

# **Indian Waters District Push Mobile**

**October 20, 2018**

**Park Station, Beach Parking Lot**

**Registration 8:00 AM Races start 9:00 AM**

**REGISTRATION CLOSES 8:45 AM**

**Cost is \$6.00 per Scout**

## **General Race Rules**

- 1- The Push Mobile Race Course is a 200-yard relay race run in a straight line on flat ground. It is 100 yards in length marked off in four (4) equal parts each 25 yards long.
- 2- A Cub Scout Push Mobile Team consists of eight (8) Scouts. Two (2) Scouts from each team will be at start position, two (2) Scouts will be at the 25-yard mark, two (2) Scouts at the 50-yard mark and two (2) Scouts at the 75-yard 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 25-yard 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 50-yard mark where a change is made as well as the 75-yard mark. At each change point the car must come to a complete stop before the change is made. When reaching the 100-yard mark the car must cross the 100-yard line and turned around for the return leg. The two (2) Cub 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 Cub Scout will change at the 125, 150 and 175-yard mark. Each Cub Scout gets to push and ride the Push Mobile. 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. Arrangements will need to be made with the respective Cubmasters. The race officials will help with introductions but cannot make any arrangements.
- 5- There will be four (4)-racing categories: Tigers, Wolves, Bears and Webelos. Lions are welcome to join a Tiger team.
- 6- Cubmasters 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 cub level, or Webelos 1's can move down to Bear level. This will let the maximum number of Scout's 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. A car cannot be used by more than one (1) pack.

- 10- Cub Scouts must sit on the car. Handholds should be provided. Standing on the car while racing is cause for disqualification.
- 11- All Cub Scouts participating in the Push Mobile race must be registered. Each participant will receive a patch.
- 12- All decisions of the Race Masters 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 spoked wheels 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 Push Mobiles at the start of each category race. The Race Masters may deny entry of any Push Mobile based on safety or non-compliance of construction rules.
- 9- The Scout Oath and Laws will be the order of the day.

**Indian Waters District**  
**Cub Scout Pushmobile Registration Form**

TEAM CATEGORY: \_\_ Tiger \_\_ Wolf \_\_ Bear \_\_ Webelos

Pack Number: \_\_\_\_\_ District: \_\_\_\_\_

Contact Person: \_\_\_\_\_ Phone: (\_\_\_\_) \_\_\_\_\_

TEAM 1:

TEAM 2:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

TEAM 3:

TEAM 4:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

*Scouts X\$6.00=\_\_\_\_\_ by 10/18 at 12:00 Noon*

*Scouts X\$10.00=\_\_\_\_\_ after 10/18 at 12:00 Noon*

(Before Thursday the 18th at noon, it's \$6. After that it's \$10. If you beat the deadline with most of your kids, you can still get the \$6 rate at the event pending approval. If you don't register the bulk of your teams by the deadline, it's 10\$.)

*Leaders X\$6.00=\_\_\_\_\_*

*Total\$\_\_\_\_\_*

*(Unit Accounts cannot be charged at day of event)*

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

Please consider a night of Family camping at Park Station the night before the Push Mobile.