

Frontier District Cubmobile Derby 2010



Date: **Saturday, April 10, 2010**

(The week after Easter.)

Cost per boy: **\$7** (For a small additional fee, breakfast items and lunches will be available.)

New wrinkles this year:

- If using an existing Cubmobile, make sure you add blocks and stirrups for the feet. This safety feature is sufficiently important for the Downhill Race that it is required.

See the specifications distributed last month at Roundtable, also on the Frontier District Web Site: http://www.gpc-bsa.org/districts/frontier/stuff/frontier_district_cubmobile_specs_2010.pdf

- The turning ratio ¼” rule will be more strictly enforced this year and is required for the Downhill race. See the specifications above for the details.

Questions? Contact: Floyd Schuchert Floyd_Jr@msn.com 412-221-0893

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Settlers Cabin Wave Pool Parking Lot

(Use the back entrance closest to the Ambulance entrance. See the map given out with Cubmobile Specifications.)

Questions?: Contact Floyd Schuchert, Floyd_Jr@msn.com or 412-221-0893 or

- 9:00 a.m. – Registration begins
- 10:00 a.m. – Opening Parade & Best-in-Show contest
- 10:15 a.m. – Races begin immediately following the Parade
- 12:00 Noon – Registration ends
 - Racers have until noon to register. (Your team must be in line before noon.)
- Cost is \$7.00 per Cub Scout
- Breakfast and/or Lunch can be purchased for a small fee, if you are interested.

All racers will.....

- ◆ Follow the Rules given to each Pack at Roundtable. See the link on Page 1 for last month's updated Rules.
- ◆ Be in uniform or class B for the race
- ◆ Be properly attired for safety
 - (shoes that cover the whole foot),
 - Long pants and/or kneepads,
 - Long sleeves and/or elbow pads,
 - Racing Gloves or any type of glove to protect their hands,
 - Safety helmet (that fits). It works best if each boy has his own helmet.
- ◆ Race all events as driver and pusher
- ◆ Race the downhill event twice
- ◆ Display their scouting spirit
- ◆ Have the boys think about or pick a team name (& alternate name) in advance
- ◆ Have a wonderful time at the Cubmobile Derby Race!!!

Frontier District - Cubmobile Derby 2010

Cubmobile Race Events:

1. **Downhill Race** – Timed Event

Downhill

- ◆ Each scout from the race team will have 2 opportunities to race
- ◆ Start and End point will be varied by rank (Tiger, Wolf, Bear, Webelos)
- ◆ Cars are held in position by teammates until the starter signal
- ◆ The car is released, NOT pushed.
- ◆ The timer begins at the starters signal and ends when the finish line is crossed.
- ◆ False start rule applies
- ◆ False start is when the Cubmobile is in motion prior to the starter signal (as determined by the judge)
- ◆ Best time of all team runs will be recorded.
- ◆ The rulings of the Judges are final!!!

2. **Monte Carlo Relay Race** – Timed Event

Circular Track

- ◆ Each scout from the race team will take a turn as driver and pusher.
 - Tiger note: Due to the course length, the Tiger teams will use two pushers.
- ◆ Organize the order in advance, the race is continuous including driver changes.
 - (For this reason, each boy having their own helmet is very helpful)
- ◆ Start at the starter signal
- ◆ False start rule applies (same as noted in the Downhill Race above)
- ◆ Each driver / pusher will go around once (1 time).
- ◆ There will be an exchange at the starting point of driver / pusher and continue in this manner until all team members have had a turn driving and pushing.
- ◆ Time will begin with the starter signal and stop when the last **pusher crosses** the finish line
- ◆ Penalties will be assessed for going off the track.
- ◆ Total time will be divided by the number of participants on the team
- ◆ The Average time is recorded for the score
- ◆ 10 second penalty time will be added to the average score, per infraction
- ◆ The rulings of the Judges are final!!!

3. **Serpentine Race** – Timed event

Slalom (zigzag) around 5 cones sections and back

- ◆ Each scout from the race team will take a turn as driver and pusher
- ◆ Start at the starter signal
- ◆ False start rule applies (same as noted in the Downhill Race above)
- ◆ Time will begin with the starter signal and end when the last **pusher crosses** the finish line
 - Tiger Note: Tiger teams zigzag, but do not make the turn.
- ◆ Best time of all runs will be recorded
- ◆ The rulings of the Judges are final!!!

4. **Push Race** – Distance event

Push and Steer for distance

- ◆ Each scout from the race team will take a turn as driver and pusher
- ◆ Pusher will push to the designated release point (a drawn line)
- ◆ The driver must steer for distance and stay in the lane
- ◆ The distance is marked when the car comes to a complete stop, or goes off course
- ◆ Best distance of all runs is recorded for score
- ◆ The rulings of the Judges are final!!!