

GENERAL RULES

(Applies to all Cubmobiles and drivers.)

- G1 Qualification:** Anyone may design, build and enter Cubmobiles in the Cubapolis 2006. Currently registered Cub Scouts or Boy Scouts may design, build and enter Cubmobiles for the Scout Class. Other community members may design, build and enter Cubmobiles for the Open Class.
- G2 Basic Design of Cubmobile:** The basic design of each Cubmobile shall follow the Cubmobile design as set forth in the 2003 printing of the "Cub Scout Leader How-To Book", according to the design specifications located in the "Cubmobile Design Standards" section of these rules. Dimensional lumber over the 2"x4" specifications may be used.
- G3 Competition Classes:** Competition classes will be determined by the competitor's age on July 2, 2006. Open Class competition classes, open to everyone, regardless of age or gender, shall be:
- O1) 7 to 10 year olds (Combined Cubmobile/driver weight shall be no more than 200 pounds.)
 - O2) 11 to 17 year olds (Combined Cubmobile/driver weight shall be no more than 300 pounds.)
 - O3) 18 and older (Combined Cubmobile/driver weight shall be no more than 350 pounds.)
- Scout competition classes, for boys registered as a Cub Scout or Boy Scout on July 2, 2006, shall be:
- S1) 7-8 year old Cub Scouts (Combined Cubmobile/driver weight shall be no more than 200 pounds.)
 - S2) 9-10 year old Cub Scouts (Combined Cubmobile/driver weight shall be no more than 200 pounds.)
 - S3) 11-17 year old Boy Scouts (Combined Cubmobile/driver weight shall be no more than 300 pounds.)
- G4 Attendance:** Each driver must enter his or her own Cubmobile at the registration desk. When one Cubmobile is used by multiple drivers ALL drivers must be present at the inspection / registration area. (See rule G5.)
- G5 Multiple drivers per Cubmobile:** More than one person may build and use a Cubmobile during the race. However, the combined weight of each driver and the Cubmobiles must pass inspection without changing of the weight of the Cubmobile between drivers. No modification of a Cubmobile will be allowed once it is impounded.
- G6 Inspection and Check-in:** Each Cubmobile/driver must pass a technical inspection and weigh-in before it may compete. Inspection and registration of Cubmobiles will begin 1 hour prior to the race start time for each class, up until 10 minutes prior to the beginning of the race for each class. Cubmobiles will not be accepted after racing for that class begins. See "Additional Information" section for race times.
- G7 Design Class Judging:** Judging for the Design Classes will begin 30 minutes prior to the start of the race. Cubmobiles not in the impound area during judging will not be eligible for Design awards. See "Additional Information" for specific times.
- G8 Failure to Pass Inspection:** The inspectors shall disqualify Cubmobiles which do not meet the rules as described herein. If a Cubmobile does not pass inspection, the owner will be informed of the reason his Cubmobile did not pass. Cubmobiles which fail the initial inspection may be modified and brought back for final inspection and check-in up until racing begins.
- G9 Impound:** No Cubmobile may be altered in any way after it has been checked-in. After a Cubmobile passes inspection, a member of the pit crew will place the Cubmobile in the impound area. Prior to each race, pit crews will release Cubmobiles to drivers in a specified area. If a Cubmobile is used by more than one person, Cubmobiles are to be immediately returned to the impound area following each person's race.
- G10 Cubmobile Design Rules Interpretation:** Interpretation of the rules described in G1 through G9, and D1 thru D12 are at the sole discretion of the Inspection Judges present during the inspection and check-in process.
- G11 Race-Day Rules Interpretation:** On Race-Day, the Cub Scout must make all questions of rules interpretations and procedures to the Race Officials promptly. Decisions of Race Officials on questions of rules interpretations and procedure may be appealed to the Race Director. Concessions may be made for drivers with special needs on a case-by-case basis. All decisions of the Race Director are final. **Note:** Unsportsmanlike conduct by any participant or spectator will be grounds for expulsion from the competition and/or the race area.
- G12 Pre-Registration:** The registration fee for each driver is \$10. If drivers postmark their registration before June 14, 2006, they will receive a free Cubapolis 2006 t-shirt. After that time, t-shirts may be available on a limited size basis for an additional cost of \$10. (See registration form for additional information.)

