

Pushmobile Rules and Regulations

(Revision E.)

Revised: 9/01/2008

In Yellow Represents an Update! [[Rules Video](#)]

1. Have fun! Pushmobile is for the boys. While winning is fun, participating is too. Every boy racing deserves a 'Good job' pat on the back. Keep it fun! We are all volunteers and have dedicated time to creating an event that our boys will remember. Please keep this in mind when you have questions.
2. All Pushmobile must pass the inspection prior to participating in the race. Repairs may be made of any problems noted but must be re-inspected.
3. The minimum team is 4 scouts and a full team is 8 scouts. {4 need more, 6 in a fix, & 8 is great!}
4. Tires and wheels to be between 4" and 12". No wheels to be over 12". Solid or pneumatic tires are acceptable.
5. Brakes are optional but are suggested. The quicker you stop, the quicker you exchange. Metal hinges may be used as a brake pivot.
6. Pushmobile must have at least four (4) wheels and stand upright without assistance.
7. *A push bar must be permanently attached or integrated into the rear of the Pushmobile. Further, the push bar should not swivel or rotate.*
8. No engines or gears or other means of mechanical locomotion are permitted. Pushmobiles must rely on Scout power only.
9. Pushmobiles may not be shared between dens with the same rank. Pushmobiles may be shared between different ranks.
10. Once racing begins, all Pushmobiles must remain in the staging area near the start/finish line to prevent delays in organizing heats.
11. Adult coaches are not allowed to touch the Pushmobile or Scouts once the race has started nor are they allowed to leave their position anytime during the race. Time penalties will be applied for violations.
12. Pushmobiles are to be built by the boys out of wood with the exception of the wheels, axles, hinges for the brake system and necessary bolts and screws used to fasten the wood pieces together. Avoid sharp edges as well.
13. Pushmobiles will have a functional seat with a backrest. All racers must sit firmly in seat during race. In other words, racers may not crouch in the seat. Seat height may be no greater than 18" above the ground
14. Pushmobiles inside wheel dimensions may be no less than 32 inches. This is measured from the inside of one wheel to the inside of the next wheel on the same axle.
15. The push-bar must not be made out of metal.
16. Steering wheel or bar must not be made out of metal.
17. The steering mechanism must limit the turning radius of the car. Steering 'play' must not exceed 10 degrees in either direction (this is a case of less is better).
18. Once vehicles are inspected and parked in the pit, no entry to the pit by any Scout or adult is allowed. Please help keep the Scouts out of this area. Race team leadership may enter pit to retrieve vehicle prior to race.
19. No one is allowed in the racing lanes during the races except the Scouts in that race.
20. At each 25-yard marker, the vehicle must come to a complete stop. A one (1) second penalty will be assessed for each occurrence. **The buffer is 5 feet in either direction of the main 25 yard line and the majority of the vehicle crosses that line the the penalty is assessed. Tiger and Wolf will have some leniency on this rule but none will be given to Bear and Wolf.**
21. *A Pushmobile must completely cross the end-of-lane marker (100 yards) before being turned around (180 degrees) to continue racing back. A one (1) second penalty will be assessed for the racers that do not comply.*

22. Scouts must switch positions during the race at each stopping point. Each Scout will get to push the vehicle once and steer the vehicle once at least. If you do not have enough Scouts for a complete race team, do your best to find enough prior to the turn-in for all Pushmobile forms. Remember, lesser ranks can race in other ranks. (ie: Tigers can race on a Wolf Team to help fill the team up).
23. A one (1) second penalty will be assessed for vehicles that do not stay in their lane during the race. A second time penalty may be assessed for time for being out of your lane for a longer time period. In the event of a collision in another lane, the team that was effected by the other team, will stop and race their race over. A collision that must have taken place in order to stop your race.
24. Scouts that are waiting for the Pushmobile to reach their relay position must stay out of the race lane and by the yard marker.
25. No one, (Scout or adult) may run along side the Pushmobile during the race. All Scouts must remain in place until the race is completed. A 1 second penalty will be assessed per violation.
26. Seat belts, brakes and helmets are not required, but are suggested.
27. Protests must be taken to Program Director immediately following the race. The decision of the Program Director is final.

Change Revision Area:

FROM:

6. A push bar must be securely or permanently attached or integrated into the rear of the Pushmobile.

TO:

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