

Race Organisation Tips

Here are some of my thoughts on what makes a good event:

- It's a kid's event, not an adult event. Kids load the kars on the track, kids start the race. Use a raised platform so kids can see to position their kars on the track.
- Every kid races the same number of times; six is a good number. Don't do any type of elimination tournament; that just makes some kids bored and not included in the fun.
- Minimal rules on the kars. As long as its not overweight, let pretty much anything go. The objective is to have fun building and racing. This is not Nascar. The kar with the souped up wheels and bearings probably won't win anyway.
- Split group so only some are racing at the same time and other are doing different activities. This means less waiting for each kid between races, faster paced, more exciting, no bored kids to get into trouble.
- Don't worry about official impound areas. Sure, have a table on which the Cubs can store the kars, but don't worry if they carry them around or get out of your sight. You can always re-weigh the kar if you think they have added weight; 99% of them wouldn't even think about doing that. You are trying to run a fun event, not a federal election.
- Let kids get close to the track; maybe a foot away, they want to be involved.
- Have fun events for the kids to do with the kars after the main racing. e.g. sling shot, loop the loop, bowling, etc. The kids love it.
- Have a hobby show in conjunction. These hardly exist anymore, but many of the kids really like to show off stuff they have built. This can encourage hobby development. Trophies and/or ribbons awarded. Allow group entries but don't include them in the judging.
- Invite hobby clubs to show static and dynamic displays. Meccano, radio control airplanes, rubber band airplanes, model rockets, model trains.
- Invite other vehicles for the kids to explore: ambulance, fire engine, police, race car, tractor trailer cab, etc.
- Have a building session so kids can build something and take it home: model rocket (launch them too!), plastic car or airplane, display stand for their kar, Meccano model, Lego, etc.
- Venturer self-propelled kar demonstration: mouse trap, compressed air, rockets
- Lots of prize certificates so many kids go home with something. e.g. Kar with most stickers
- Trophies or ribbons (lower cost) for fastest and best designed kars. Fastest pack award.
- Ensure pre-shaped kars from the Scout shop don't get any design prizes (provide the judges with photos).
- Run a canteen for lunch and include lots of junk food. Tell the kids to bring their loose change.
- Invite white tail Beavers as a linking activity.

Full details on the event we used to run are available at:

<http://yates.ca/sc/merrickville/events/wheels/>