



**Odawa Area — Scout Truck Rodeo Specifications**

**Standard Scout Truck Specifications**

The standard Scout Truck must be built according to the following specifications.

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| 1 | Style | Standard 18 wheel truck with cab and pivoting trailer. |
| 2 | Cab width  Trailer width | Not to exceed 8.5 cm (3.34 in.)  Not to exceed 8.5 cm (3.34 in.) |
| 3 | Cab length  Trailer length | Not to exceed 19.05 cm (7.5 in.)  Not to exceed 35 cm (13.7 in.) |
| 4 | Cab height  Trailer height | Not to exceed11.5 cm (4.5 in.)  Not to exceed 11.5 cm (4.5 in.) |
| 5 | Weight | Not to exceed 600 g (21 oz.)  The Pit Stop crew will trim the weight of the vehicle to make it legal, but will not add weight to bring it up to the maximum. |
| 6 | Suspension | The Scout truck shall NOT ride on any type of spring. |
| 7 | Wheels | NO modifications are to be made to any wheels, except painting and a light sanding.  Wheel bearings, washers and bushings are prohibited. |
| 8 | Propulsion | Gravity only; alternate propulsion is prohibited. |
| 9 | Lubrication | **Dry powdered lubrication only; use of oils is prohibited**. |
| 10 | Details | Details (such as decals, painting, trailer truckgo) are permissible as long as these details do not make the truck exceed the maximum weight and as long as they do not interfere with other racers. |
| 11 | Inspection | Each Scout Truck must pass inspection by the official committee before it may compete. The Inspectors have the right to disqualify trucks that do not meet these specifications. |

**Custom Scout Truck Specifications**

The Custom Scout Truck must be built according to the following specifications.

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|  | Width | Not to exceed 12 cm (4.73 in.) |
| 2. | Length | Not to exceed 42 cm 16.5 in. |
| 3. | Height | Not to exceed 11.5 cm (4.5 in.) |
| 5. | Weight | Not to exceed 1,200 g (42.3 oz.)  The Pit Stop crew will trim the weight of the vehicle to make it legal, but will not add weight to bring it up to the maximum. |
| 6. | Suspension | The custom vehicle shall NOT ride on any type of spring. |
| 7. | Wheels | NO modifications are to be made to any wheels, except painting and a light sanding.  Wheel bearings, washers and bushings are prohibited.  **Minimum of 4 wheels. Wheels shall be Scout Truck wheels.**  **Chassis must be the same spacing as the Scout Truck wheelbase.** |
| 8. | Propulsion | Gravity only; alternate propulsion is prohibited. |
| 9. | Lubrication | **Dry powdered lubrication only; use of oils is prohibited**. |
| 10. | Details | Custom details allowed: anything goes that does not exceed height, weight and length restrictions.  Details must not interfere with other racers. |
| 11. | Inspection | Each Scout Truck must pass inspection by the official committee before it may compete. The Inspectors have the right to disqualify trucks that do not meet these specifications. |

**Race Rules**

1. The decisions of the judges are final.
2. All vehicles must start by gravity from a standstill, at a starting line on the track or special ramp, without any help. No pushing is allowed.
3. If a vehicle goes off the track on the first run, there is no contest. The race is to be re-run. If the same vehicle leaves the track on the second run, the vehicle will place third.
4. The vehicle whose nose is first over the finish line is the winner.
5. In the event of a tie (i.e. the track judge cannot decide the winner), the vehicles involved in the tie will rerun the race after switching lanes.
6. Each Scout’s truck will run a maximum of 15 races. The track judge will sign the Rally Truckd in the position in which the vehicle finished. The Scout will then proceed to the track corresponding to that position.
7. Scouts are to form a line behind the starter at each track. Trucks can be raced on either track in any order but must race on both (or in some cases all three) tracks. Standard scoring is 3 trucks per race for standard trucks, 2 trucks per race for custom trucks. There are only prizes for first and second place overall.
8. After every 5 races, Scouts should report in to the Rally Official at the registration table to have their scores entered.
9. After completing 15 races, the Scout gives the Rally Cards to a Rally Official at the Registration table for tabulation. During tabulation, Scouts can take a break, have a snack or watch the Scouter races.
10. Once all results have been tabulated, the Kub Kar finalists will be announced and the races will be held. If a Scout cannot be found within 10 minutes when it is time for the finals, another Scout will be chosen to race instead.
11. Final results will be determined by the number of times each Scout finished first or second. or third. The three Scouts whose standard 18 wheeler trucks had the most first-place finishes will race off in “pool A” on track 1 for first place overall. The three Scouts whose had the most second-place finishes will race off in “pool B” on track 2 for second place overall; and the three Scouts whose trucks had the most third-place finishes will race off in “pool C” on track 3. The same will be done for Custom Trucks but only for first and second place. If more than the required number of Scouts are eligible for the final race in one category, finalists will be determined by counting the number of times that the Scouts who are tied for first finished second, then the number of times they finished third. For Scouts tied for second place, the number of times they finished third will be counted. If there is still a tie, the Scouts that are tied will race off to determine the finalists. Lane numbers and heats will be determined by drawing number.
12. Prizes will be awarded to the top Scout in each of the five “pools” for the finals.
13. Certificates and/or prizes will be awarded in several categories including, but not limited to, “Most Creative 18 Wheeler,” “Most Creative Custom Vehicle,” “Best Paint Job,” and “Best Wreck.”