

**PIO PICO  
PUSHCART DERBY 2026  
LEADERS' GUIDE**



**Date: March 22, 2026**

Check in Time: 8:00am

Time: 8:30am - 1:00pm

Awards Time: 1:30pm

**Location: Stonewood Center Mall**

251 Stonewood St. Downey 90241

(Pushcart race off Lakewood Entrance by Food Court)

It is the responsibility of each unit to read and understand the rules and regulations within the Leaders' Packet. If you have any questions, please direct them to Martha Esteves at [cubscoutspk553@gmail.com](mailto:cubscoutspk553@gmail.com) or 562-367-0223

## Table of Contents

Schedule.....	3
Team Divisions .....	4
Safety.....	5
Operation during the Event .....	6
Awards.....	6
Push Cart Construction Rule .....	6-7
Events: Oval Relay Race - Rules & Logistics.....	8
Events: Drag Race - Rules & Logistics.....	9
Events: Drag Race - Division Specifics .....	10
Events: Parallel Parking.....	11
Pushcart Suggested Plans & Design .....	11-12
Lion Box Cart Suggested Plans & Design .....	13
Cart Inspection Checklist.....	14
Pit Stop Drinks & Snacks .....	15

**All participants Youth and Adults must be BSA  
registered!**

**Units must have a completed Scout Annual Health and Medical  
Record, Parts A and B, on hand for each participant.**

## SCHEDULE:

**8:00am**: Check-in starts. Please go to HQ tent for wrist bands (If you paid as a group send 1 adult to get wrist bands). Only 1 adult and 1 youth need to take your cart over for inspection. Remember you have 4 hrs. and 30 min. of racing time. Please arrive no later than 9:00am.

**8:30am**: Opening Ceremony

**8:45am - 1:00pm**: Teams will go with cart to the Staging Areas (Line Up) for each track. They will hand the team time slip to the track Pit Crew Timer. At the end of their race, the timer will give back the slip with the recorded time on it. After you have done the oval track 2 times, drag track 2 times and parking 2 times you will need to turn in your score cards ASAP to HQ tent.

**1:00pm - 1:30pm**: Clean-up! Please give us your Scouts and Adults to help take apart the tracks and pick up any trash. Remember Scouts leave it cleaner than they found it! Thank You in advance.

**1:30pm**: AWARDS and Team Pictures



## Team Divisions:

Division 1 - Lions (Box Derby)

Division 2 - Tiger / Wolf

Division 3 - Bear / Webelo / Arrow of Light

Division 4 - Scouts Troops / Crew / Adults

Divisions 1, 2, 3, & 4 will consist of four members (1 driver and 3 pushers).

Racers may move up to 1 division, if necessary, to fill a team but racers cannot move down in division. For example, if a pack has 1 Bear and 3 Webelos the Bear can be moved up to Division 4 to form a team.

If a unit does not have enough Scouts to field a team or teams, a provisional team can be formed with Scouts from another Unit.

It is the responsibility of the units to keep a record of the scouts in each race. (Each member of the winning teams in all divisions will receive a medal).

Division 4 will have three members (1 driver and 2 pushers).

## **Safety:**

### **Every Racer is Required to wear the following:**

- Helmet (bicycle, motorcycle or skate) - each racer must have their own helmet equipped with a strap.
- Pants/Jeans - No shorts!
- Closed toe shoes - No sandals or shoes with an open back!

### **Optional but Highly Recommended:**

- Gloves - Full gloves including the fingers.
- Knee and elbow pads
- Long sleeve shirt
- Eye protection - to be worn by the driver. As the drivers switch during the race the protective eyewear should be passed along amongst the team

### **Operation during event:**

- Only use your feet and the rope attached to the axle to steer the cart.
- Clear the course before removing safety gear (seat belt, helmet, gloves, etc.)

### **Awards:**

- 1<sup>st</sup> - 2<sup>nd</sup> - 3<sup>rd</sup> place winners by division. A medal is given to each winning team member.

