

# **ETOWAH DISTRICT CUBMOBILE RULES & GUIDELINES**

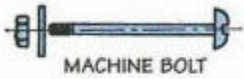
1. All cars must adhere to BSA Cubmobile Specifications outlined in the Cub Scout Leader How-To Book (2003 version), in addition to the new safety features added in bold in this list.
2. Wheels must not exceed 10 inches in diameter. Spoke wheels are not allowed unless they have a hub covering them. **We highly recommend that wheels with bearings are used.** Plastic mower wheels without bearings will many times not even get the Cubmobile all the way down the hill!
3. All wheels may only be equipped with solid rubber tires.
4. Car frame is made from 2-by-4-inch construction lumber.
5. The overall length of the car is a maximum of 5 feet; the wheel-base a maximum of 4 feet. The overall height of the car must not exceed 15 1/2 inches.
6. Use roundhead 1/4-inch minimum size bolts to hold frame. Screws are a second choice. Nails are not allowed.
7. All cars must have a seat with braced backrest, so the Scout can comfortably steer with his feet.
8. Steering is done with the feet, which are placed on the front axle, and by the hands holding a rope fastened to the front axle. **Include a floorboard as pictured in the diagram to prevent the riders from dropping their feet straight down under the moving car.**
9. Wheels must be attached to the car using lag screws. Metal rods that extend the width of the car and connect wheels are prohibited.
10. Cars must be equipped with an adequate safety belt securely fastened to the main frame of the car.
11. 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. **Our District REQUIRES a double brake (one on each side of center frame).**
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 may not exceed 45 lbs.
14. All participants must wear a helmet and shoes that cover the whole foot. Gloves and knee pads are recommended as well.
15. Each Scout will be allowed 2 competitive runs. Winners are based on the fastest run of each Scout.
16. If a Cubmobile stops for any reason before the finish line it is considered an incomplete race and the participant is not given a timed score (DNF).
17. A Cubmobile may not be pushed by any means during a race. When the driver touches the ground for any reason their run is ended at that point and is not given a timed score.
18. Cubmobiles that are damaged during the race may be repaired in the "pit," however major modifications will not be allowed after registration.
19. Cubmobiles will be judged for creative design.
20. The ruling of the judges is final on all matters concerning the event.
21. **Have Fun!**

# ETOWAH DISTRICT CUBMOBILE RULES & GUIDELINES

## CUBMOBILE

Use a helmet and safety belt  
and have fun

SQUARE SECTION  
PREVENTS TURNING



USE THESE TYPE FASTENERS  
NAILS WILL NOT HOLD