CUBMOBILE DESIGN STANDARDS

- D1 Material:** The basic design of each Cubmobile shall follow the Cubmobile design as set forth in the 2003 printing of the "Cub Scout Leader How-To Book".
- D2 Basic Design:** No go-cart chassis, bed frames, wheelchairs, skateboards etc. All Cubmobiles must meet the original intent of the derby, which is that of a cubmobile. The safety and inspection team will rule on any questionable entries.
- D3 Cubmobile Design:** Drivers are encouraged to make their Cubmobiles unique, as long as the basic design of the Cubmobile follows the Cubmobiles design (see D1 and D2), and the weight limit is not exceeded (see D6). The original design must be obvious to the safety and inspection team.
- D4 Wheels and Axles:** Maximum wheel diameter is 10". Cubmobile must have 4 wheels, all touching the ground (no wheels "sanded" off to a point). Solid rubber tires must be used (no air-filled tires will be allowed). Lag screws are recommended for attaching the wheels.
- D5 Frame:** New lumber must be used in the building of the frame. Although 2"x4" construction grade lumber is recommended for the 200 pound classes, drivers may choose to use 2"x6" or 2"x8" for part of the frame for the 300 and 350 pound classes. Plywood which is at least 3/8" is recommended for the seat. Cubmobiles must not exceed 6' in length or 3' in width. Vehicle must fit inside 6' x 3' template. Wheel base may not exceed 4 feet (center to center of the wheels). The frame MUST be bolted together. Other items can be attached with screws, as long as the parts are safely secured. No nails can be used. Please allow adequate clearance front and rear of the axles for the starting ramp. (Ramp angle will be approximately 30 degrees.)
- D6 Steering:** Cubmobile must be equipped with steering "safety" blocks to limit the turning radius. Maximum gap between frame and block is 1/2" on both sides. Cubmobile is controlled with a rope connected to the outer ends of the front axle. Drivers may also use their feet on the front axle to assist in steering. The rope should be of an adequate size for a comfortable and controllable grip. Foot rests to prevent scouts from using feet as breaks are permitted.
- D7 Seat Belt:** Cubmobiles must be equipped with an adjustable seat belt securely fastened to the frame.
- D8 Safety / Breaks:** The Cubmobile must be equipped with two rubber "drag" pads or the equivalent as a breaking system. Brakes MUST stop the Cubmobile in a timely manner. Drivers must demonstrate to the safety and inspection team that the braking and steering systems are functional. Drivers must fit vehicle and be able to operate steering and braking systems. Drivers must be able to see over hood of Cubmobile, if a hood is used.
- D9 Seat:** The seat must be securely fastened to the frame. A seat with a backrest is recommended.
- D10 Lubricants:** Use of chemicals or loose powder in any form, in or on any part of the Cubmobile or drivers clothing is prohibited. Lubricant in the form of WD-40, provided by the driver, is allowed only on the axles of the cubmobile. After the cubmobile is impounded, lubricants can be only be added before the first run of each driver. No lubricant will be added before the second run of each driver.
- D11 Weight:** Any and all ballast (weight) must be permanently secured to the interior of the Cubmobile prior to the race. Combined Cubmobile/driver weight for classes S1, S2 and O1 shall be no more than 200 pounds. Combined Cubmobile/driver weight for classes S3 and O2 shall be no more than 300 pounds. Combined Cubmobile/driver weight for class O3 shall be no more than 350 pounds.
- D12 Propulsion:** Absolutely no drive mechanisms will be allowed. The Cubmobiles will operate on gravity propulsion only.
- D13 Additional Modifications:** After passing inspection and impounding, no modifications will be allowed to Cubmobile without committee approval.
- D14 Repairs:** See rule C8 under "Conduct of the Races".