## Pushcart Construction Rules:

1. All carts must pass a safety inspection prior to racing. If the cart does not pass, the members of the team will be notified of the reason the cart failed and will have the opportunity to fix the issue and pass inspection prior to racing.
2. Pushcarts are to be built by team members with adult supervision (overseeing the work for safety) where required due to the age of the team members. Please follow the *Guide to Safe Scouting* guidelines.
3. Wheels must have a total outside diameter of no less than 8 inches and no greater than 12 inches.
4. Wheels must be made of plastic or solid rubber only. No inflatable tires will be allowed.
5. The cart's wheelbase will be measured from axle to axle and must be no less than 30 inches and no greater than 48 inches.
6. Nails will not be permitted for axles. Axles must be screwed, bolts or shafts and will be inspected for safety prior to the race. It is recommended to use a shaft attached to the wooden axle with U bolts and then secure the wheels to the shaft with cotter pins. (Refer to included diagram)
7. All carts must have steering blocks on the top side of the front axle board to limit the angle of turn.
8. The total length of the cart is not to exceed 84 inches including the secured push bar.
9. The total width of the cart must be no less than 20 inches and no greater than 40 inches.
10. All carts must have at least 1-1/2 inches of ground clearance.
11. Cart bodies must be constructed of wood; metal fasteners are permitted.
12. All carts must include a seatbelt to secure the driver with a locking mechanism.

## **Pushcart Construction Rules:**

13. All carts must have a seat with a secure back for the driver to sit in while driving the cart.
14. All carts must include a secured push bar no greater than 60" in length.
15. All carts must be powered manually; no motors or other devices for power will be permitted.
16. All carts must have 4 wheels, 2 in the front and 2 in the back.
17. All carts must have front wheel steering with drivers able to steer the cart using their feet on the front axle along with a rope attached to the front axle.
18. It is recommended that holes been drilled into main frame near front so that you can move front axle back to fit smaller drivers. (refer to included diagram)
19. It is recommended that footrests with Velcro straps be installed on the front axle to ensure that boys do not put their feet down while the cart is in motion.
20. Personalization such as: seat pads/covers, painting, decals, and reflectors are allowed if they meet safety standards.
21. Cardboard number plates, covers, and panels are allowed if they are secured safely.
22. After the safety inspection there can be no alterations made to the cart.

## Events:

### Oval Relay Race - Rules & Logistics

1. The track will be a 100-yard oval and will consist of two lanes with 2 carts racing simultaneously.
2. Each team will race 2 times (once in each lane). Each race will be timed, and the winners of each division will be determined by the lowest average time from both races.
3. Teams shall pre-determine drivers and pushers for each segment of the race.
4. The Pit Crew will stage the carts at the starting line. When the racing officials determine that all carts are properly set, and each member is wearing appropriate safety gear the race will start.
5. Tigers, Wolf & Bears will race the track 1 lap, stopping at the  $\frac{1}{2}$  mark to change drivers. They will race in the outside and inside lanes.
6. Webelos, AOL, Crew & Adults will race the track 2 laps, after the first lap they must stop and change drivers. They will race in the outside and inside lanes.
7. A 5 second penalty will be added for all exchanges occurring outside of the changeover zone.
8. To ensure that each racer has an opportunity to both push and drive a 10 second penalty will be imposed for teams failing to comply with this requirement.
9. If a cart strays from its assigned lane and interferes with another cart a 10 second penalty will be imposed.
10. If a driver exits a cart before it stops a 10 second penalty will be imposed.

## Events:

### Drag Race - Rules & Logistics

1. The track will be 100 yards in a straight line and will consist of two lanes with 2 carts racing simultaneously.
2. Each team will race 2 times. Each race will be timed, and the winners of each division will be determined by the lowest average time from both races.
3. Teams shall pre-determine drivers and pushers for each heat of the drag race.
4. The Pit Crew will stage the carts at the starting line. When the racing officials determine that all carts are properly set, and each member is wearing appropriate safety gear the race will start.
5. Tigers, Wolf & Bears will race the track 1 lap, stopping at the  $\frac{1}{2}$  mark to change drivers. They will race both in lane 1 and lane 2.
6. Webelos, AOL, Crew & Adults will race the track 3 laps, after first lap must stop and change driver after 2nd lap they must stop and change driver. They will race both in lane 1 and lane 2. A 5 second penalty will be added for all exchanges occurring outside of the changeover zone. (Does not apply to divisions I, II or III)
7. To ensure that each racer has an opportunity to both push and drive a 10 second penalty will be imposed for teams failing to comply with this requirement at each changeover. (Does not apply to divisions I, II or III)
8. If a cart strays from its assigned lane and interferes with another cart a 10 second penalty will be imposed.
9. If a driver exits a cart before it stops a 10 second penalty will be imposed.

