

Shining Waters Council: Kub Kar Rally Rules 2018

1) KUB KARS MUST BE CONSTRUCTED COMPLETELY FROM THE MATERIALS SUPPLIED IN THE KIT:

- a. One (1) block of wood
 - b. Four (4) wheels
 - c. Five (5) nails
 - d. One (1) spare tire
 - e. Decals
- *No Pre-Fab Kub Kars will be allowed.

2) VEHICLE SPECIFICATIONS:

- a. Overall width cannot exceed 70mm.
- b. Overall length cannot exceed 178mm.
- c. Wheels must be a minimum of 45mm apart in width, in order to clear the track with no mod.
- d. No part of the Kub Kar may overhang or extend beyond the start barrier.
 - i. If a Kub Kar is constructed in such a way that it does, the Kub Kar will be run backwards if that resolves the issue.
 - ii. If the Kub Kar is designed so that both ends overhang and/or extends beyond the start barrier, the Kub Kar will not be registered.

3) WEIGHT SPECIFICATIONS:

- a. The Kub Kar cannot weigh more than 142 grams.
- b. Weight may be added to the Kub Kar in accordance with the following specifications:
 - i. Weight can only be added to the bottom of the Kub Kar and only between the front and rear axles.
 - ii. Bottom weights must be flush with the bottom of the Kub Kar and may not be used in any way in the design of the Kub Kar.

4) FINISHES:

- a. Wood fillers may be used to fill scratches and joints.
- b. Glue may be used for joining parts and filling scratches and joints.
- c. Paints and enamels may be used for finishing.
- d. Wood fillers, glue, and pant or enamel may not be used in forming parts of the Kub Kar.

- e. DO NOT PAINT the bottom of the Kub Kar, this area is to remain unfinished for identification purposes.
- f. Any decals that are used must be secured with either glue or the finish.

5) ATTACHMENTS:

- a. ONLY scrap material from the block of wood supplied in the Kub Kar Kit can be used to make special design parts such as fenders, lights, etc.

6) PROPULSION:

- a. The Kub Kar must be freewheeling.
- b. The Kub Kar shall not ride on any springs or use any self-starting device.

7) WHEELS:

- a. Only the wheels in this year's kit may be used.
- b. Axles may be polished and lubricated, however they may not be altered in any other way.
- c. Wheel bearings, washers, or bushing are not allowed.
- d. The fifth wheel may be used if desired as a design feature, however it may only be glued onto the Kub Kar.

8) LUBRICATION:

- a. Light oil or graphite powder may be used as lubricants for the wheels and axles. Each racer will be able to lubricate their vehicle once before the runoffs and once before the finals.
- b. No excess lubricant is permitted.
 - i. Each Kub Kar will be assessed for excess lubricant by the officials at registration, and the officials have sole responsibility for this judgment. If a Kub Kar is judged to have excess lubricant, it will not be registered, and the Kub Kar will have to be cleaned to the official's satisfaction before it can be registered.

9) DECALS:

- a. Only the decals provided in the kit and Hot Wheels may be used and must be secured. Any numbers used must be the registration number. Please paint your number on the top of the Kar.

10) IDENTIFICATION:

- a. All entrants must include the following information on the unpainted bottom of the Kub Kar in legible writing:
 - i. Name
 - ii. Age (as of Dec. 31)
 - iii. Pack and Area
 - iv. Current year (2018)
- b. Registration number must be visible on top of the Kar.

11) ENTRY LIMIT:

- a. Only one Kub Kar may be entered per Cub or Scouter.
- b. The Kub Kar must not be a previous year's Kub Kar.

Once the Kub Kar has been inspected and approved, and the races have started, NO adjustments or lubrication will be allowed, unless damage has occurred while racing.