



Come Join the Rockland District
PUSHMOBILE DERBY!
Sunday, June 8, 2008

Date: Sunday, June 8, 2008

Location: Wyeth Laboratory Parking Lot, 401 N. Middletown Rd, Pearl River

Cost: \$7.00 (Includes patch)

Time: 10:00-1:00 (approximately)
10:00-10:45 Check-in & registration
10:45-1:00 Races continue until all teams have races three times.

Parking: Parking at site.

Dress: Class B Uniforms
Helmet –Required – Bicycle Helmet meets this requirement
Gloves – Recommended
Long Pants – Required
Shoes w/socks – Required
Knee & Elbow pads - Recommended

Registration Deadline: Friday, May 30, 2008 (money in Council Office) after May 30th fee is \$10.00

Each Pack or Den or group of Scouts are to build a Pushmobile for racing. Information and Plans are available at www.RocklandScouts.org or may be obtained from Council Office. Race teams should be a minimum of 4 scouts and can be maximum of 8 scouts. Pushmobile will be inspected for safety and to insure they meet construction requirement(s) before allowed to race.

Full Information Packets available at Roundtable – Council Office and online at www.RocklandScouts.org.

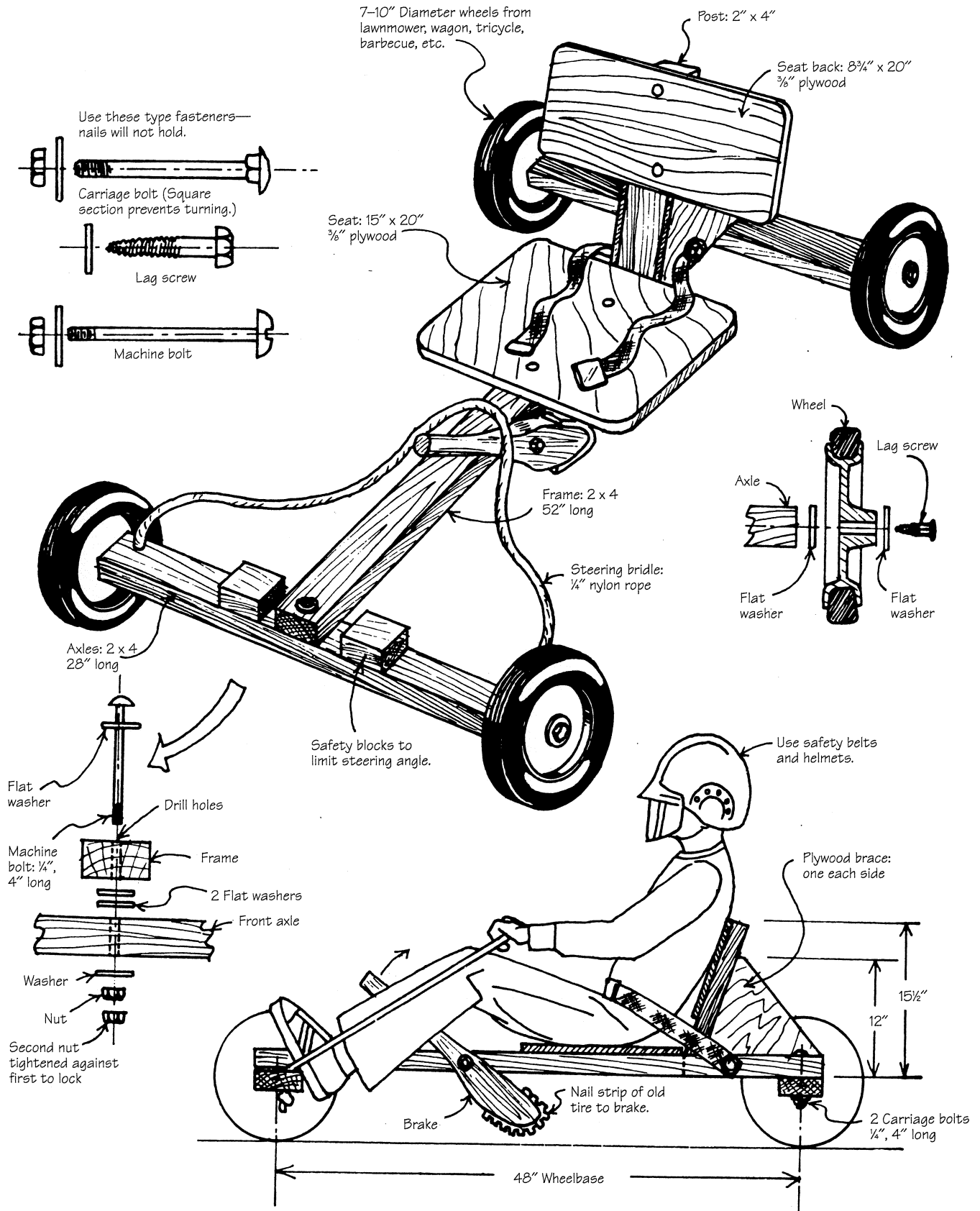
Snack and beverages may be available to purchase.

