



# Kub Kar Daze

by Allan Yates

## Rev up your engines!

Kub Kar season is in full swing over the next few months. Designed as an opportunity for parents and their children to spend time together creating a unique Kub Kar, it's also the perfect vehicle to showcase Scouting to your community.

### Valley Highlands Hobbies and Wheels

For the past three years, the Merrickville Scout group has organized the Valley Highlands Hobbies and Wheels event. This area event now includes Beaver Buggy, Kub Kar and Scout Truck racing, in addition to a hobby show. Thus it works as a linking activity as well.

When our group first volunteered to organize the event, we scoured the Internet for the proverbial best in class practices. Two key items emerged: firstly, Cubs get bored with just racing their cars. Secondly, it is

even less fun for those Cubs with slower cars if they are eliminated early in the competition.

To address the second point, we purchased a commercial racetrack complete with a computerised timer from [www.supertimer.com](http://www.supertimer.com). Each car gets to race the same number of times, and the computer averages the times to determine the winner. Even better, after all the cars have raced once, the computer matches slow car against slow, and fast against fast, so even the slower cars get to win some races. This is very good for the morale of the youth. Not only can we determine the individual order of the cars, but also the order within a pack, and the average time of each pack. The other benefit is the speed of racing. Each car gets to race six times, and the overall race time is only two minutes per car. A race of 100 cars will take 200 minutes, or three hours and 20 minutes. Now Cubs won't sit still that long, so the computer lets us split the group and race one group at a time. One set of Cubs races for an hour, while another group is off at a different activity. The results are all automatically joined together for the overall ranking.

There is a saying that a leader should never do a job a kid can do (half as well in twice as much time). One of the largest factors in the fastest cars is their placement on the track. So instead of an adult placing the cars, we always have the youth do the job. From plans found on the Internet ([members.aol.com/StanDCmr/pltfm.htm](http://members.aol.com/StanDCmr/pltfm.htm)), we built a small platform so the youth can place their own cars.

### Kub Kar Activities and More

To help break the day up, we split the Cubs into two groups. One group races while the other works outside on a pioneering activity. The Scouts also work outside on a large scale pioneering activity until it is their turn to race.

For Cub pioneering, we had them make chariots (from John Sweet's *Scout Pioneering* book) one year, and catapults with surgical tubing and tennis balls another year. The Scouts built a monkey gym one year, and a rock climbing wall the next. The Cubs get to play on the structures the Scouts construct.

We've re-created a number of fun events used at the Burlington Area

## Wacky Kub Kar Events

**Kub Kar Curling** – Use different coloured tape to make circles on the floor. Have the Cubs push their Kars from a starting line to see who can come closest to the center.

**Kub Kar Bowling** – Set up a number of empty 500 mL pop bottles on the floor. Have the Cubs push their Kars from a starting line to see how many pop bottles they can knock down.

**Kub Kar Maze** – Use tape and other obstacles on the floor. Attach a string to the front of the Kar. Have the Cubs guide their Kar through the maze using the string. No touching!

**Kub Kar Jumping** – Evil Knievel style. Set up a ramp with the end of the ramp at the edge of a stage. Place mats below where the Kars will land. Run the Kars down the track to see how far they can jump.

**Kub Kar Slingshot** – Using a large rubber band, Cubs shoot their Kars across the floor into a garage made of boxes placed in front of foam padding.

### Humpty Dumpty Derby

A new twist to emphasize the importance of safety belts. Adapt a couple of Kars with a driver's seat (some foam glued in place), a safety belt (rubber band) and a driver

(plastic or hard-boiled egg). Run the Kars in the usual way.

Next set up a crash test. Use a raw egg with a face painted on it, and don't use the safety belt. Place a wall at the end of the track. The Kar races down the track and crashes into the wall. The egg driver will sail out of his Kar and smash – a visible lesson in the event of an accident. Spread a tarp to catch the egg splatters.

aces: Kub Kar Bowling, Kub Kar Kurling, Kub Kar slingshot, uphill ramp climb, and ramp jump; and we invented Kub Kar Kroquet. (See sidebar for some of these activities.) The Cubs get to use these after their official races, as some of the events can be rather hard on the cars.

The second year we invited the Ottawa Remote Control Club to set up a display of radio control airplanes. They exceeded our expectations by not only providing static displays of large and small models, but showing a video of their planes flying, and flying some amazing rubber-band powered models in the hall.

Interestingly, feedback was received from a Cub that he was disappointed that the fun events were the same as the previous year. This was taken to heart, and new events were planned such that they could be rotated on a three-year cycle.

