

Can't Get Enough Cars Game Descriptions & Rules

Exhibition Park 1-4pm - Saturday August 17th, 2019

Indoor Drive-In with Cardboard Box Cars

Build a cardboard car at home and bring it for judging and sit in it to watch a big screen movie.

Dimensions: 2'H x 6'L x 4'W

Materials: Cardboard, tape, glue, paint, paper, marker.

Prizes for "Best Car", "Most Original Design" and "Most Colourful".

Fan Belt Toss (Similar to the game of Horse Shoes)

Each team has one member at each end.

4 ends. (2 each player) are played. 2 teams of 2 people have 4 belts each.

Belts are tossed one at a time at a traffic cone. Scoring is one point per belt on a cone.

Every point counts, no subtracting counter points.

Top score wins and goes on to the next round.

Prizes for top 2 teams.

Junk Yard Trivia

10-12 used auto parts are numbered on a table.

Each person is given a paper to list what each part is and what vehicle it is off.

1 point is given for each piece of correct information.

When complete, the paper is handed in to be scored at a designated time.

Prize for most correct.

Piston Toss

Each person is given 4 pistons with connecting rods attached to toss into tires of various size and distance.

Scoring is based on what tire the piston is tossed into.

The further and smaller the tire, the higher the score.

Top 2 scores of the day are winners.

Shopping Cart Slalom

Two person teams try to negotiate left and right through cones in a timed event.

One person is sitting in the cart giving directions to the person pushing the cart.

The person pushing is blindfolded.

For each cone moved 3 seconds are added to their time.

Quickest time overall wins.

Electric Car (Power Wheels) Drag Races (Bring Your Own - No Modifications - Ages 3-7)

Separated into 6 volt and 12 volt classes.

When the light turns on 2 kids drive their own electric toy cars down a lane to the finish line.

Racers leave the start line on a green light.

No timing is done.

First across the finish line wins and advances to the next round.

Top two from each class win.

Intentional or excessive contact between cars will cause disqualification.

Dinky Car Races

Each kid gets to choose a Hot Wheels dinky car to race and keep.

The car is put on the track starting line.

When the gate opens gravity will propel the car down a track to the finish line.

First across wins. No prizing. Kids keep the car.