

# **HOW TO RUN TIMBER CAR RACES**

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Written and edited by the CTSA [Rover Roundtable Program Committee](#).

CTSA would like to thank those [Rovers and](#) volunteers who spent time reviewing the handbook and [submitting](#) edits, changes, and/or revisions. Their help has improved this handbook immensely.

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## **ACKNOWLEDGEMENTS**

This guidebook represents the original outline for the running of Timber Cars and 4X4's Trucks within CTSA Canada.

## **ASSIGNMENT of RIGHTS**

This guidebook and all the material within are the work of the original author. The computer operating and program instructions are the original work of the original author, that have been given to and has become the sole property of CTSA Canada.

# **SUGGESTED PROCEDURES**

## **for RUNNING A TIMBER CAR RALLY**

### **PREAMBLE**

This guidebook represents information on how to run a Timber Car Rally, the following information is just that, information on running a rally, not that it must be run this way.

### **PURPOSE and AIM**

The purpose of the rally is to enable youth to have fun in a friendly competition using an item they have crafted themselves, with the guidance from a parent or other adult.

Timber Cars provides a venue whereby a youth and parent can work on a project together and in doing so get to know one another better.

### **TIMING and LOCATION**

#### **PRELIMINARY RACES**

Are held at the groups meeting place at their convenience. The Provincial Race is held at a place and time as chosen by the Council. Preliminary races are helpful in fine-tuning for the Finals.

#### **FINALS**

Provincial Finals are held on a date and location determined by the Council and Event Coordinator and communicated in late fall.

#### **BOOKING**

If you do not have a dedicated meeting space that can accommodate the races, try to book a mall or other public space as far in advance as possible to avoid disappointment, these locations may not be available if left too long.

#### **PRE - REGISTRATION**

All groups should be given plenty of time to register their group before race day, at least 2 months prior

groups should receive the following:

- Registration form which includes section, name and cost.
- Race rules
- Date for Registration sheet is to be returned with payment.
- 2 weeks are receiving registration form submit approximate total number of participants this number will be used to calculate crests for the races.
- We want to minimize registration on race day. Registration on the day of the race will delay the enjoyment of all participants.

## RACING FORMAT

The cars typically race in heats on a multi lane track. A computer program can be used to run the race, and adjusted to fit a track with anywhere from 2 to 6.

Each car races four (4) times with points awarded to their finishing position, lowest points scored is best. For example:

1 <sup>st</sup>	1 point	3 <sup>rd</sup>	3 points	5 <sup>th</sup>	5 points
2 <sup>nd</sup>	2 points	4 <sup>th</sup>	4 points	6 <sup>th</sup>	6 points

Some cars will run more than four (4) time, these cars are known as filler cars and helps to determine the outcome of the heat, these cars do not get points.

1 <sup>st</sup>	1 point	3 <sup>rd</sup>	Test Car	5 <sup>th</sup>	5 points
2 <sup>nd</sup>	2 points	4 <sup>th</sup>	4 points	6 <sup>th</sup>	6 points

## RACE RULES

Please note: the meaning of CARS means both cars and 4 X 4 trucks unless a rule is specific.

1. ONLY the youth that owns the car, or event staff (Pit Crew) may touch the car after it has been registered.
2. If a car has been removed from the Pit Area after check-in, and before competition has started then it must be re-checked at the check-in table. If it is removed from the Pit Area during competition, then it will be disqualified.
3. Once a car has been checked-in, wheels cannot be adjusted, lubricated or weight added.
4. If a car should require repairs during competition, only race staff may perform such repairs that will allow the car to continue competing. Youth and their parent should be present during repairs.
5. If a car requires repairs, then the heats that that car is racing in is bypassed until the car can be run. Then those heats will be run at the end of the session to complete the standings.
6. No FOOD or DRINKS are allowed in the roped off racing area.
7. You can only register one car in any of the following sections: Otters, Timber Wolves, Explorers and Sr. Explorers, Rovers and Leaders.
8. For Open class, you may register as many as you like at registration cost per car.

## RACE SESSIONS

It is suggested that race sessions may run in the following manner. Otters (hand out of trophies), Timber Wolves (hand out of trophies). Then the Explorers, Sr. Explorers, Rovers, Leaders, and Open class (if being run) and present trophies.

