

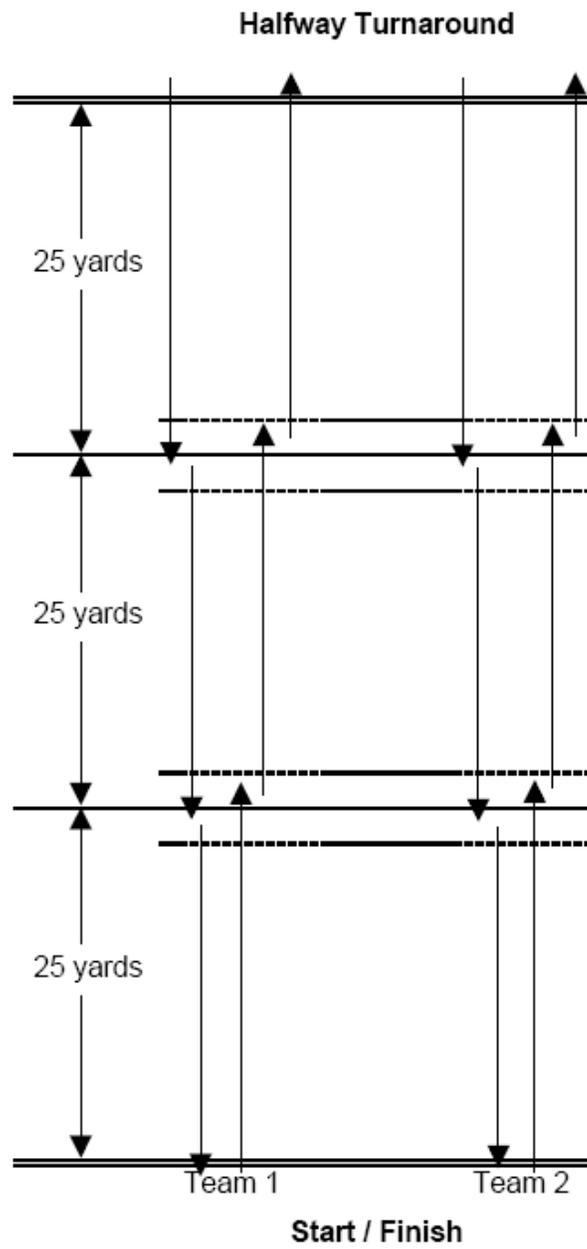
Pushmobile construction requirements:

1. Cars must have 4 wheels, and must balance on them without assistance.
2. Wheels must be between 4" and 12" inclusive.
3. Inside wheel dimensions (measured side to side, from inside of wheel to inside of wheel) must be no less than 32".
4. Wheels can be solid or pneumatic, but no open spoked wheels are allowed.
5. Seats must be less than or equal to 18" off the ground.
6. Seats will be functional with a backrest. Racers must sit firmly in the seat during the race.
7. Brakes are optional, but recommended. Quicker stops make for quicker exchanges.
8. Construction must be from wood. Exceptions are wheels, brake hinges, axles, and necessary fasteners to construct the car.
9. A horizontal push bar must be permanently attached or integrated to the rear of the Pushmobile. The bar must not swivel or rotate.
10. Push bars, or steering wheels if used, must not be made from metal.
11. No source of power other than a Cub Scout is allowed.
12. Suggestion: Wheels should not turn more than 10° to either side (Easier to keep running straight).

