

# **PUSHMOBILE 2004**

Rising Star District  
Sam Houston Area Council, BSA

**BRING  
A  
BUDDY**

**NEW**

**Only 6 Boys  
needed for a  
team!!!!**

**NEW  
SIBLING  
RACE**



**FOUNDRY METHODIST CHURCH  
(BACK PARKING LOT)  
8350 Jones Road  
Houston, Texas**

**November 13, 2004**

Check-in 9:00am

Race Start 10:00am

**Brought to you by Pack 771**

**Contact: Randy Thomas (713) 896-9540**

**Or Denise Dornbusch (713) 466-4899**

**PUSHMOBILE 2004**  
Rising Star District  
Sam Houston Area Council, BSA  
November 13, 2004  
Rain Date - November ?, 2004

Pushmobile is a relay race using simple, homemade, Cub Scout-powered cars. A team consists of six Cub Scouts. The purpose of this event is to have fun, promote participation in a team effort, and to provide an activity where "Doing Your Best" is most important. This should qualify for a "TEAM SPORT" (sports beltloop, pin etc.)

**1. Early registrations are due by Oct.14, 2004. Please mail to:**

Denise Dornbusch  
8302 Copperwood  
Houston, Texas 77040  
Phone: 713-466-4899

**Registrations can also be turned in at Sept. and Oct. Roundtables.**

**2. Cost:**

Entry fees are \$5.00 per participant or \$30.00 per team. Each team must provide at least two (2) adult volunteers to assist in timing and officiating.  
Patch & Ribbon for all Participants. Ribbon for each Pack participating.

**3. Check-in and Race times:**

Check in at 9:00am Racing Begins at 10:00am We will race until everyone has raced 3 times.

**4. Eligibility:**

Packs may enter as many Pushmobile teams as they want providing they have cars. Free agent teams may be formed by a pack or parent, if cars can be found for these teams. A team shall consist of 6 Cub Scouts of the same rank. If a team is registered 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 and his parent or Pack rep. 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.

Please contact the Referee for more information.

**Race classes: Tiger, Wolf, Bear, Webelos 1, Webelos 2**  
**Pack race(2 Tigers, 1wolf, 1Bear, 1 Web.1, 1Web. 2)**  
**Sibling Race (6 siblings less than 5<sup>th</sup> grade)**

**5. Race Format:**

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.

**6. Awards will be given to participants as follows:**

1st place in rank	Participants patch & ribbon
2nd pace in rank	Pack Race 1 <sup>st</sup> . 2 <sup>nd</sup> , 3 <sup>rd</sup>
3rd place in rank	Sibling 1 <sup>st</sup> 2 <sup>nd</sup> 3 <sup>rd</sup>

**7. Race Course:**

Races will be run on parking lot on the asphalt pavement. The course is a total of 120 yards long and consists of Three 25-yard racing zones, 2--5-yard changeover zones, and a 5-yard turnaround 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

**NOTICE: This year’s race is shorter than last years, only six racers per team!!**

**8. Race Guidelines:**

- (a) Teams shall pre-determine drivers and pushers for each segment of the race.
- (b) 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.
- (c) 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.
- (d) Teams repeat the race/changeover two more times.
- (e) 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.
- (f) If a car strays from its assigned lane and interferes with another car, a 10-second penalty will be imposed.
- (g) If a boy exits the car before it stops, a 10-second penalty will be imposed.
- (h) 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.

**9. Pushmobile Specifications:**

Instructions on how to make a Pushmobile car can be found in the Bear book. Also many references are available on the WEB, search for “ Pushmobile” “Pushcar”, etc. Some other packs may have a limited number of cars, however we highly recommend that your pack build their own cars so the scouts can enjoy them for many years. It’s a great way for the boys and parents to build something together! Contact the meet Referee for more information.

- (a) The car shall be steered with the feet, which are place 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.)
- (b) The car shall be stable and controllable as determined by the Pit Crew.
- (c) 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.
- (d) The maximum overall length of the car shall not exceed 5 feet. **THIS INCLUDES THE PUSHBAR.** The maximum wheelbase shall not exceed 4 feet.
- (e) The maximum width of the car, including wheels, shall not exceed 3 feet.

- (f) The car shall have a seat with a **braced** backrest. To maintain stability, it is high recommended the seat be placed as close to the wheel level as possible.
- (g) 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.
- (h) The car shall have a flat surface, 1-foot by 1-foot, at the front of the car for attaching the registration number.
- (i) The maximum diameter of the wheels shall not be greater than 15 inches, outside diameter. Tires may be either solid or inflatable rubber.
- (j) 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 RANDY THOMAS (713)896-9540**

10. **Safety Equipment:**

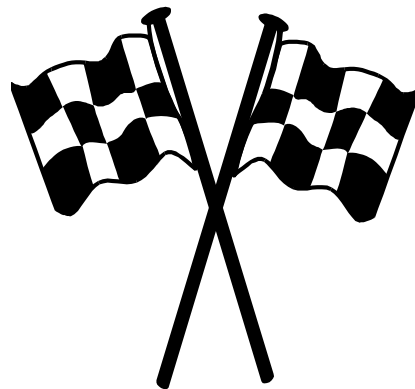
**Each team shall furnish their own safety equipment. All participants must wear the following:**

- a) **A bicycle/skateboard helmet**
- b) **Long sleeve shirt (or short sleeve shirt with elbow pads)**
- c) **Long pants (or shorts with knee pads)**
- d) **Gloves (e.g. batting gloves, golf gloves, gardening gloves, and wrist guards used in roller-skating, and biking gloves. Leather is highly recommended!)**

**BRING A BUDDY!!!** If you have a buddy that wants to know more about Cub Scouts, bring him to the race! He can race on your team or on a pick up team. Same cost same fun.... He can sign up for scouts at the event..

**CONCESSIONS AVAILABLE.**

**BRING SHADE & CHAIRS**



# PUSHMOBILE 2004

## Registration Form

Pack#: \_\_\_\_\_ Contact Name: \_\_\_\_\_

Phone #: (H) \_\_\_\_\_ (W) \_\_\_\_\_ (e-mail) \_\_\_\_\_

**TEAM NUMBER** \_\_\_\_\_ Coach's Name: \_\_\_\_\_

Volunteer Judge Name: \_\_\_\_\_

Volunteer Timer Name: \_\_\_\_\_

Entry Fee: **Early Registration Fee (prior to Oct. 14, 2004):**

\$5.00 per participant or \$30.00 per team

**Race Day Registration Fee (after Oct. 14, 2004):**

\$6.00 per participant or \$36.00 per team

Includes Patch and Ribbon

For Registration Use Only:

Team : Rank: (Circle one)

Car # \_\_\_\_\_

Tiger

Wolf

Bear

Webelo 1

Webelo 2

Pack Team (2-Tigers, 1-of each other rank)

Sibling (all sibs must be 5<sup>th</sup> grade or under)

Make checks payable to: **BSA Pack 771**

Mail or deliver to: Denise Dornbusch

8302 Copperwood

Houston, Texas 77040

Phone: 713-466-4899 (home)

TOTAL DUE: \_\_\_\_\_ Amt. Pd. \_\_\_\_\_

	Name	Rank	Age	Home Phone
1				
2				
3				
4				
5				
6				

**COPIES OF HEALTH FORMS MUST BE ATTACHED FOR EACH RACER**