can enter a Kub Kar or Scout Truck in the open classes.

Fee - \$6 per vehicle – payable to your Leader on or before registration night.

Leaders

We request that all registrations are completed as a Group. This makes registration night much easier for everyone. A group registration form is in this package. *Please print* Fill it out and bring it with your group vehicles on one of the tune-up nights. We would like you to be there until your entire group is registered. If parents are bringing their youth and kars, please make sure they see this information

Important additional information about Registration Night included below.

South Waterloo Area Kub Kar Committee – Tim Read 519-590-4732 tread@rim.com

This document is available at www.scouts-sw.ca/kubkar.htm



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Kub Kar Rally - General Rules. Apply to all classes

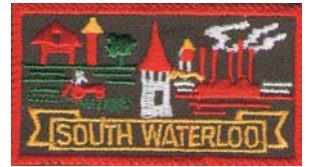
Parents – Please remember this is a youth event. You are welcome to help, but lets try and enable the youth to develop their full potential!
Parents are eligible to enter their own vehicle in the open class!!!

1. **All participants will embrace the scouting spirit and have FUN!!! A uniform is required to race.**
2. Donation for the Food Bank – Please bring a donation for the Food Bank.
3. **No Lubricants of any type may be used on any of the vehicles.** This includes graphite of any type. If lubricants are discovered on the vehicle, it will be removed or the vehicle will be disqualified. (this rule is in place to protect the Area Kub Kar Track from the damaging effects of these lubricants)
4. **No Repeat cars.** All vehicles must be first time racers. This keeps the same cars from winning year after year.
5. All Kub Kars, Scout trucks, Beaver buggies, etc must be brought to one of the tune-up nights, registered and surrendered at that time. At the tune-up nights, all vehicles will be weighed, examined and approved for the race. If needed, any modifications like weights will be added on these nights so that all vehicles weigh the same to ensure fairness for the final races.
6. All vehicles need to be registered by the final registration night. All vehicles are held by the Kub Kar Committee until the race. No changes are permitted to cars after they are registered.
7. All vehicles must use the nails and wheels included with the respective building kit. (ie) Kub Kar, Scout trucks, Beaver Buggies. No full axles as found in the Pine Derby Kits
8. Wheel bearings, bushings and washers are prohibited.
9. The car shall not ride on springs.
10. Details and attachments may be added providing they are securely fastened and do not exceed the maximum length, width, height and weight specifications for each respective class.
11. Each car must have the youth name, current year (2010) & group in black marker on the bottom of the car.
12. Numbers will be assigned and fixed to the car on registration night. # is on a small removable sticker. Youth may put their own number for decoration on the car.
13. Novice youth must be identified on the bottom of the car. They will be placed in the novice class.
14. Most of the “Pine Car” accessories are allowed, however the vehicle must still conform to the overall length, height, width and weight restrictions imposed for each class. (See specifics below for each class of vehicle.) **“Pine Car” Wheels and Axles may NOT be used. (See rule #7)**
15. All vehicles must have a minimum clearance of 3/8” between the chassis and the track to allow them to run on the track without dragging.
16. No Pointed or rounded front ends. All Beaver Buggies, Kub Kars & Scout Trucks must have a minimum frontal, flat edge of 1”. This is to accommodate the track and to be sure the holding pin at the start can hold the vehicle in place. Vehicles with pointed fronts will run backwards to accommodate this.



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Battlefields Council Rules – NEW

Please note that Battlefields Council has introduced 2 weight classes!

Honestly, we have no idea why as no other local Area or Council has this. Your Kub Kar Scouters (and they are OLD!!) have always experienced the kars, buggies and trucks with the weight as close as possible to the maximum, run the best. As such, South Waterloo will not operate 2 classes.

Council also allows silicon style lubricants. However, South Waterloo Area maintains that NO LUBRICANTS be used as they damage the track.

If your vehicle makes it to the Council level, you should review the Council rules available on our web site at www.scouts-sw.ca/kubkar.htm.

HELP!!

Spare Parts - Your volunteer Kub Kar officials need extra wheels, wheel pins and any spare parts! They give them away at the Tune Up nights to any youth who needs them, but our personal parts bins are running empty!

Event volunteers – We could use a Scout Troop or Venturer Company to assist with set up on Friday night, take down and operation of the event on Saturday. Please contact Tim Read 519-590-4732 tread@rim.com

Open Class and Kub Kars

Kub Kar races are only open to *youth currently registered in the Cub program*. Open class races are *open to all who want to participate*.

1. Overall size dimensions must conform to the specifications listed below.
2. Weight is not to exceed 142 grams or 5 ounces.
3. Vehicles not conforming to rule #16 above, will be run backwards so the sensors accurately register the time.
4. Pickup trucks may only be used for the Open Class. Follow the Kub Kar Guidelines.

