



BOY SCOUTS OF AMERICA®

Cherokee District

2017 Cubmobile Race

November 11, 2017

WHERE?

Chapelwood United Methodist Church
100 Janice Drive
Athens, GA 30606

SCHEDULE

Tigers:

Check in from 8:00-8:45 a.m., Racing begins at 9:00 a.m.

Wolf:

Check in from 9:30-10:15 a.m. Racing begins at 10:30 a.m.

Bear:

Check in: 11:30 am-12:15 pm Racing begins at 12:30 p.m.

Webelos/Arrow of Lights:

Check in: 1:00-1:45 pm, Racing begins at 2:00 p.m.

- **CONCESSIONS AVAILABLE AT EVENT**
- **PRIZES FOR FASTEST AND BEST-IN-SHOW**



HOW MUCH?

\$10 Discounted Fee (by October 27th)

\$15 Regular Fee (after October 27th)

Any registration after 5 pm 11/9 will be taken onsite

\$20 On-Site Fee

For more information call: Greg Schultz (706) 224-3087 greg.schultz@scouting.org

Rules on Reverse

Registration Form: Cherokee District Cubmobile, November 11, 2017

Scout Name: _____

Parent's Name: _____

Address: _____

Phone #: _____

Email: _____

Pack # _____

Rank Competing in _____

Method of Payment

Check

Cash

Visa

Mastercard

Credit Card # _____

CVV # _____

Exp. Date _____

Signature _____

Billing Zip _____

Total _____

Mail to:

Northeast Georgia Council, BSA
Cherokee District Cubmobile
P.O. Box 399
Jefferson, GA 30549

Fax to: 706.693.4849

Email to: sarah.cooper@scouting.org

For More Information Contact:

Greg Schultz
(706) 224-3087
greg.schultz@scouting.org

6AC3/1-6801-360-20

Prepared. For Life.™

2017 Cubmobile Rules

1. All cars must adhere to BSA Cubmobile Specifications outlined in the Cub Scout Leader How-To Book (2015 version pages 6-33 to 6-36).
2. Wheels must not exceed 12 inches in diameter. Spoke wheels are not allowed unless they have a hub covering them. We highly recommend that wheels with bearings are used. Plastic mower wheels without bearings will not even get the Cubmobile all the way down the hill! (your Cub Scout will be sad)
3. All wheels may only be equipped with solid rubber tires.
4. Car frame is made from 2-by-4-inch construction lumber and supplemented with 2-by-6s and 2-by-8s. **Safety is key**, so if you are starting a new car start with 2-by-6s.
5. 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. **The car has to safely fit on our ramps.**
6. Use roundhead 1/2-inch bolts to hold frame. Screws are a second choice. Nails are not suitable, because they may work loose.
7. All cars must have a seat with braced backrest, so the Scout can comfortably steer with his feet. **The seat must have sides to prevent driver from sliding off seat.**
8. Steering is done with the feet, which are placed on the front axle. Steering is also done by the hands holding a rope fastened to the left and right side of the front axle. Foot rests are OK. Knots in ropes are OK. Rope must be able to be re-grabbed while riding the cubmobile. **No rack and pinion, no bars, no gearing, no rope spiraled around a steering post. Read 8 again. SPECIAL NEEDS—NEED SPECIAL PERMISSION**
9. Cars must be equipped with an adequate safety belt securely fastened to the main frame of the car. **Failure to do this will result in your car not being allowed to race.**
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.
12. 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!)
13. The maximum weight of the Cubmobile (not including rider) may not exceed 65 lbs. **We will weigh the cars.**
14. All participants must wear a helmet and shoes that cover the whole foot during race. Gloves and knee pads are recommended as well. **NO EXCEPTION**
15. Each Scout will be allowed 2 competitive runs. Winners are based on the fastest run of each Scout.
16. A Cubmobile may not be pushed by any means during a race. If a car spins out, you may point it back down hill, and give it a shove, so every boy can finish his run. Fun matters. **But the race cannot be won this way.**
17. Cubmobiles that are damaged during the race may be repaired in the "pit," however major modifications will not be allowed after registration. We will try our best to adjust your racing position, but cannot delay indefinitely.
18. Cubmobiles will be judged for creative design. Only once for a rank, if it is used for more than one.
19. The ruling of the judges is final on all matters concerning the event.

If you have a question, don't wait till race day to find out. Call Greg Schultz (706) 224-3087 or send pictures or drawings to greg.schultz@scouting.org.

20. Have Fun!