



# PUSHMOBILE 2008



Tri-District (*Soaring Eagle, Copperhead, and Big Cypress*)

A Pushmobile Derby is a race using cars built by a Cub Scout Den and their parents and powered by the Cub Scouts. This gives the boys and parents an opportunity to work on a project together, which is important in Scouting. The concept is for a DEN of boys to build and race the car.

## Registration and Cost:

**Early registrations are Sept. 1 - Nov. 14, 2008.** Entry fee \$5.00 per participant or \$30.00 per team.

**Late registration Nov. 15 - Dec. 11, 2008.** Entry fee \$6.00 per participant or \$36.00 per team.

**No registration the day of the race**

## Schedule:

December 13, 2008

Check in at 9:00am

Opening at 10:00am

Racing Begins at 10:15am.

## Place

To be determined

## Awards:

1<sup>st</sup> thru 4<sup>th</sup> place trophies will be awarded by rank, All preregistered participants will receive a patch and all packs will receive a participation Ribbon. In addition, Certificates will be awarded in each of the following categories:

- Best Design
- Best Paint Job
- Most Colorful
- Most Patriotic
- Most Unique
- Did our Best
- Best Theme Car

## Photographs:

**Notice!** Please be advised that promotional videotaping / photography may be in progress at any time at an event. Your entrance constitutes your agreement that the District has the right to reproduce your child's likeness in videograph/photography for promotion. (e.g., publication, internet, newspaper). If this is an issue, you must notify the event chair the day of the event.

## Eligibility:

Tiger, Wolf, Bear, Webelos 1, Webelos 2, Sibling (*scout ages*), Pack (*2 Tigers, 1 Wolf, 1 Bear, 1 Webelo1, and 1 Webelo2*) Packs may enter as many Pushmobile teams as they want providing they have cars. Free agent teams may be formed if cars can be found for these teams. A team shall consist of 6 Cub Scouts of the same rank. If a team is fielded with mixed ranks, Tigers and Wolves may be mixed or Bears and Webelos may be mixed. Ages of the Cub Scouts will be averaged to determine the average team rank. Accommodations will be made for physically challenged scouts. Free Agent scouts (without teams) will be welcome the day of the race; however it is the Free Agents responsibility to find a team to race with. At previous races, there were teams that needed substitute scouts. It will be up to each Free Agent scout to find a team to race on. **It is recommended that each team come complete and have practiced**

**together.** Scouts can "Bring a Buddy" (a prospective scout) but the friend must fill out a health form and pay the same entry fee (a scout registration form is preferred) All racers must be in First grade or older.

## RULES

- Each team will race three times. Each race will be timed, and the winner of each rank will be determined by the lowest average time from all three races.
- Teams shall pre-determine drivers and pushers for each segment of the race.
- The Pit Crew will stage the cars at the starting line. When the racing officials determine that all cars are properly set, the race will be started.
- One Scout pushes the car while the other Scout drives to the first changeover zone. The first pusher/driver pair exits the car within the changeover zone and hands the car over to the next team. Exchanges **MUST** occur in the changeover zone. A 5-second penalty will be added for all exchanges occurring outside of the changeover zone.
- Teams repeat the race/changeover two more times.
- Races will be run on parking lot on the asphalt pavement. The course is a total of 90 yards long and consists of three 25-yard racing zones, two 5-yard changeover zones, and one 5-yard turn around zone. Each zone is 10-feet wide. (The race manager reserves the right to shorten the course if needed)

25 yards	5yards	25 yards	5 yards	25 yards	5 yards
Race zone	Change over Zone	Race zone	Change over zone	Race Zone	Turn around zone

- In the turnaround zone, the car is turned 180 degrees, the driver and pusher exchange places, and the car returns back down the track. On the return trip, drivers become pushers, and pushers become drivers. To insure that each boy has an opportunity both push and drive, a 10-second penalty will be imposed for teams failing to comply with this requirement at each changeover.
- If a car strays from its assigned lane and interferes with another car, a 10-second penalty will be imposed.
- If a boy exits the car before it stops, a 10-second penalty will be imposed.
- One adult coach is allowed near the course to coach and direct their team. This person must remain in the designated area at all times during the race. The coach is not allowed to touch the car or move lane markers once the race begins. A 5-second penalty will be imposed on a coach for each time they touch a car or lane marker.

### **Specifications:**

- Instructions on how to make a Pushmobile car can be found in the Bear book. Contact the meet Referee for more information.
- The car shall be steered with the feet, which are placed on the front axle or by the hands hold a rope fastened to the front axle. (Fixed-steering devices such as metal bars, bike handles, etc. will not be allowed.)
- The car shall be stable and controllable as determined by the Pit Crew.
- The car shall be equipped with a handbrake. The rubbing surface of the handbrake shall be faced with a rubber material such as an old tennis shoe or a strip from an old tire. Handbrakes that damage the track shall be disqualified.
- The maximum overall length of the car shall not exceed 5 feet. **THIS INCLUDES THE PUSHBAR.** The maximum wheelbase shall not exceed 4 feet.
- The maximum width of the car, including wheels, shall not exceed 3 feet.
- The car shall have a seat with a **braced** backrest. To maintain stability, it is highly recommended the seat be placed as close to the wheel level as possible.
- The car shall be fitted with a pushbar. The pushbar shall be used at all times for pushing the car. The pushing team member shall not use any other surface of the car for pushing the car.
- The maximum diameter of the wheels shall not be greater than 15 inches, outside diameter. Tires may be either solid or inflatable rubber.
- Sharing of cars is permitted as long as the sharing teams are not of the same rank.

It is recommended to use wood as the frame/chassis material; it is the strongest material pound for pound.

**FACTORY MANUFACTURED CHASSIS WILL NOT BE ALLOWED TO RACE. MANUFACTURED CHASSIS SHALL BE DEEMED TO BE SIMILAR TO GO-CART FRAMES, SHOPPING CART BASES, LAWNMOWER DECKS OR SIMILAR-TYPE MATERIALS.**

**ANY QUESTIONS ABOUT WHETHER ANY OLD OR NEW PUSHMOBILES MEET THESE SPECIFICATIONS SHOULD BE DIRECTED TO THE RACE REFEREE Julia Thorman  
(281) 345-2345 [juliat1@sbcglobal.net](mailto:juliat1@sbcglobal.net)**

## **Safety Equipment**

Each team shall furnish their own safety equipment. For Both the Driver and the "Pusher":

A bicycle/skateboard helmet - **REQUIRED**

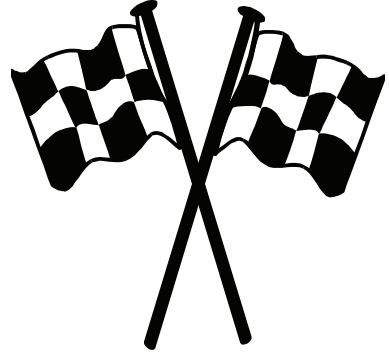
Long pants - **REQUIRED**

Shoes w/ socks - **REQUIRED**

Long sleeve shirt - Suggested

Gloves - Full to end of fingers - Suggested

Knee and elbow pads - Suggested



**BRING A BUDDY!!!** If you have a buddy that wants to know more about Cub Scouts, bring him to the race! He can sign up for scouts at the event.

**CONCESSIONS WILL BE AVAILABLE.**

**BRING SHADE & CHAIRS**

**NEW THIS YEAR**

**By your pack preregistering, your pack will get an assigned space along the side of the race track.**

## Jayhawk Area Council Pushmobile Plans

Add a push bar to the  
"Cubmobile" found in  
elective 7 of the Bear Book.