## Events:

### Drag Race - Division Specifics

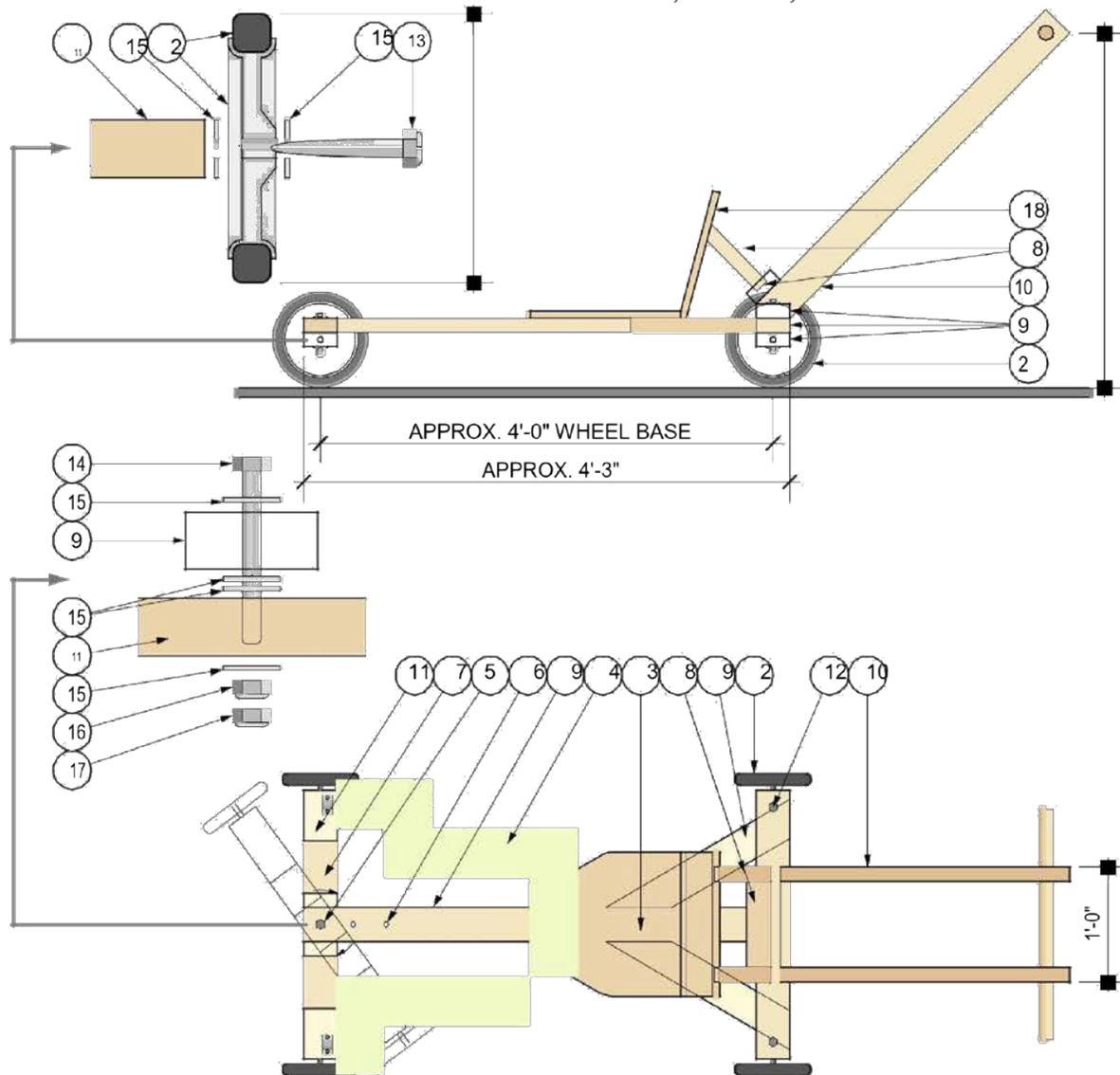
1. Tigers, Wolf & Bears will race the track 2 laps, stopping at the  $\frac{1}{2}$  mark to change drivers and after the 1<sup>st</sup> lap change drivers, stopping at the  $\frac{1}{2}$  mark to change drivers. They will race both in lane 1 and lane 2.
2. Webelos, AOL, Crew & Adults will race the track 3 laps, after first lap must stop and change driver after 2nd lap must stop and change driver. They will race both in lane 1 and lane 2.
3. One adult Coach near the course to coach and direct their team allowed. The coach is not allowed to touch the cart or move lane markers once the race begins. A 5 second penalty will be imposed for each time they touch a cart or lane marker.

