
Kub Kars

Presenter: Scouter Stanley



Kub Kars

A KUB KAR is a wooden car made by a Cub, from a kit. The purpose is to develop the youths imagination, creativity, hand skills, and the feeling of “I can do it”.

The Cub builds the Kub Kar with adult assistance and support.



What's in the kit?

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- ❖ 4 wheels
- ❖ 1 Block of wood
- ❖ 5 nails
- ❖ Set of instructions



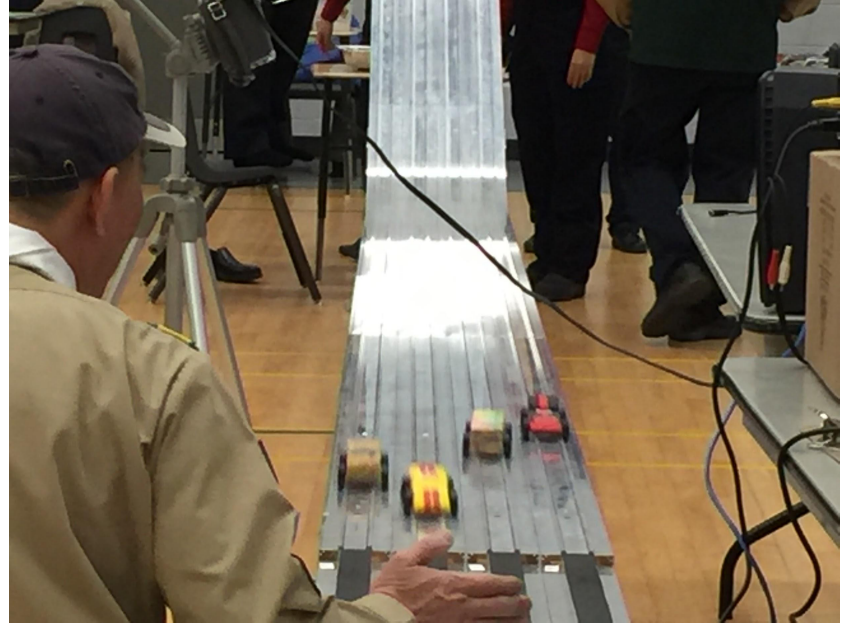
How is a Kub Kar made?

Race car

1. Draw a design
2. Rough cut
3. Shape
4. Add weights
5. Sand & Prime
6. Apply finish
7. Add detail



Speed Competition



How to make a Kub Kar fast?

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The secret to a fast car is 142Grams

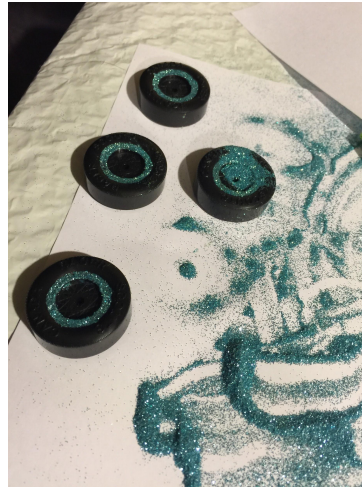
**How to make the
winning design?**

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Your imagination!



1. Draw a design
 2. Rough cut
 3. Shape
 4. Sand and prime
 5. Detail & design
- Design
 - Visual Likes
 - Not put on a track
 - Creativity



Best Design Competition





Tools Required (Adult Supervision Required + PPE)

Hacksaw

Hand Wood Files

Sandpaper / Sanding blocks

Hammer

Drill

Scale

Finishing Materials

Paint and Primer

Sticker and Decorations

Weights for Speed




Scout Canada Kub Kar Rules and Regulation

<https://6thrichmondhillscoutgroup.org/wp-content/uploads/2023/02/Kub-Kar-Rally-Rules.pdf>

Key Kub Kar Rules and Specifications (Scouts Canada):

- **Dimensions & Weight:** Maximum weight is 142g (5 oz). Maximum width (including accessories) is 7.0 cm, length 17.8 cm, and height 11.5 cm.
- **Weight Management:** Weight can be added (metal/wood) but must be securely fastened, ideally not on the bottom to avoid track clearance issues (minimum clearance 9.5 mm).
- **Wheels & Axles:** Only official Scouts Canada kit wheels and axles are permitted. Wheels may be sanded to remove burrs but not narrowed or shaped.
- **Lubrication:** Only dry lubricants, such as powdered graphite, are allowed. Liquid lubricants (oil, grease) are prohibited as they damage the track.
- **Propulsion:** Gravity-powered only; no engines, magnets, or starting devices are permitted.
- **Race Procedures:** Cars must start from a standstill. If a car leaves the track, the race may be re-run; a second infraction results in elimination or a 3rd place.
- **Construction:** A new car must be built for each race year. [Scouts Canada +6](#)

General Guidelines:

- **Fair Play:** The focus is on youth engagement, with minimal parental involvement in building.
- **Inspection:** All cars must pass inspection, where they are weighed and measured, before competing.
- **Decisions:** Race officials have final authority on all results.  Scouts Canada +5



Scouter Assistance