

2018 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.
11. 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!)
12. The maximum weight of the Cubmobile (not including rider) may not exceed 65 lbs. We will weigh the cars.
13. 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.
14. Each Scout will be allowed 2 runs.
15. 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.
16. 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.
17. If you have a question, don't wait till race day to find out. Contact the Cubmobile team if you have any questions at: cubmobile@cccbsa.org.
18. Have Fun!