To avoid repetition, the third year we invited the Canadian Modeling Association for Meccano and Allied Systems. They brought a great number of small and large working models for the youth to view and use. They also brought boxes full of Meccano parts with which the youth could build their own models. This was an incredible hit.

We also added self-propelled cars by the Venturers. Local companies were invited to provide a demonstration. They designed and made cars propelled by model rocket engines. The cars were launched outside on a ramp, and were quite unstable in flight, much to the delight of the Cubs and Scouts! We heard comments for weeks afterwards from parents as to how much their Cubs were talking about this demonstration.

As a special treat, local volunteer firemen brought round a pumper truck for the youth to explore. A real 18-wheeler cab was also brought by a Scout leader from Almonte for the youth to investigate.

Be sure to have a pitstop for car repairs. You'll need a complete set of tools to not only make weight adjustments, but any required repairs during the day. Keep a can of silicone spray handy to speed up any slow cars.

Each year our Scout troop runs a canteen. The key with canteens is to keep the prices reasonable. Have plenty of low priced snacks available, and the youth will gladly use up their spare change. The Scouts loved the aspect of selling things and had to be torn away from the counter when their shift was up.



***After the Scouts finish their construction, the Cubs get to play on it.***

### Communication is Critical For Success

Marketing any event is extremely important. Section leaders plan their year early and need to be convinced of the value of including an area event in their program. We produce a multi-page document complete with schedules, photos and web site links. While this package is normally distributed by e-mail, in rural areas especially, some groups don't have e-mail contacts. Thus a telephone call to each group should be made and hard copies of the information package mailed as necessary. In later years, after having parents arrive at the wrong times, we started including a pre-made flyer in the informa-

tion package. All the leaders need to do is print off and distribute to their members.

Don't forget to advertise the event in the local media. Most community newspapers will print press releases for community events, and will also print photographs and stories of the actual event. All you need to do is take the time to e-mail or fax them the details.

With heavy marketing of the hobby show by the section leaders, an increase in participation has been seen every year. But marketing by the leaders is key. Promoting hobbies is a very beneficial aspect of Scouting in these days of video games.

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Another method of involving the community is to hold sponsored races. This is an idea from the Brant Area. Local automotive type businesses are each given a Kub Kar and invited to a sponsors' race at a cost of \$50. With enough publicity, and some hype in the media, the businesses will become quite competitive to gain the crown as the fastest car. Be sure to award certificates to all the participants for display at their place of business. Just another way to keep Scouting alive in the community!

### Trophies and Crests

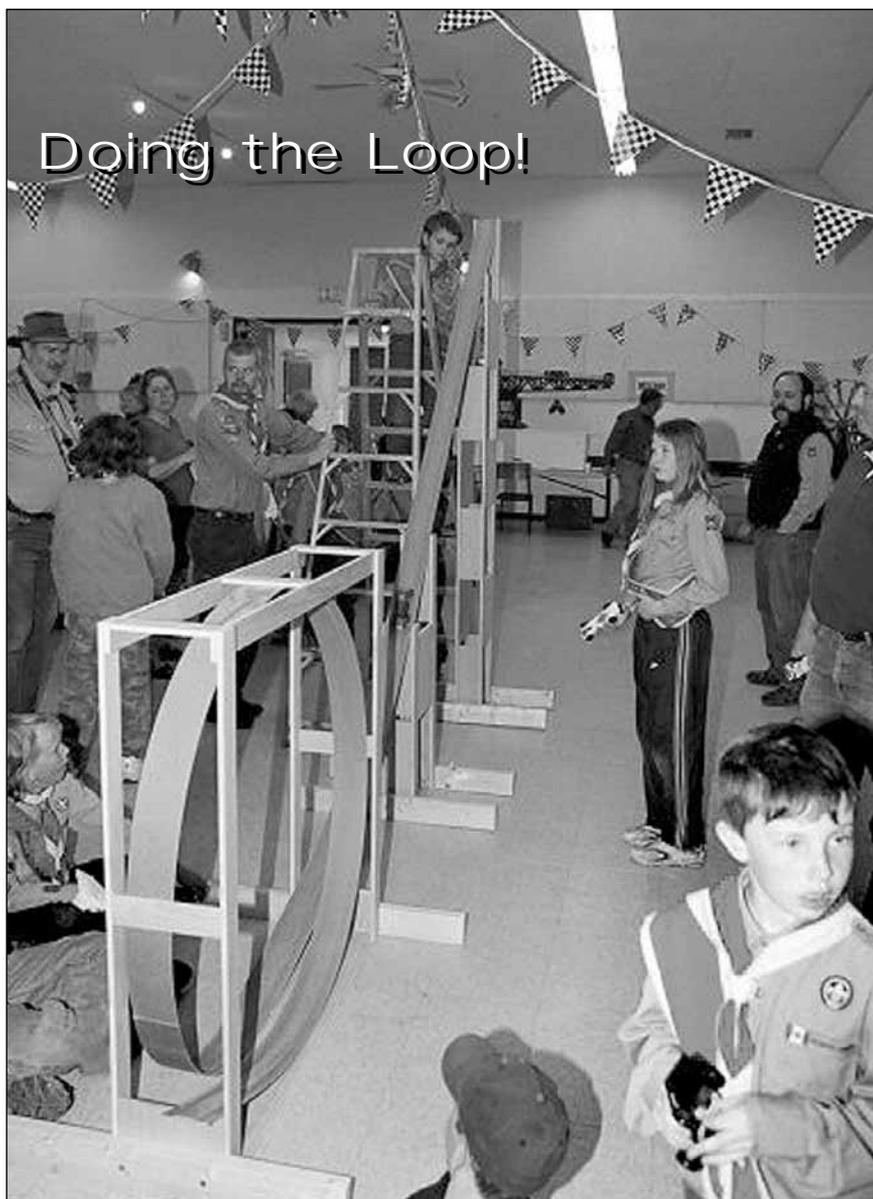
The youth love the racing, but the key is to ensure that just having the fastest car is not the only way to have fun or succeed. Aim for the youth to go home with a "Wow!" Youth love custom crests. Each year we design a crest, the cost of which is included in the youth's registration fee.

