

This car is your cub scout's car, it is not your car. You can help him or her build it but this is more than a race, it is a learning experience that you should share with your scout. They will get more satisfaction seeing the car that they built go down the track than seeing the one their dad built for them, win.

OFFICIAL PACK 846 RULES FOR CAR CONSTRUCTION:

There are no exceptions to these rules!!!

1. The car is to be built from the kit that is handed out at the Pack Meeting or your Den Meeting. No other cars or kits are permitted. If you need a replacement, you may purchase an official B.S.A. kit from the Scout Shop.
2. The car weight shall not exceed 5 ounces per the official "weigh in" scale.
3. The length of the car cannot be more than 7 inches.
4. The width of the car cannot exceed 2 3/4 inches.
5. The car must have 1 3/4 inches of clearance between the wheels or it will not be able to travel down the track.
6. The car must have 3/8 inches clearance underneath the body (Ground Clearance) or it will not be able to travel down the track.
7. The wood provided in the official B.S.A. kit must be used; non-B.S.A. store bought kits, scrap wood, etc. will not be allowed. The block may be formed into any shape.
8. Wheels: BSA wheels must be used – either those supplied with the kit or different colored wheels purchased from the Scout Shop. They may not be cut, drilled, rounded, or beveled. You are allowed to remove the manufacturing seem. Wheels without the "BSA" lettering on them or purchased elsewhere (online, hobby shops, etc.) are not permitted. **Your car must have 4 wheels.**
9. Axles: The axles that are supplied with the kit must be used, no store bought axles. The axles may be polished as long as they are the ones that come in the kit. The axles must be used in their pre-cut locations. Do not re-locate the axles. You may drill a hole to adjust the angle of the axle, as long as it is in the location of the pre-cut axle slots. Axles may be lubricated with a dry lubricant such as graphite powder.
10. Wheel bearings, washers, or bushings are prohibited.
11. The car cannot have any springs or other type of suspension.
12. The car must be freewheeling without any starting devices or propulsion of any kind.
13. No loose material may be used, such as lead shot or mercury capsules. Everything on the car must be secured, for example, figures, fenders, etc.
14. Cars can be painted any way you want as long as it is not offensive.
15. The front of the car may not be cut out or "notched".
16. Each car will pass a thorough inspection at the official weigh in, any cars found in violation of the above rules will not be allowed to race.
17. **UNLIMITED DIVISION**: Rules 2-6 and 14 above apply.

OFFICIAL TRACK RULES:

The track is to be kept clear at all times; parents, it is your responsibility to keep your children from touching the track or crossing the tape line.

1. The track officials have the final say on all races and all decisions are final.
2. If a car leaves the track at any time during a race, the race may be re-run; this decision will be made by the track officials.
3. If a car causes another to wreck the race will be re-run. If the same care causes another to wreck a 2nd time, the race will be re-run again without the car at fault.
4. In the event of mechanical failure the track officials will make a decision on the re-running of the car.
5. No one is allowed to touch any of the cars except for track officials. NO EXCEPTIONS.