

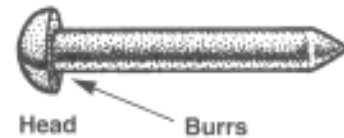
Registration 1 - “Registrar”

- Check Forms for
 - Scout Name
 - Scout Rank
 - Pack Number
- Accept Payment
 - If “Paid Cubmaster”, mark that on the form and we’ll figure it out later.
- Initial Registration Form and return it to the Racer.
- Give packet of “Ballots”
- Direct them to “Inspection and Weigh-In”

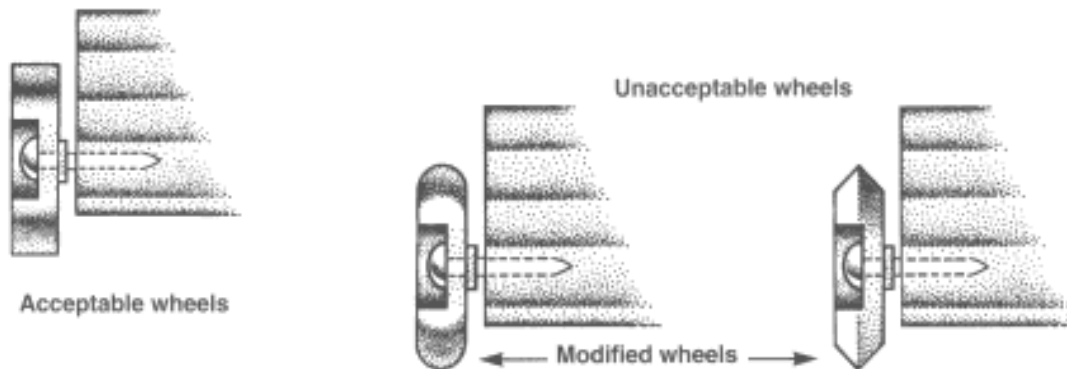
Registration 2 - “Inspection and Weigh-In”

- Check Forms for “Paid” initials
- Check Wheels and Axles

- Nails only for axles
- Wheels Smoothed but not Shaped.



- If problem here, send to “pit” area for rework.



- Weigh the car
 - Not more than 5 oz. On the scale.
 - If problem here, send them to “pit” area.
- Enter weight on form, initial “Compliance” on form.
- Send them to “Sticker” area with their form.

Registration 3 - “Car Collection”

- Check Forms for
 - Payment Initials
 - Inspection Initials
- Assign Car Number (Make Stickers - 3 per car)
 - Number must be “underlined” on the sticker.
- Place Sticker (1 of 3) on Car
 - Ask car owner to identify the “front” of the car.
 - Place sticker so that the number is readable from the front of the car.
- Give Sticker (2 of 3) to car owner - this is his “claim check”.
- Place Sticker (3 of 3) on Registration Form - top right.
- Keep the Registration Form.
- Place the car on the Sorting Table.
- Direct them to the Refreshments or Track areas.