Trophies, 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup>, are awarded to the fastest cars and trucks, as well to the best designed. A number of special award certificates are also created (i.e. The Wackiest Car), so more youth get to go home with something.

When planning the event, keep in mind all the small details. Each one by itself isn't noticeable, but they all add up to a professional event. This includes items such as signage, maps, schedules, and decorations. And don't forget the thank you letters!

Further details on the event, including all planning documents, can be found on our pack's web site at: [www.1stmerrickville.ca](http://www.1stmerrickville.ca). ^

– Allan Yates is the group chair and part time Cub leader at the 1<sup>st</sup> Merrickville Scout Group. When not out Scouting, he can often be found scouring the internet for new activity and event ideas.



*This is based on a design from Cub Pack 270 in United States. The starting point is eight feet high; the cars go round a four foot diameter loop, then off a jump onto a landing ramp two feet away. To the best of our knowledge, this is the only loop track in Canada and only the second in North America.*



## Scouting's Mission

The mission of Scouting is to contribute to the education of young people, through a value system based on the Scout Promise and Law, to help build a better world where people are self-fulfilled as individuals and play a constructive role in society.

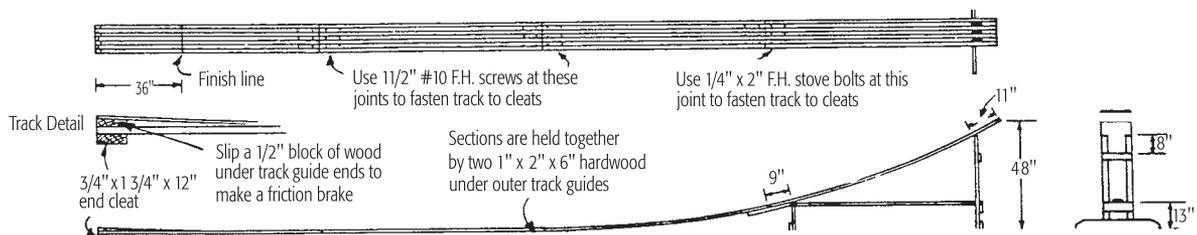
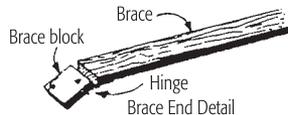
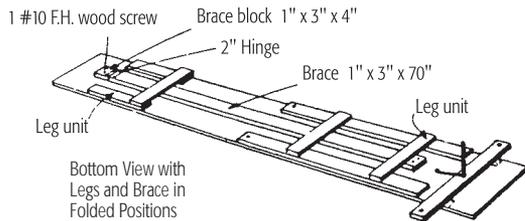
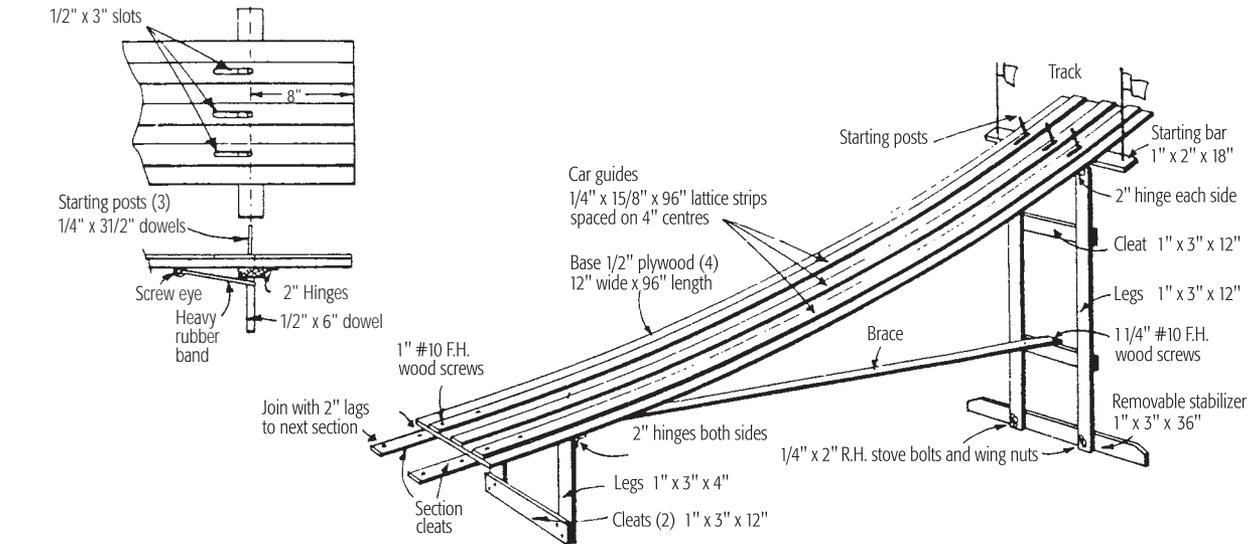
## Énoncé de Mission du scoutisme