Questions?

Tammie Pearson of Pack 46 at 634-7413 - E-mail pearsonbunch@optonline.net

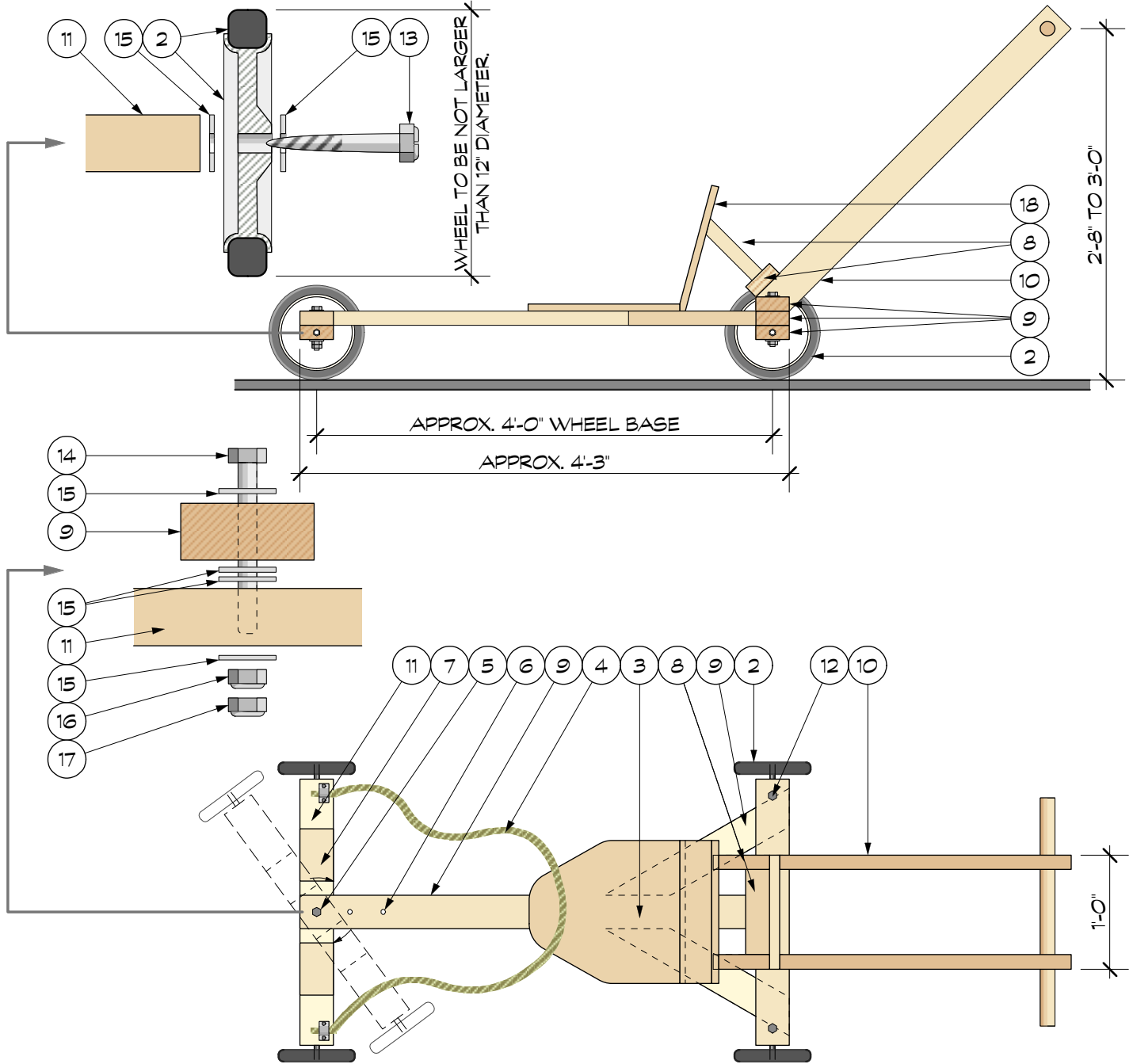
George Ferguson – E-mail: GNF1@mail.com – 24 HR Phone – 845-770-0360