Beaver Buggies

Beaver Buggy races are only open to youth currently registered in the Beaver program.

1. The official Beaver Buggy kit must be used.
2. All attachments must be fastened securely.
3. **Nose of the Beaver must not extend past the deck of the Beaver Buggy base.**
4. Weight must not exceed 142g or 5oz.

Scout trucks- regular race

Scout truck regular races are only open to youth currently registered in the Scout program.

1. The truck and trailer combination must not exceed a weight of 600 grams. Open Class is 700 grams
2. All 18 wheels in the Scout truck kit must be used and all must touch the track.
3. Must conform to the size specifications as listed below.
4. All attachments must be fastened securely. No loose objects.
5. Trailer must hinge.
6. Trailer must be detachable.
7. Trailer length may not be less than half the original Scouts trailer kit length.

Scout Truck – Open Class

The purpose of this category is to allow Scouts and Leaders to explore their creative side at a higher level. In this category, participants will be allowed to modify the Scout truck package to their own design. All components of the Scout truck kit are not required. (ie. You may make a flat bed trailer, etc). This category is open to everyone who wants to participate.



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The following are various suggested methods of making your vehicle the fastest around.

They are presented in no specific order. Do your best!

Thanks to 1st Merrickville for this great info!

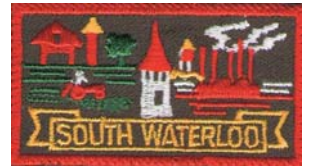
- 1 Weight the vehicle to the maximum allowed. Try using wood screws with washers under them you so can add or remove the washers as necessary.
- 2 Put the weight towards the rear of the car. In this manner, the weight has the highest distance to maximize potential energy.
- 3 Insure that your vehicle tracks straight. Watch it run down a shallow incline. Good tracking will minimize the wheels rubbing against the sides of the track.
- 4 Sand off any ridges on the surface of the wheels and polish the surface smooth.
- 5 Burnish the inside of the wheel hubs. Use a pipe cleaner or take a thin metal rod, insert through the axle hole, and roll the wheel while pressing down hard.
- 6 Insure your wheels roll smoothly and are not binding. A good test is to spin each of your wheels with your finger and let them run to a stop. It should take 10-20 seconds for well tuned wheels to stop completely.
- 7 Never roll your competition vehicle on the ground or concrete. These rough and dirty surfaces can ruin the vehicle's wheels, axles and alignment.
- 8 Shape the vehicle to a low profile to minimize resistance to the air-stream. Character figurines glued to the car and other excessive trim can slow down a car. Multiple cars can be entered: make one for racing and one for the design competition.
- 9 Remove any metal webs/ridges that reach from the nail head to the shaft. These are small but will ride next to the outer wheel surface. Use a fine file to remove these webs. The axle can be mounted in a drill.
- 10 Axles should be polished to provide a surface for the wheel to roll without restriction. Use a good metal polish and soft cloth for this step. The axles can again be mounted in a drill. (no lubrication in SWA)
- 11 File down the edges of the chisel point on the axle. If nails are inserted through the wheel without filing the edges, the inside hub of the wheel may be scored.
- 12 Use a wheel spacer to give 1/32" clearance between the wheel hub and the body. (take the spacer out before registration)
- 13 When positioning the vehicle on the track ensure it is pointing directly down the track and that all wheels are centered between the body and the nail head.
- 14 Give the vehicle a nice smooth paint job. Paint well before the race so the paint is not tacky and stick to the wheels.
- 15 Ensure all four wheels rest on the track. Wheels that bob up and down decrease the energy available for speed.
- 16 Decrease the weight of the wheels. Ensure the wheel stays balanced and that the tread profile contacting the track is not changed.
- 17 Under cut the inside of the wheel hub to reduce the contact area between the wheel and the axle.

Ensure all race rules are obeyed to prevent disqualification



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Vehicle Specification Limitations

	KubKar/Pickup Truck	18 Wheeler Truck & Trailer
Maximum Weight	142 grams 5 ounces	600 grams 700 grams open class 25½ ounces
Maximum Length	17.8 cm 7 inches	44.5 cm 17½ inches
Overall Height	7.5 cm 3 inches	11.5 cm 4½ inches
Maximum Outside Width	7.0 cm 2¾ inches	9.5 cm 3¾ inches
Maximum Width Between Inside of Wheels	4.5 cm 1¾ inches	4.5 cm 1¾ inches
Minimum Clearance Between the Chassis & the Track	0.95 cm 3/8 inches	0.95 cm 3/8 inches
Wheels and Axles	Scouts Canada Kit Issue Only	Scouts Canada Kit Issue Only
The official specifications are metric. Imperial measurement is for reference only.		