### Parallel Parking

1. This is a timed event. 4 team members are required. Carts must parallel parked as follows: 1. 5 feet wide by 9 feet long dimensions
2. Maximum 4 minutes for divisions I, II, III, IV
3. Maximum 3 minutes for divisions V, VI

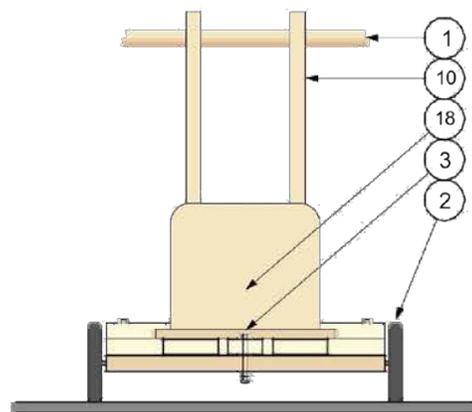
# PUSH CAR SUGGESTED PLANS

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



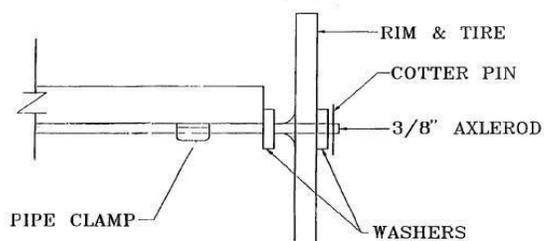
## NOTES TO DRAWING

- 1 WOOD PUSH BAR 1 1/2" DIAMETER. (Recommended)
- 2 WHEELS NOT TO BE LARGER THAN 12" DIAMETER.
- 3 3/8" OR 1/2" PLYWOOD SEAT 15" WIDTH X 20" LONG. (Recommended)
- 4 STEERING BRIDLE, 1/4" NYLON ROPE.
- 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. (See Alternate and Recommended Option)
- 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.



## RECOMMENDED AXLE DESIGN

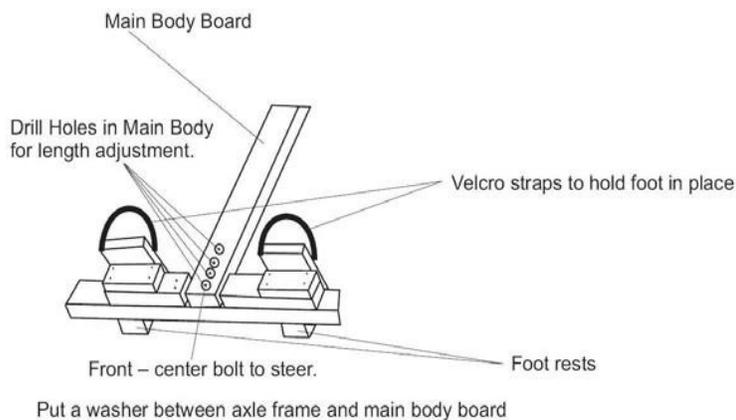
Using Lag bolts as axles is not recommended due to the number of races and teams the unit may use the car for during the event. A solid axle is recommended to ensure your racers spend more time on the track and less time in the pit (because that would truly be the pits). Below is one example of how to build an axle for your carts. This is not the only way or necessarily the best way.