The session heats can be run in either one complete four (4) run session or in two (2) sub sessions rotation between the Otters and Timber Wolves, this would be determined by the number of registrations for each section. This would also apply to the other sections racing too.

In the event of a tie during the heats then the cars that tied both get the lowest point score, and the cars that came in after them have their points adjusted to reflect their actual finish.

lane 1	1st	1st	1st	1st	1st
lane 2	1st	2nd	2nd	2nd	2nd
lane 3	3rd	2nd	3rd	3rd	3rd
lane 4	4th	4th	3rd	4th	4th
lane 5	5th	5th	5th	4th	5th
lane 6	6th	6th	6th	6th	5th

Sometimes a youth or parent will pull a car out before the competition is over, if this happens then the heats still run with an empty slot on the track and that car is awarded 6th place.

Only youth and race staff are allowed in the roped racing area.

## **RACE by PROXY**

A car can be run by proxy under the following conditions when a youth cannot attend to race their car.

- 1 The youth's name must be filled out on the registration sheet by the youth that is running that car, along with the registration money.
- 2 The youth will be given the numbered ribbon to wear for that car.
- 3 If a youth must leave before the races are over, he / she can continue to have their car run by giving their ribbon to another youth to run their car for them.

## **REGISTRATION and Check-in of CARS and 4 x 4's**

All kits come with the following, wood block and or other wood pieces as required by that kit, plastic wheels and nails, specification, and tips sheet.

Bearings, straight through axles or washers are **NOT** allowed, as well as any other type of wheels. Vehicles with any of these items will not be allowed to run.

Bottom of vehicle can be painted but must show the wood grain through the paint.

### **CARS: OTTERS & TIMBER WOLVES**

- a. Max. length 17.7cm (7" )
- b. Max. width 7.0cm (2 3/4" )
- c. Max. height 7.6cm (3" )
- d. Max. weight 140 grams (5oz)

### **4X4s: EXPLORERS & Sr. EXPLORERS, ROVERS & LEADERS (AS DETERMINED BY RACE COMMITTEE)**

- a. Max. length 20.3cm (8" )

- b. Max. width 7.0cm (2 3/4" )
- c. Max. height 7.6cm (3" )
- d. Max. weight 250 grams (8oz)

## OPEN CLASS

Open to any car or 4X4 with the following specifications:

Cars and 4 X 4's can be modified to meet these specifications, some may be done by adding weight only without changing their overall size, some by doing both, adding weight and length.

You can be under the listed specifications below but not over; you can use previous years vehicles in this class.

- a. Max. length 20.3cm (8" )
- b. Max. width 7.0cm (2 3/4" )
- c. Max. height 7.6cm (3" )
- d. Max. weight 250 grams (8oz)

## RACING PROCEDURE

Once all cars have been checked in or registered, there is an opening ceremony (may be section openings, or a general opening). After opening all sections are then asked to clear the track area except the section who are about to race. They are asked to sit down and instructed on how the race will be conducted.

This is done in point form below.

- a. Youth sitting in race area.
- b. The car number called out.
- c. Youth walk over to Pit Stop to receive their car.
- d. Youth walk over to Starter at track.
- e. Hand over car to starter (carefully).
- f. Starter places their car on track.
- g. Youth walk down to the finish line and sit down.
- h. Youth cheer for their car coming down the track.
- i. The youth are given their car once the order of finish has been recorded.
- j. Youth walk their car back to the Pit Stop and place it back in the designated area.
- k. Youth go back and sit in race area until their number is called again.

## TROPHY RACES

At the conclusion of the OTTER and TIMBER WOLF races, either the main 4 race heat or the 2nd 2 heat sub session race heat. Depending on the number of youth in that session the following criteria will apply

- The top three cars in a category earn trophies.
- If there is a tie between cars, they will run off to determine a clear winner.



TROPHIES are awarded as follows in the following order.

3<sup>rd</sup> Place Keeper

2<sup>nd</sup> Place Keeper

1<sup>st</sup> Place Keeper plus the yearly trophy which must be returned.

The yearly trophy is kept by the race committee and presented back to the youth at one of their meetings once the youth's name plate has been added to the trophy and must be returned to the race committee no later than February 15.

## **COMMITTEE**

Consisting of the following but not limited to:

### *Chairperson.*

Responsible for calling all meetings and race location, date and Insurance coverage.