Cubmobile Specs and Parts



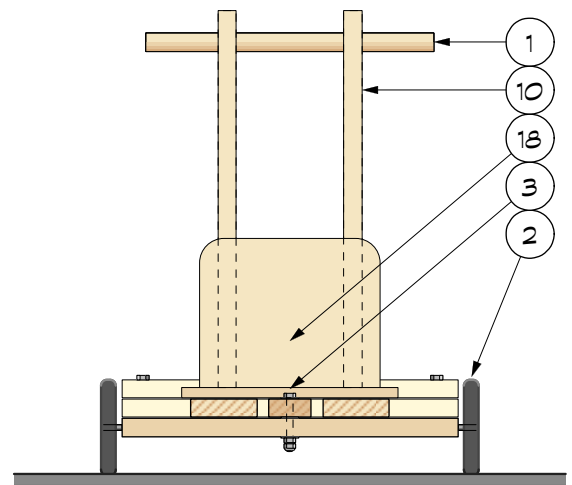
PUSH CAR SUGGESTED PLANS

FEEL FREE TO CREATE YOUR OWN PUSH CAR
 PLANS COURTESY OF SKYLINE DISTRIC BSA, HOUSTON, TX



NOTES TO DRAWING

- 1 WOOD PUSH BAR 1 1/2" DIAMETER.
- 2 WHEELS NOT TO BE LARGER THAN 12" DIAMETER.
- 3 3/8" OR 1/2" PLYWOOD SEAT 15" WIDTH X 20" LONG.
- 4 STEERING BRIDLE, 1/4" NYLON ROPE. OPTIONAL.
- 5 STEERING MACHINE BOLT.
- 6 DRILL HOLES ON THE AXEL TO ADJUST CAR TO USER PROPORTIONS.
- 7 2 X 4 SAFETY WOOD BLOCKS, TO LIMIT STEERING ANGLE.
- 8 SEAT POSTS SUPPORT.
- 9 2 X 4 WOOD CAR FRAME.
- 10 2 X 4 HANDLE SUPPORT.
- 11 2 X 4 X 28" WOOD AXLES.
- 12 CARRIAGE BOLT.
- 13 LAG SCREW.
- 14 MACHINE BOLT.
- 15 FLAT WASHER.
- 16 NUT.
- 17 SECOND NUT TIGHTENED AGAINST FIRST NUT TO LOCK.
- 18 3/8" OR 1/2" PLYWOOD SEAT BACK 15" WIDTH X 13" HIGH.



PUSHMOBILE RACE

OBJECT OF RACE:

1. Develop team work amongst the Pack / Den.
2. Teach Scout Spirit (Sportsman's conduct).
3. Develop relationships with other Scouts.
4. To have fun!

A Pushmobile derby is a race using cars built by a Cub Scout Den and their parents. 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.

RACE RULES:

- Race will be time event. Two or more races/heats may be run.
- Pushmobile must have a driver and a pusher to start the race. The pusher will push the driver to 200 ft. At this point the driver and pusher must switch with the next pair on their team. The 2nd pair will race to the next 200 ft. mark until all four pairs have participated. When the 800 ft. mark is reached, the Pushmobile will be pushed back through the relay points, with the pushers becoming drivers for the final run back to the "Start / Finish" line.
- The car must be made by the Cub Scout Den with parents help.
- Teams must be made up of 4 to 8 Scouts. Alternates may be used provided they are registered with the team prior to start of race.
- All participants must be registered Tiger, Cub or Webelos Scouts.
- Car number will be assigned by race officials. You may paint the Pack or Den number on the car, but they will not be used to identify your car in the event.
- At the turn-around line, the car must have all wheels cross the line and come to a complete stop.
- Cars may be made by any design but remember the above rules and must adhere to rules below.

CONSTRUCTION:

All Cub Pushmobiles must be constructed to meet published and accepted standards. The following specifications and description of parts would help in insuring the construction of a safe Cub Pushmobile:

- All wheels must be equipped with solid rubber tires. Tire size: No taller than 18".
- Car frame should be made from 2 – by – 4 inch construction lumber.

- The overall length of the car should be 60" + or - 6" (min 54" - max 66") the wheel base a Minimum 24" Maximum 36".
- Use roundhead ¼ inch bolts to hold frame. Screws are a second choice. Nails are not suitable, because they may work loose.
- All cars must have a seat with braced backrest, allowing the rider to comfortably steer with the feet.
- Steering is done with feet, which are placed on the front axle, and by the hands holding a rope fastened to the front axle.
- If threaded axles are used, the nuts must be secured with cotter pins or wire.
- Cars must be equipped with an adequate safety belt securely fastened to the main frame of the car.
- Cars must be equipped with a handbrake with its drag rubbing surface faced with a rubber material such as a strip of an old tire. This will stop the car when dragged on the ground.
- The two 2 - by - 4 inch blocks must be fastened to the first axle ½ inch from the centerboard to the limit turning radius.

INSPECTION:

Race officials will inspect all Pushmobiles for safety prior to the start of the race. For safety, adjustments to the Pushmobile may be required by the inspector(s) - should bring some basic tools/materials just in case.

RACE OFFICIALS CAN AND WILL DISQUALIFY THE CONTESTANT IF THEY FEEL THE STEERING MECHANISM, BRAKE OR ANY OTHER PART OF THE CAR IS UNSAFE.

SAFETY EQUIPMENT:

For both the Driver & the Pusher:

1. Helmet (provided) - **REQUIRED** - Bicycle Helmets acceptable.
2. Gloves - Full to end of fingers - (suggested)
3. Full length pants - **REQUIRED**
4. Long sleeve shirts - (suggested)
5. Shoes w/socks - **REQUIRED**
6. Knee & Elbow pads (suggested)