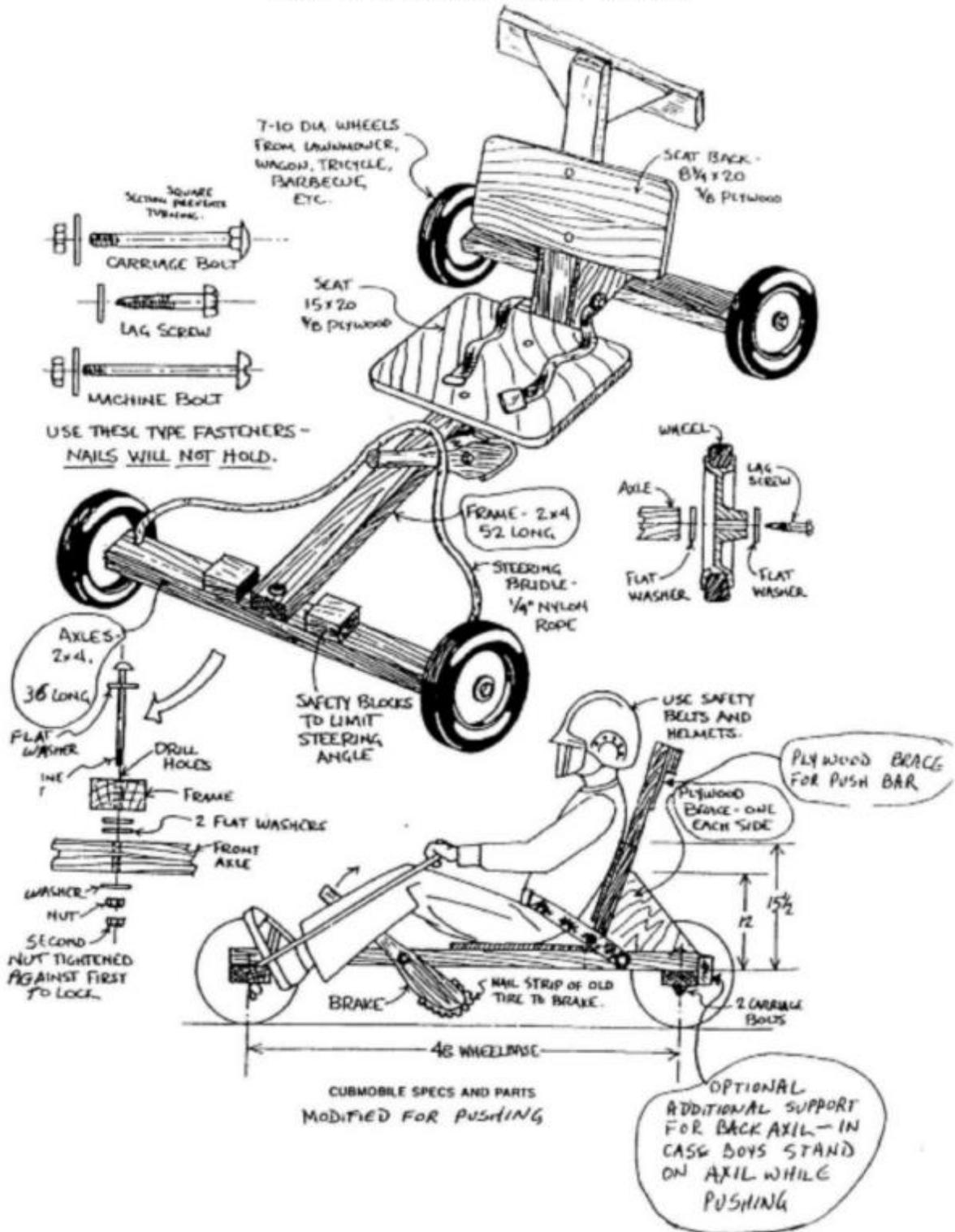
Pushmobile race rules:

1. Pushmobiles will be inspected and parked in a restricted access pit area.
2. Pushmobiles will be retrieved by the race team leaders before each race.
3. All competitors in a race must wear protective headgear such as bike or football helmets.
4. A race team consists of 6 Cub or Tiger Scouts
5. In the case of small dens, the team can be filled out by younger scouts, not older.
6. **DUE TO TIME CONSTRAINTS, ONLY ONE TEAM PER AGE GROUP WILL BE ALLOWED PER PACK. THERE WILL BE NO SEPARATE RACE DIVISIONS FOR WEBELOS 1 & 2. FOR DENS THAT HAVE MORE THAN 6 BOYS, THEY WILL BE ABLE TO ROTATE TURNS WITH THEIR TEAM MATES BETWEEN RACES. EVERY EFFORT WILL BE MADE SO EVERYONE RACES!**
7. A race consists of three 25-yard relay legs down, a 180-degree turn, and three 25-yard relay legs back to the start/finish line.
8. Each six-boy team will be broken down into three 2-boy legs.
9. A 2-boy leg will be stationed at the start, first exchange point, and second exchange point.
10. The race consists of 1 boy pushing and 1 boy riding to the next exchange point 25 yards away. At the exchange point, the next 2-boy leg takes over and races to the next point. When the 3rd leg **CROSSES** the turnaround line, the cart is turned around, the rider switches with the pusher, and the race is reversed. Therefore, the boy that pushed during the race out, returns on the race in as a rider.
11. Racing is similar to pinewood derby in that double elimination is in play. Therefore, all teams will race a minimum of two races.

Course Layout:



CUB PUSHMOBILE PLANS



This represents a sample plan. Other plans are acceptable as long as they meet the dimensional and safety requirements above