

5th ANNUAL COUNCIL PUSHMOBILE EVENT

SATURDAY, OCTOBER 29th

Behind
Citibank Ballpark
Midland

For ALL
Cub Scouts
Council Wide!



Let's Get Ready To Race!

CHECK-IN & INSPECTIONS

9:00 a.m. - 10:00 a.m.

PACK REPRESENTATIVE MEETING

10:15 a.m.

OPENING CEREMONIES

10:30 a.m.

Races will begin following opening ceremonies.
The Council Race is for all districts to compete.
Registration Deadline: 1:00pm October 27th.

\$40
Team/Car

Throw Your Own
Tailgate party!

Awards, Patches, and Tons of Fun!

Bring your Shade and plenty of water for a fun filled day of racing!

www.buffalotrailbsa.org

RULES ON REVERSE

2011 OFFICIAL RULES

Golden Rule:

- This is a race. But let the boys have fun and be nice to our Volunteers!
- The Pushmobile races are for the boys. While winning is fun, participating is too.
- Every boy racing deserves a 'Good Job' pat on the back.
- We are all volunteers and have dedicated time to creating an event that our boys will remember. Please keep this in mind when you have questions or concerns.

Assembling your Teams: *Rule of thumb on team size...6 in a fix,8 is Great! Cars with only 4 really need more!*

- All participants MUST be a registered Cub Scout. We will take registration for new members at the event!
- Teams are made up of 8 members and are divided into 4 sets of partners across 100 yards.
- Scouts can race up in rank, not down. Boys will race in heats by rank. Cars with mixed ranks will run in the group of their highest rank. Tigers (First Grade), Wolves (Second Grade), Bears (Third Grade), Webelos (Fourth & Fifth Grades).

Race Purpose:

- Race is 100 yards long, depending on space! It is divided into four 25 yard sections.
- The teams move up and down the entire course, with an exchange at each exchange box.
- Whoever was pushing, now drives and vice versa. Allowances can be made for special situations!
- The exchanges must take place with all wheels in the designated exchange box.
- All wheels of the car must cross the 'turn around' line before turning in order not to be disqualified. All cars must make a 180-degree turn around and the team must exchange positions at the end of the track for the return trip.

Car Frame:

- The steering mechanism must limit the turning radius of the car. Steering 'play' must not exceed 10 degrees in either direction (this is a case of less is better) **SAFETY**.
- A push bar must be permanently attached to the rear of the car. It must not pivot or be movable in any way.
- The Pushmobile must have a functional seat with a backrest. All racers must sit firmly in a seat during the race.
- Cars will be given a number. **Do not paint a number on the car.**
- No sharing cars within the same rank! Your district or other packs might have old cars if needed.
- The Derby Captain reserves the right to remove a car from the race for '**SAFETY REASONS**'.

Tires:

- Car wheels must not be over 15 inches in diameter, inclusive of the tire. Solid or pneumatic (air) tires are acceptable.

Check in:

- All cars must be inspected and checked in before 10:00am.
- Once the cars are checked-in, they must stay in the pit area near the start/finish line to prevent delays.

Leaders:

- **Adults are not allowed to touch either the car or the Cub Scout during the race.**
- All Packs MUST provide one adult to help with the Races! Have them there at 9am with the Packs Cars.
- Cars and boys must be checked-in by 10:00a.m. Your district or other Packs might have old cars if needed.
- Each Team must have a designated adult at the finish line to verify race results with the Derby Captain. This should be the same adult for all races if possible.
- One practice run will be permitted prior to check-in. All cars must stay in the pit area after they have been registered and between races.
- Cars will be released after they have been eliminated. **LEADERS - Make sure your car has been officially eliminated before you release your boys and remove your car.**

Safety:

- Fitted helmets are required for each scout racing. (ex. Bike helmets, Skateboard, Rollerblade, Football helmets, etc.)
- Long pants are recommended and enclosed shoes are mandatory. PLEASE **NO SANDALS OR OPEN TOE SHOES.**

Registration:

- **Registration fee is \$40 per Team (this is a flat rate, there is no per boy charge) and must be paid by 1:00pm Thursday, October 27th.**
- All races will be double elimination.

Any questions concerning the rules should be addressed to Scott Britton

(432) 553-3668

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