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Congratulations on your purchase of the Kubkar kit. For more than three decades, children and adults have experienced the pride and excitement that comes with creating and demonstrating their own unique Kubkar. Adults, who as children discovered the fun and challenge of the Kubkar kit, can relive the feeling both by sharing the memories (and advice) and by observing the same enjoyment in their children's faces.

Specifications

WIDTH

Overall width including wheels is not to exceed 7 centimeters or 2 3/4 inches.

The minimum distance between the wheels is 4.5 centimeters or 1 3/4 inches.

LENGTH

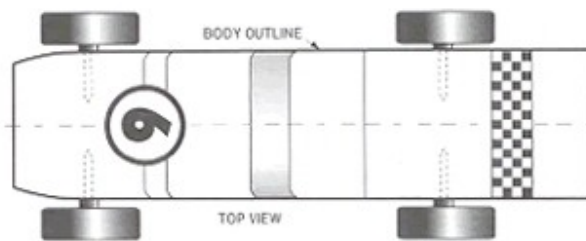
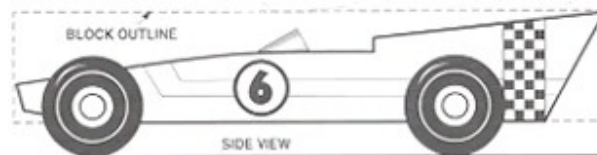
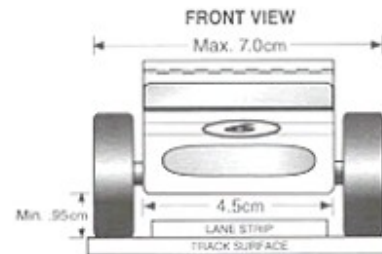
Overall length is not to exceed 17.8 centimeters or 7 inches.

WEIGHT

Overall weight is not to exceed 142 grams or 5 ounces.

HEIGHT

Clearance between the chassis and the track should be .95 centimeters or 3/8ths of an inch.



Restrictions

Wheel Bearings, washers and bushings are prohibited. The car shall not ride on springs. Details and attachments may be added providing they are securely fastened and do not exceed the maximum length, width, height and weight specifications. The car must be free-wheeling and may only be propelled by the force of gravity. Kubkars are subject to inspection by an official inspection committee to determine eligibility.

Building Guidelines

Mark your chosen design on the top and sides of the block. Carefully carve or cut to the desired shape. Sand smooth. Paint, stain and/or finish as desired, preferably with water-based treatments. Insert axle through the wheel and force into slots provided. The wheels should spin freely.

Options and Accessories

Check your local Scout Shop and/or the official Scouts Canada catalogue for Kubkar accessories and presentation items.

Please note that these measurements may not necessarily be precise conversions and will therefore be subject to reasonable interpretation.

IT IS STRONGLY RECOMMENDED THAT BUILDERS REFRAIN FROM USING WEIGHTS WHICH CONTAIN TOXIC LEVELS OF LEAD.

Helpful Hints

To build a fast car, there are several important details to consider:

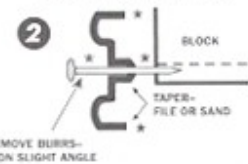
First, and foremost, is wheel alignment, which is necessary to obtain a straight smooth run, thereby reducing wheel friction on the track guide rails. Next in importance is reducing wheel and axle friction.

Also shown on the drawing are several minor alterations to wheels and axes that will reduce the friction area (2).

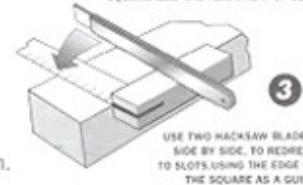
To reemphasize the important details, take into consideration the following: 1) Wheel alignment, 2) Axle and wheel lubrication, 3) Weight Distribution, 4) Car design, 5) A high gloss finish.



* STARS IDENTIFY FRICTION AREAS AND WHERE TO APPLY DRY LUBRICANT



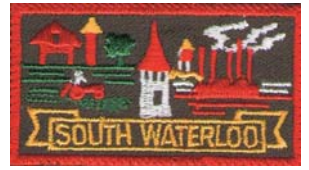
LAY SQUARE ON BLOCK TO CHECK FOR SQUARENESS AND ALIGNMENT OF SLOT





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South Waterloo Area 2010 Kub Kar Group Registration Form



Group Name	
Contact Leader (name, phone, email)	

	Name of participant	White Tail Beaver	First year Cub	Cub	Scout Truck	Open Class	Reg Fee collected
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	Totals # of entrants in each class						
	Total reg fee per class						
	Total reg fee collected						