## WHEEL CROSS SECTION

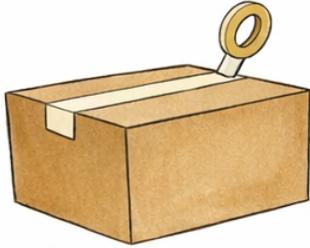
SCALE: 1" = 3'-0"

## FOOTREST



In order to reduce the risk of drivers taking their feet off the steering bar to catch themselves should they lose their balance, a footrest is one minor modification that is also required.

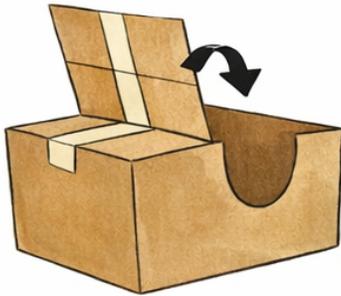
# How to Make a Cardboard Box Car



1. Seal a large box with packing tape.



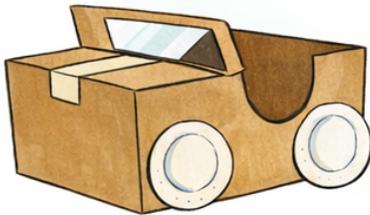
2. Have an adult use a box cutter to cut out a semicircle on each side to make the doors. Then cut two thirds of the top of the box, leaving it joined to the car's "hood."



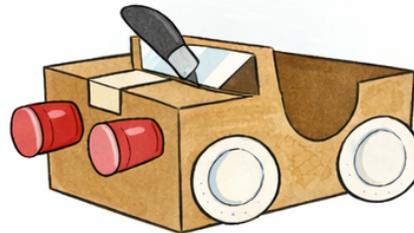
3. Fold the cut top of the box to create a windshield. Then tape the top fold to its bottom half.



4. Have a grown-up cut out a windshield.



5. Glue on paper-plate wheels.



6. Attach plastic-cup lights with glue.



7. Get a custom paint job using finger and tempera paints.



8. Add upholstery by gluing fabric or construction paper to the inside of the car.

# CART INSPECTION CHECKLIST

Team Name: \_\_\_\_\_ Division #: \_\_\_\_\_ Unit #: \_\_\_\_\_

Cart: \_\_\_\_\_ Pack / Troop / Crew (circle one)

PASS	FAIL	
		Outside diameter of wheels no less than 8 inches no greater than 12 inches
		Wheels are made of plastic or solid rubber
		Wheelbase is no less than 30 inches and no greater than 48 inches
		Axles must be screws, bolts or shafts. No Nails!
		Total length of cart including push bar does not exceed 84 inches
		Total width of cart is no less than 20 inches and no greater than 40 inches
		Cart has a minimum of 1 1/2 inches of ground clearance
		Cart body is made of wood
		No Handbrake installed
		Installed seatbelt with locking mechanism
		Installed seat with secure seat back
		Installed secured push bar no greater than 60" in length
		Steering blocks to limit oversteering
		No motors or other devices for power installed
		Cart has 4 wheels, 2 in the front and 2 in the back
		Front wheel steering with a rope attached to the front axle
		All seat pads/covers, panels, and other misc. items are secured & meet safety standards

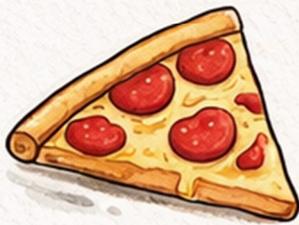
Inspector Signature Date: \_\_\_\_\_



# The Pit Stop Market



## PIT STOP MARKET



**Pizza • Water**  
**Chips • Fruit**



**FOR SALE HERE!**



**Restrooms**  
Located in the  
**Mall Food Court**

Thank you for supporting the Pushcart Derby!  
Good luck, have fun, and race on!