### *Scribe.*

Records all records of meetings, sending out information to groups.

### *Financial Officer.*

Prepares budget and keeps track of all money collected and expenses.

Prepares the final report and funds (excess / shortage) for the Provincial Executive Committee.

### *Property Manager.*

Responsible for all material required to run event, including transport of track equipment, scales, damage found / repairs or lost items reported.

Other items include numbered labels (both car and driver) for each section, safety pins, crests, and keeper trophies. Required to get first place yearly trophies back from previous year winners. Required to update yearly winner trophies with new winners' name.

## **STAFFING**

Some people may have combined jobs.

### *Registration*

Min. 1 person (2 normally), check size, weight and clearance of car, issue number to car and driver, record number against driver's name, record section they are in, collect money if required. Turn over name sheet to Tabulator and money to Financial Officer at end of Registration.

### *Repair Station*

Min. 1 person, assist with any modifications required, either by weight or length to make car "legal".

### *Pit Stop.*

Min. 2 persons, to receive cars after registration, to have them ready for upcoming heats and to return them to their designated area.

### *Barker.*

1 person calls out the car numbers that are racing.

### *Starter.*

1 person places cars at the start gate end of track according to the race heat numbers supplied.

When ready trips start gate and resets after heat is over.

### *Judges.*

Min. 1 person if electronic gate is being used, manually records finish as back up to computer. Makes sure race is clean and that all cars cross finish line, Returns car to drivers for return to Pit Stop. Manual races, (no computer) 3 judges are required and car are run only on 3 tracks.

Their decision is final.

### *Tabulator.*

1 person inputs names and sections into computer and creates race list and tabulates the results after each heat, generates 4 copies of race sheets for each of the following, Pit stop, Starter, Barker, and judge. Generates the final standing for each section for the Barker to hand out Trophies. Responsible for computer program, ink, and printer.

### *Crowd Control.*

1 person. Keeps all racers in the holding area, to stop crowding at the finish line, maintain pathway from Pit Stop to Starter for drivers.

### *Clean up Crew.*

All staffing personnel are required to help with dismantling equipment and clean up after the conclusion of the races.

**RACE EQUIPMENT LIST**

Check	Item	Responsibility
<input type="checkbox"/>	Track	
<input type="checkbox"/>	Electronic Gate	
<input type="checkbox"/>	Computer	
<input type="checkbox"/>	Printer & Ink	
<input type="checkbox"/>	Cables	
<input type="checkbox"/>	Paper	
<input type="checkbox"/>	Power bar	
<input type="checkbox"/>	Extension cord 3 prong (2)	
<input type="checkbox"/>	Track Weights, Nuts & bolts	
<input type="checkbox"/>	Measuring boxes	
<input type="checkbox"/>	Tables (min 6)	
<input type="checkbox"/>	Scales (electronic / balance beam)	
<input type="checkbox"/>	Pencils & clip boards (4)	
<input type="checkbox"/>	Stanchions (10min.) Rope 3/8" (75 ft)	
<input type="checkbox"/>	Registration labels / stickers	
<input type="checkbox"/>	Set of 6 old cars for track testing	
<input type="checkbox"/>	Kar Keepers (wood strips or trays)	
<input type="checkbox"/>	Green Painter's Tape (1.5 in or 2 in width)	
<input type="checkbox"/>	Crests	
<input type="checkbox"/>	Trophies (annual)	
<input type="checkbox"/>	Trophies (keepers)	

**PIT CREW TOOL LIST**

Check	Item	Responsibility
<input type="checkbox"/>	Gaffer or Duct tape	
<input type="checkbox"/>	Drill and bits	
<input type="checkbox"/>	Driver and bits	
<input type="checkbox"/>	Hot Glue gun	
<input type="checkbox"/>	Car weights	
<input type="checkbox"/>	Saw (coping, hand or jigsaw)	
<input type="checkbox"/>	Screwdrivers	
<input type="checkbox"/>	Epoxy (5 minute 2 part)	
<input type="checkbox"/>	Clamps	
<input type="checkbox"/>	Small hammer	
<input type="checkbox"/>	Sandpaper	
<input type="checkbox"/>	Linesman pliers	
<input type="checkbox"/>	Needle nose Pliers	
<input type="checkbox"/>	Clear tape and dispenser	