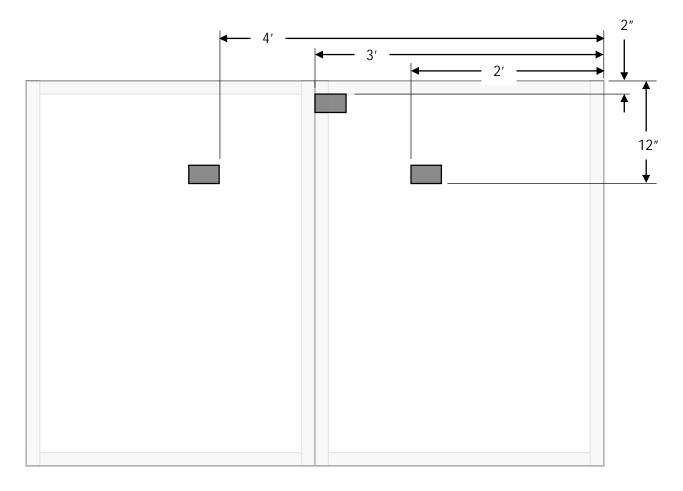
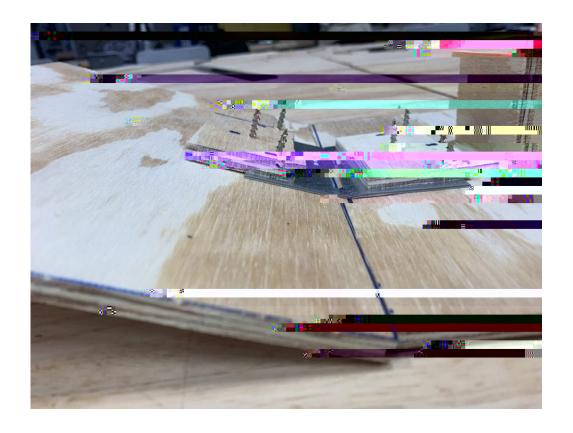


- Cut 4' x 8' x 1/4" plywood into two separate 4' x 3' x 1/4" pieces.
- Cut the 1" x 2" boards into (4) 4' sections and (4) 2'10" sections.
- Align the 1' x 2' boards on the bottom of the plywood as shown and attach using screws.



- From the remaining plywood, cut the following pieces: , 10" x 7.75", 10" x 4.75", 5.5" x 2", 1 5/8" x 5", 2 pieces 1 5/8" x 2", 4 pieces 2" x 3", and 3 pieces 3" x 5".
- Attach the 3" x 5" pieces using glue as shown.



- Bend one bracket to a 15 degree angle.
- Line up the bracket with the 10" x 12 3/8" and the 10" x 7.75" pieces with 2" by 3" pieces on the other side of the bracket and drill 3 flat head screws through the wood pieces and bracket to hold it together.

At The Shocker Racetrack Build Instructions (building ramp)



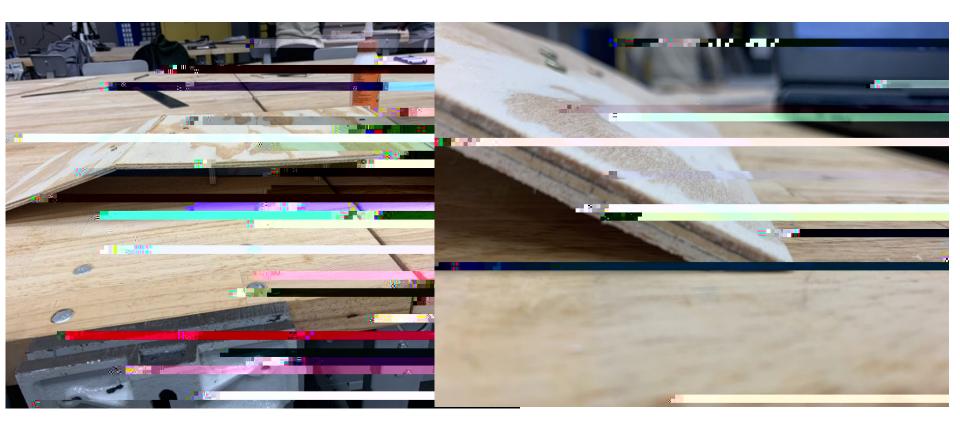
- Bend one bracket to a 25 degree angle.
- Line up the bracket with the 10" x 12 3/8" and the 10" x 4.75" pieces with 2" by 3" pieces on the other side of the bracket and drill 3 flat head screws through the wood pieces and bracket to hold it together.

At The Shocker Racetrack Build Instructions(Building ramp)

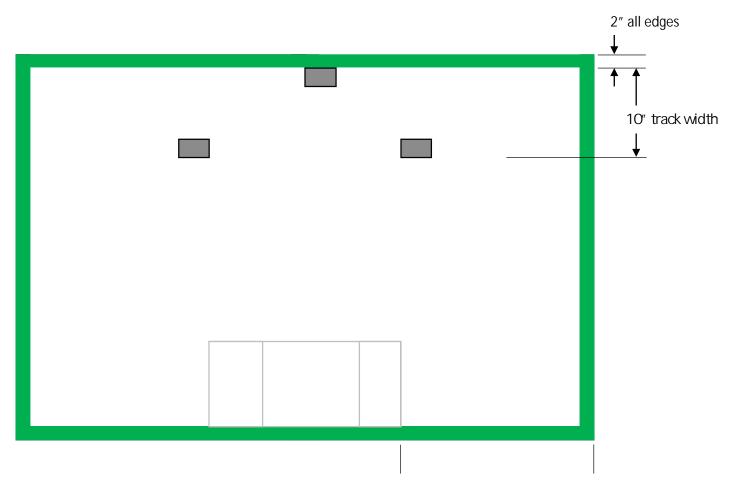


- Wood glue the 1 5/8" x 3" pieces and the 1 5/8" x 5" piece into an H shape.
- Wood glue the H support in the middle of the ramp.
- Wood glue the 5.5" x 2" piece (not shown) on to the H shape.