CONDUCT OF THE RACES

Each driver will have two runs, with the fastest run counting. Additional runs mentioned in these rules are runs in addition to the two runs. Class winners will be determined by time. Although more than one driver will be racing at one time, they will each be competing against the clock, not each other. The fastest run overall in each class time wins.

- C1 Inspection:** The race-day inspection and registration area will have the official scales and footprint template. That equipment will be the official equipment for the race. Racers should be prepared to make weight adjustments to their Cubmobiles if necessary. Cubmobiles will be measured and Cubmobiles /drivers will be weighed in the inspection area. The decision of the safety and inspection team as to the safety of Cubmobiles is final.
- C2 Driver and car numbers:** Each driver will be issued a number, and each the Cubmobile will be issued a number. This will allow the pit crew to properly match the drivers to the Cubmobiles and facilitate scoring. Each driver is to prominently wear the number issued to him or her, and each Cubmobile must have its number in a prominent place.
- C3 Clothing:** Participants in the open classes shall wear the official race t-shirt or a sleeved shirt. Participants in the scout classes shall wear their uniforms or the official race t-shirt. All participants shall wear long pants or jeans and protective headgear; no exceptions to this rule will be made! No sandals or bare feet will be allowed. Elbow and knee pads, and leather or rollerblading gloves will be permitted.
- C4 Lubrication:** In the interest of fairness, Cubmobiles can only be lubricated before inspection and impounding. After the Cubmobiles is impounded, no more lubricants can be added.
- C5 Cubmobile Handling / Track Area:** The handling of impounded Cubmobiles will be by race officials only. Only race officials may enter the impound and track areas. This rule will be strictly enforced. (See rule G9.)
- C6 Racing:** Four drivers will race during each turn, with each driver running the course twice, once on each lane. The second run will immediately follow the first. Cubmobiles will start from starting line on a starting ramp. No pushing will be allowed. Example: For the purposes of this example, drivers will be A, B, C, and D. Drivers A and B will race. While drivers A and B are returning their cars to the starting line, drivers C and D will race. Drivers A and B will switch lanes and race while drivers C and D are returning their cars to the starting line. Then, drivers C and D will race. Then, the next group of four will race. The length of the track will be approximately 200 feet on the straight portion of 8th Avenue North near 16th Street in Denison. (This street runs through Northside Rec.)
- C7 Cubmobile Leaves Lane:** If, during a run, a Cubmobile leaves its lane but proceeds down the track in a manner that does not interfere with its opponent, then the race will be called normally. If the Cubmobile leaves its lane and interferes with another Cubmobile, the driver of the Cubmobile not at fault will be allowed an additional run. The driver of the Cubmobile who left their lane will not be allowed an additional run.
- C8 Cubmobile Repair:** If, during the first run, a wheel falls off or the Cubmobile becomes otherwise damaged, then the driver may, to the best of his ability perform repairs with the assistance an adult, if under aged 18. The driver will not be allowed an additional run. However, if a Cubmobile is damaged due to track fault, or damage caused by another Cubmobile or person, then the Race Officials, at their sole discretion, may allow additional repair assistance to the driver, and an additional run will be allowed. All repairs must be done under the supervision of a pit crew member. No more than fifteen (15) minutes will be allowed for repairs.
- C9 Timing / Finish Line Judging:** If, during a race heat, a Cubmobile does not the finish line on the track and has no interference from another driver, that driver's time will be considered a scratch. No time will be entered, and the driver will not get an additional run. Cubmobiles will be timed beginning from when the flag drops at the beginning of the race until their first axel crosses the finish line. Two finish line judges with stop watches will keep the time for each Cubmobile and driver. If the time of each watch is within 2 seconds, the fastest time will be recorded. If the time of the two watches differs by more than 2 seconds, an average of the two times will be recorded.
- C10 Rain or shine:** The Cubapolis 2006 will take place, rain or shine. In the case of heavy rain, race organizers may choose to delay the start time, or suspend racing to allow the heavy rain to pass. The race will be suspended if lightening is present. A rain date may be set at a later time. No refunds can be offered due to rain delays or suspension.
- C10 Rewards and Recognition:** The most important values in the Cubapolis 2006 competition are family participation, good sportsmanship and learning how to follow rules. The Awards Committee is responsible for recognizing and encouraging these qualities in addition to traditional racing awards. Racers will be recognized as follows:
- Every participating Scout will receive a certificate and ribbon.
 - Trophies will be awarded to the first, second and third-place finishers in each class.
 - Trophies will be awarded for design. Judges for these awards will be appointed by the race committee.

