SPECIFICATIONS

LENGTH

Otter car has had its length lengthened its length, when finished it will need length of 7" (17.5mm) you may cut The block shorter, but do not add to you will be required to remove it to to fit into a measuring box. If your The car block has been cut to a fit the measuring box to race.

WIDTH

wish, but not to exceed the overall 2 3/1" (7 cm) as the spacing aligns The car block has been cut to the (4.5mm) you may add pieces of wood between the wheels if you width including the wheels of required maximim width of l the car to the track.

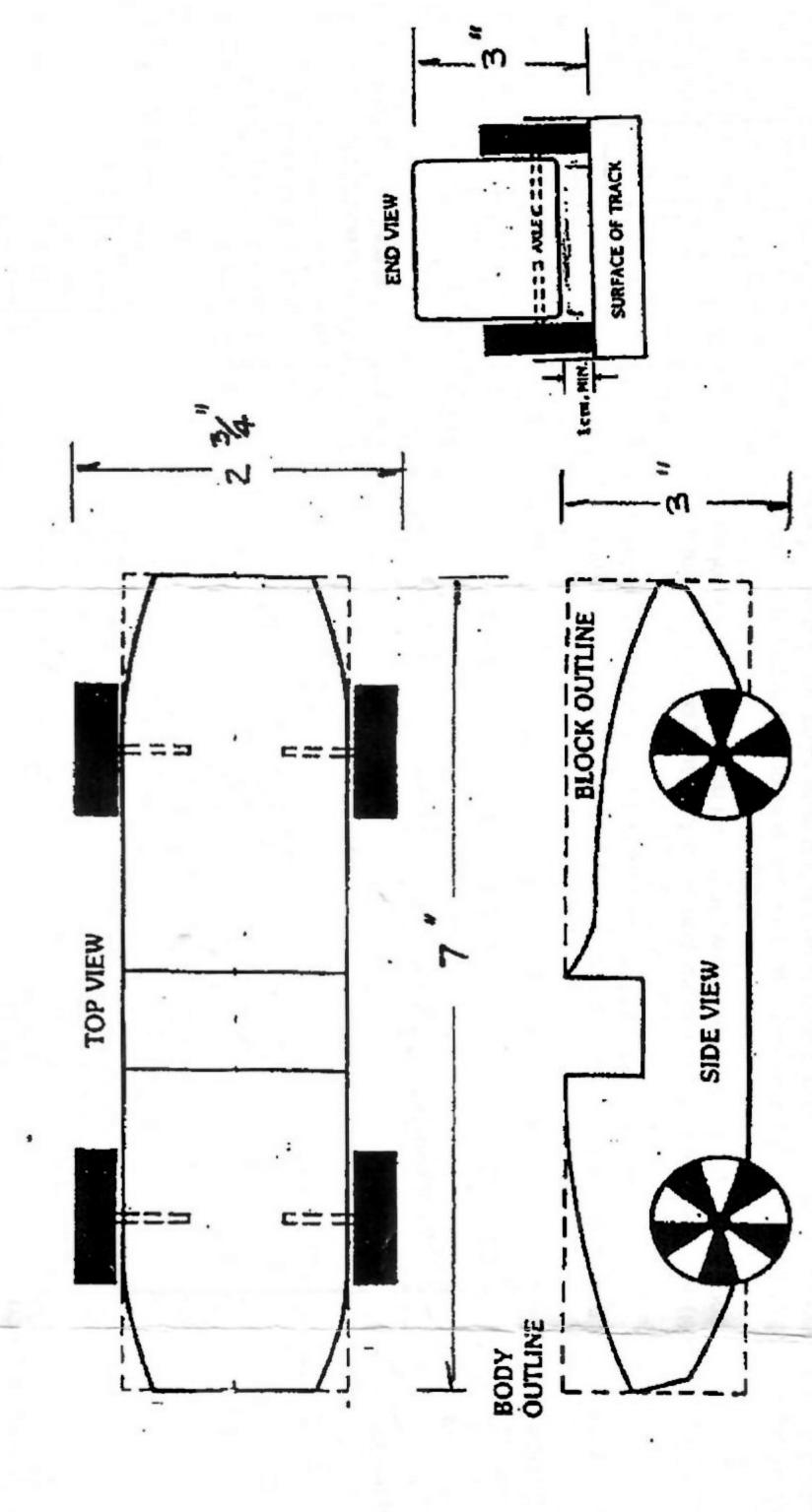
HIGHT

× 4

achieve this height, but they must be securely wheels to the top of the car is 3" (7.5mm) Maximum height from the bottom of the from the bottom of the car to the bottom of the wheels must have a clearance of attached. IMPORTANT, the clearance 3/8" (95mm) to clear the track lanes You may add wood or other items to

WEIGHT

car up to this weight, but the attached to or imbedded in 140 grams (5 oz) you may When finished the overall weights must be securely add weight to bring your weight can not exceed the cars body.