Le scoutisme a pour mission – en partant de valeurs énoncées dans la promesse et la Loi scoutes – de contribuer à l'éducation des jeunes afin de participer à la construction d'un monde meilleur peuplé de personnes épanouies, prêtes à jouer un rôle constructif dans la société.

# Kub Kar Track Construction

## Suggested Track Plan (not to scale)



## Material List

- |    |  |     |                              |
|----|--|-----|------------------------------|
| 1  | 4' x 8' x 1/2" plywood (track sections)            | 1   | 1" x 2" x 18" pine (starter) |
| 1  | 2' x 8' x 1/4" plywood <b>OR</b>                   | 1   | 1' x 1/4" dowel (starter)    |
| 12 | 8' x 1/4" x 1 5/8" lattice (rails)                 | 7   | 2" hinges                    |
| 6  | 3/4" x 2" x 1' hardwood (cleats)                   | 14  | 2" x 1/4" lag bolts (cleats) |
| 1  | 1" x 3" x 8' pine (long legs)                      | 12  | 1" #10 F.H. screws (cleats)  |
| 1  | 1" x 3" x 3' pine (short legs)                     | 14  | 1/4" wing nuts               |
| 1  | 1" x 3" x 5' pine (long legs brace and stabilizer) | 14  | 1/2" washers                 |
| 1  | 1' x 2" x 6' pine (brace)                          | 1   | 1/4" #10 F.H. wood screws    |
| 1  | 6" x 1/2" dowel (starter)                          | 1   | box 1/2" brads               |
|    |  | 4   | pints white glue             |
|    |  | 1/2 | pint of varathane            |

## Making Tracks

**F**or ruggedness, permanent joints should be glued with white glue and screwed. All wooden components should be block sanded to remove any splinters before assembly.

After cutting the four track sections, glue and nail a strip of 1/2" x 3/16" flat moulding along the edges to protect both the track and curious hands. The lane guides are the last parts to be assembled because all attachments, supports and so on, should be under these rails. Make a jig to position the three rails exactly, and measure from the same side of the sections at various points to ensure perfect alignment.

The sections are held together with 3/4" x 2" hardwood cleats. They should be fastened under the outside lanes with glue and 1 1/2" flat head

screws. Two-inch stove bolts with "butterfly" nuts are best for connecting the sections together. The two end sections should be mounted on 1" x 2" runners to provide clearance for the nuts, and a stable, flat base for the track. To ensure a smooth and even race, the sections must fit together with precision. Sand and shape the interfacing parts to eliminate any mid-run bumps.

The curved sweep of the ramp bends naturally into a smooth starting ramp. It will probably be necessary to weight the short legs with a bag of sand or a cement block to keep the track on the floor.

Paint the track with either a urethane varnish or a high gloss enamel.