ADDITIONAL INFORMATION

- Scout races will begin at 1 p.m. on Sunday, July 2. Pre-registered drivers can be checked in from noon to 12:50 p.m. New registrations will be accepted from noon to 12:50 p.m. Judging for the Design Class will take place beginning at 12:30 p.m. One award ceremony for Scout classes will take place following these races, before Open class racing begins.
- Open class races will begin at 3 p.m. on Sunday, July 2. Pre-registered drivers can be checked in from 2 p.m. to 2:50 p.m. New registrations will be accepted from 2 p.m. to 2:50 p.m. Judging for the Design Class will take place beginning at 2:30 p.m. The award ceremony for Open classes will take place following these races.
- Pre-registered drivers will receive their t-shirt when they check in.
- If a pre-registered driver fails to check in during the allotted time, their registration fee will be forfeited.
- Registrations can be cancelled before June 14 to receive a partial refund. Cancelled registrations after that time can not be refunded.
- The Denison Cub Scouts and Boy scouts will be selling hot dog meals (hot dog, chips, water and desert) during the race.
- If additional t-shirts are available, they will be sold at \$10 each.

SPECIAL NOTES

This is a Scout-sponsored family event, and we strongly suggest each competitor respect it as such. Also, please respect the Northside Rec facility, and do not walk on the fields. Thank you.

Sportsmanship:

Two things our Cubapolis 2006 requires each participant to learn are 1) the craft skills necessary to build a Cubmobile, and 2) the rules that must be followed. Even more important, though, is how we act and behave while participating in the Cubapolis 2006 or any other group activity. This is called sportsmanship.

The first thing to remember about sportsmanship is that everyone's skills are a little different. You may be good at something like singing or drawing, but not as good at something else like basketball or computers. Parents have different skill levels, too. This doesn't mean that you are a good person one time and not good another time. You can always be a good person, whether or not you have good Cubmobile-building skills. Remember, you and your friends are individuals first and racers second. This idea is often called having respect for others.

The second thing to remember is to follow the rules. Without rules, there would be no Cubapolis 2006. You will never know if you are really good at doing something unless you follow the rules. This is often called being honest.

The third thing to remember about good sportsmanship is that there are winners and losers in every competition. You accept this when you choose to compete. There may be times when you win and feel happy, and times when you lose and feel unhappy. Being a winner is easy, and losing is sometimes hard. If you win, you must not brag or gloat. If you lose, you must not feel jealous or bitter. To be a good sportsman, you must be able to say "I did my best" and be satisfied with the results. You must also be able to appreciate and feel happy for someone else when they run a good race or build a neat Cubmobile.

Scouting's Core Values:

A well-run Cubmobile Derby speaks to all of the 12 core values:

- **Citizenship** (The scout works with the family, and local citizens and businesses are invited to participate.)
- **Compassion** (Someone will lose, and participants must demonstrate compassion.)
- **Cooperation** (Participants can help each other in the design process.)
- **Courage** (Participants need to accept the outcome of the event.)
- **Faith** (Participants should have faith in themselves to accomplish what God has gifted them with.)
- **Health and fitness** (Participants should practice shop safety while constructing their Cubmobile.)
- **Honesty** (Participants should keep to the rules.)
- **Perseverance** (Participants should finish their Cubmobile and race it.)
- **Positive attitude** (Participants should keep a positive attitude no matter the challenges or the race outcome.)
- **Resourcefulness** (Participants start with a minimal design and finish with a working racer.)
- **Respect** (Participants need to respect other builders/racers, as well as the leaders and authority.)
- **Responsibility** (Participants must make a plan and work through it to completion.)

Most importantly, HAVE FUN!