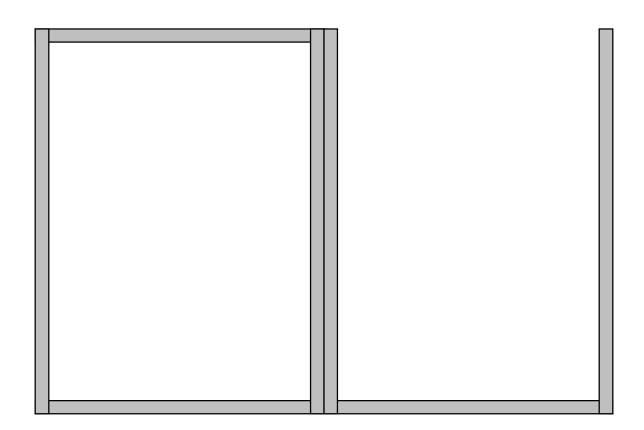
At The Shocker Racetrack Build Instructions (Building ramp)

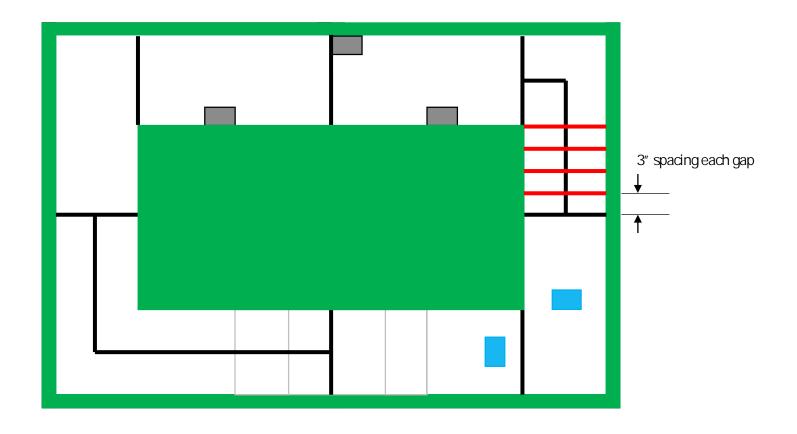


- Attach Velcro to the bottom of the H section. (Put both halves of the Velcro in place at this time for proper thickness.
- Sand the two ends of the ramp flat against the ground.
- Wood glue the creases created between the sections of the ramp.

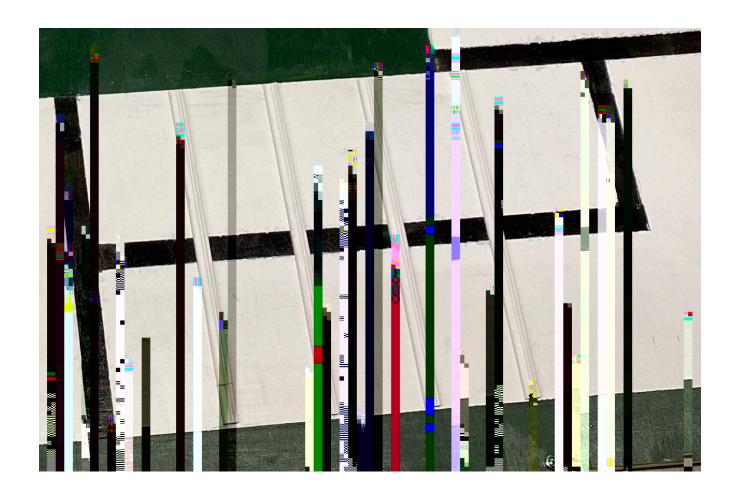


- Attach Ramp with Velcro (ramp outline only for visibility ramp has no outline)
- Paint as shown (some paint dimensions on next page)

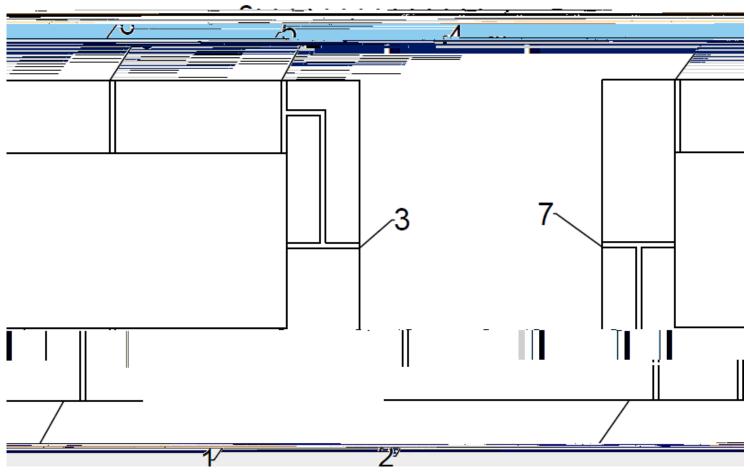




 Cut the molding into (4) strips 10" long each. Paint them white and attach them as shown above. (Strips are red only for visibility) See next page for closeup of molding



Molding detail



Checkpoint Map