Use 1 or 2 coats of paint only to seal

the bottom of your car, to show

that the body is of wood.

The parent should do the cutting

of the cars shape and installing

the wheels.

such as drawing the design and

sanding the body after it has

been cut.

This is a parent / youth project

where the youth should do as

much as possible by him / her

self with parent supervision,

Do not use washers or bearing as

this will disqualify your car.

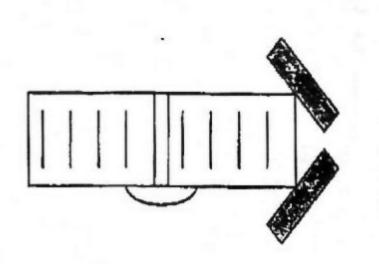
Use graphite to lubricate wheels.

Carefully de-burr wheels.

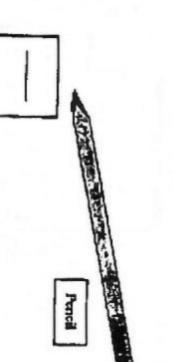
Block and Nails

the car block outer edge of the wheel surface. sharp edges from both inner and Using #120 grit sandpaper remove the before attaching the wheels to

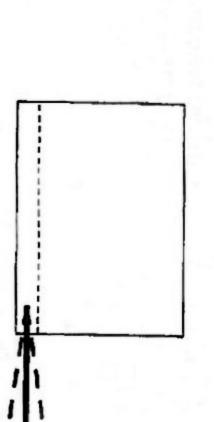
Wheels



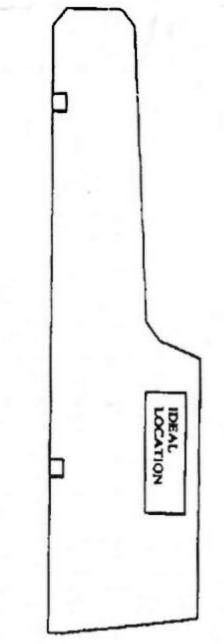
with the surface of the track wheel surface more slippery powder, this will make the or use a cloth and graphite pencil to coat the wheel surface After sanding the wheels use a



going in at 90% to the block. When you are about half repeat for all remaining nail slots way pull the nail out carefully using a pair of pliers, and lay on its side, place a nail with the short cut side pre cut slot keeping the nail 90% to the block side. closest to the blocks main body and lightly tap into Tap the nail in about half way, checking to see if its Take the block of wood (or before assembly of parts)



panel to you truck when its being weighed. sub track weight as needed, just remember to add the leave the back panel off the trailer so you can add or Make sure you have everything with you, for trucks are not to busy they will most likely weigh it for you. you can take your car / truck to the post office, if they shortfall weight after to bring you car / truck up to final weight, this is for your paint job. You can add any weight limit on the kit sheet for your car / truck). high as you can get within your design, (see your its max. weight. If you do not have a scale available then To allow for paint take about 20grams or so off the Weight location is best over the back wheels and as



Painting

the bottom of your car / truck so that the wood grain is still visible to see. that you can only apply enough paint to your choice, the only thing to remember is either water based paints or spray paints, When painting you car / truck you can use

stay within the length, width, weight and height guidelines. You can add items to your main block as well as cutting it down, changing shape etc, your choice just as long as you You can add items to your truck assembly as well as changing its shape (like a van) as well as cutting it down, your choice 4 × 4

Cars



RV, by shortening the length, your choice just as long as you stay within the length, width, weight and height guidelines goes for the cab, i.e. older style car or one of your own design. You can even make it a one piece design like a bus or You can change the design to whatever shape you want, i.e. box trailer to flat bed, tanker body, logging bed, etc, same