

Indian Waters District Pushmobile

September 28, 2019

Park Station, Beach Parking Lot

Registration 8:00 AM Races start 9:00 AM

REGISTRATION CLOSSES 8:45 AM

Cost is \$6.00 per Scout/Leader

General Race Rules

- 1- The Pushmobile Race Course is a roughly 200-yard relay race run in a hopefully straight line on mostly flat ground. It is about 100 yards in length marked off in four (4) equal sections each approximately 25 yards long. Sections will be labeled START, 2, 3, 4 on the first leg and 4, 3, 2 FINISH on the way back.
- 2- A Cub Scout Pushmobile Team consists of eight (8) Scouts. Two (2) Scouts from each team will be at START position, two (2) Scouts will be at the 2 mark, two (2) Scouts at the 3 mark and two (2) Scouts at the 4 mark.
- 3- At the start position, one (1) Scout will be the rider and one (1) Scout will be the pusher. As the race begins the first two Scouts race to the 2 mark, the car must come to a complete stop, the first two Scouts get off and the second two (2) Scouts get on. Then they race to the 3 mark where a change is made as well as the 4 mark. At each change point the car must come to a complete stop before the change is made. When reaching the 4 mark the car must cross the line and turn around for the return leg. The two (2) Scouts then switch positions, the former pusher becomes the rider and the former rider becomes the pusher. On the return leg of the race the Scouts will change at the 4, 3 and 2 mark. Each Scout gets to push and ride the Pushmobile (this may not be the case with teams of more than 8). The first car to cross the finish line is the winner.
- 4- Teams with less than eight (8) Scouts may use Cub Scouts from other Packs.
The race committee will be in charge of creating complete teams from multiple Packs. Every attempt will be made to keep teams at 8 Scouts, however, as there is no guarantee that we will end up with a multiple of 8 Scouts, there may be occasion to have a team of up to 10. If a team ends up with 9 or 10 Scouts, Scouts will be asked to volunteer to sit one leg out, so everyone gets a chance to race. If a team ends up with less than 8 (the more desirable option to more than 8) Scouts will be asked to volunteer to run on two teams. Packs with complete teams will not be broken up, unless absolutely necessary.
- 4a- All teams are required to have a name. This will avoid confusion when there are multiple Packs on a team.
- 5- There will be four (4)-racing categories: Tigers and Lions, Wolves, Bears and Webelos and AOL. Lions will run with Tigers. AOL will run with Webelos.
- 6- Cubmasters, or race committee, may move up two (2) Scouts (of comparable size) or down one (1) level in order to make a complete team. Ex: One (1) or two (2) Wolves can move to Tiger level, or Webelos can move down to Bear level. AOL will not be allowed to move down. This will let the maximum number of Scouts race in their group level. If more than two (2) Scouts move down, then the team must race at the higher level. The race teams must be consistent through the race.

- 7- All team members must wear appropriate safety helmets at all times while racing. The helmets must fit with strap under the chin. Appropriate helmet includes bicycle and motorcycle helmets.
- 8- Racing order will be assigned by category in random order. All categories will run by double elimination.
- 9- If a Push Mobile breaks while racing the team forfeits that race and will have until their next race to make repairs unless it is their last race. If a Push Mobile is beyond repair, the use of other Push Mobile in your pack will be permitted. For teams that end up with no Pushmobile, some kind of barter system will need to be used to obtain the use of another Pack's Pushmobile. This will be between Packs.
- 10- Scouts must sit on the car. Handholds should be provided. Standing on the car while racing is cause for disqualification.
- 11- In the spirit of Scouting, all Cub Scout aged kids are welcome to participate. Please have your Scouts bring friends. Applications will be available at the registration table for anyone who wishes to join a Pack. This will not be required to participate. Registration on 9/28 will be \$16.00 until recharter.
- 12- All decisions of the Race Committee are final.

Push Mobile Construction Rules

- 1- Push Mobile must be home made, **built by Cub Scouts, Parents and Scouters**. No prefabricated go-cart, wagons, baby strollers, lawn mower housing, etc. will be permitted.
- 2- Cars should be built so they are strong, safe and lightweight. The best cars are simple cars such as four (4) wheels mounted to a $\frac{3}{4}$ " plywood bed with a push bar made of $\frac{1}{2}$ " or $\frac{3}{4}$ " pipe bolted on. Bolts should be used for construction. Don't use sheet metal or nails because sheet metal can cut and nails can wiggle lose due to the pounding a race car is subjected to.
- 3- All Push Mobile must have four (4) wheels a seat and a push bar.
- 4- Cars cannot have wheels over 16" in diameter including the tire. **Plastic tires on wheels are not allowed. Ball bearings on wheels are allowed. All cars will be inspected so be prepared.**
- 5- **If wheels with spokes are used, they must be covered to prevent any objects (i.e. fingers) from getting inside.**
- 6- Cars do not need braking or steering mechanisms. The pusher should do the steering and braking. However, steering mechanisms and brakes are allowed.
- 7- Push Mobile may not be powered by any means other than Scout power.
- 8- A pre-race safety inspection will be conducted for all competing Pushmobiles at the start of each category race. The Race Committee may deny entry of any Push Mobile based on safety or non-compliance of construction rules.
- 9- The Scout Oath and Law will be the order of the day.

Indian Waters District

Cub Scout Pushmobile Registration Form

Pack Number: _____ District: _____

Contact Person: _____ Phone: (____) _____

Please complete this form and have it with you when registering.

TEAM 1: Enter Scout Names

Tiger Wolf Bear Webelos Circle one

TEAM 2: Enter Scout Names

Tiger Wolf Bear Webelos Circle one

TEAM 3: Enter Scout Names

Tiger Wolf Bear Webelos Circle one

TEAM 4: Enter Scout Names

Tiger Wolf Bear Webelos Circle one

Scouts X \$6.00= _____

Leaders X \$6.00= _____

Total\$ _____

(Unit Accounts cannot be charged at day of event)

If another form is needed, they are available at the registration table.