

**October 8  
8:30 a.m.**

**Races starts  
at 9 a.m.**

**Odessa Mall  
Parking Lot**



**Comanche  
Trails District**

**\$7 per Racer**

To streamline the registration process, Please pre-register online at [buffalotrailbsa.org](http://buffalotrailbsa.org) or contact Sara Turkle at [scouts756@gmail.com](mailto:scouts756@gmail.com) or text (432)528-3455

Rules are listed on the next two pages.



## Check-in

Please designate one adult to register/check-in at the registration table for the entire pack, and one adult to take the car through inspection. The rest of the team should meet in the pit area.

## What to Bring

- Cub Scouts are encouraged to wear their field uniform (Cub Scout uniform) or activity uniform (Scout t-shirt)
- Closed-toed tennis shoes appropriate for running
- Bicycle Helmet
- Appropriate clothing for any weather (e.g., rain gear, jacket)
- Sunscreen
- Water
- Pushmobile (one per den)

Optional: snacks, 5-gallon bucket for Cub Scouts to sit on, camera, chairs for adults

## Photographs

Notice! Please be advised that promotional videotaping/photography may be in progress at any time at an event. Your entrance constitutes your agreement that the district has the right to reproduce your likeness in videography/photography for promotion (e.g., publications, internet, newspaper).

## Event Rules

Please read all the rules carefully and ensure that all racers are fully informed of the rules.

Race Course: Each course will consist of four (4) lanes marked in three (3) segments. The width of each lane will be one or two parking spaces wide depending on the available space at the site. Each segment is approximately 20-30 yards in length. Two Cub Scouts will be stationed at the start of each segment - one Cub Scout will be the driver and the other will be the pusher for that one (1) segment. At the halfway point, the car will be turned around by the Cub Scouts and the Cub Scouts will reverse their roles as driver and pusher. Winners of each race will be announced and the winners will continue until there is a final winner for each rank using the double-elimination system.

## Car Specifications:

- The pushmobile is to be made by Cub Scouts, parents, and leaders.
- If a car does not meet requirements, it will not be permitted to race. No exceptions. If you choose to use an old car, please make sure that it is made to the current specifications. **Consideration will NOT be given for "but it passed last year."**
- **Length (axle to axle): 60" maximum, 42" minimum**
- **Axle width (outside tire to outside tire): 48" max, 24" minimum**
- The front axle must be secured to frame with nuts and bolts so not to work loose. A steering block must be installed on the frame (1/8" inch is highly suggested) on the front axle to limit steering (for safety purposes, so racer does not run over anyone)
- Wheels: wheel/tire combination shall not exceed 16" outside diameter
- Wheels must be secured with cotter pins, double nuts, or lock nuts.
- Construction: cars need to be made of wood, assembled with screws or nuts and bolts. No nails will be permitted on any part of the car and no cars made of pipe of any kind.
- Brakes are NOT allowed.
- Seat: must have a sturdy seat with a backrest (seat belts not required or recommended).
- Push bar: must be installed at the back of the pushmobile high enough for the Cub Scouts to push comfortably and far enough back so the Cub Scouts will not trip over rear axle while pushing. If the push bar is made of pipe or tubing then the ends must have safety covers.
- Check the internet or the Cub Scout *How toBook* for ideas.

## Race Day Rules:

- If the team has Cub Scouts from multiple ranks, the highest-ranking Cub Scout will determine the rank for the team.
  - Each car will be checked for length, width, front end and steering compliance specifications as outlined above.
  - Cars shall remain in the pit unless instructed to move to the race line by a race official.
  - The six Cub Scouts who start a heat must finish it - no substitutions are allowed during a single race.
  - All six Cub Scouts must be pusher AND rider with the riders becoming the pushers on each segment of the return trip after the car is turned at the end of the course.
  - Teams should designate an adult to assist with the staging. **One** adult is allowed at the start line, **one** at each of the handoff points and **one** at the turnaround (end of the track). The adult at the starting line is solely responsible for telling the judge that the team is ready. The other adults (handoff and turnaround points) can instruct the racers but may not physically help. The team will be disqualified if an adult touches the car or Cub Scouts during the race.
  - There will be no spectators at the start/finish line or alongside of the track. This is for the safety of the team and the spectator. Adults may not run in the lanes, sidelines, or touch the cars.
  - Both axels of the car must completely cross the end line **before** the car is turned around.
  - Cars must stop with wheels **within Exchange Box** of the exchange lines. The judges will disqualify teams who exchange too far away from the line.
  - Cars should not cross over the sidelines. Minor crossovers on the sidelines will not be subject to disqualification. However, judges will use their discretion to determine the disqualification of teams who are steering out of control or in an unsafe manner.
  - Races will be run double elimination.
  - If a team misses its race, the race will not be rerun.
  - Keep in mind that it is possible for a car to lose its first two races and be eliminated at that point. In order to avoid having a disappointed Cub Scout, if a team has more than six Cub Scouts, the rotation needs to be set up so that all Cub Scouts get to participate by the second race.
- Any disputes about what lane a car is to run in will be resolved with a coin toss.

## Double Elimination:

