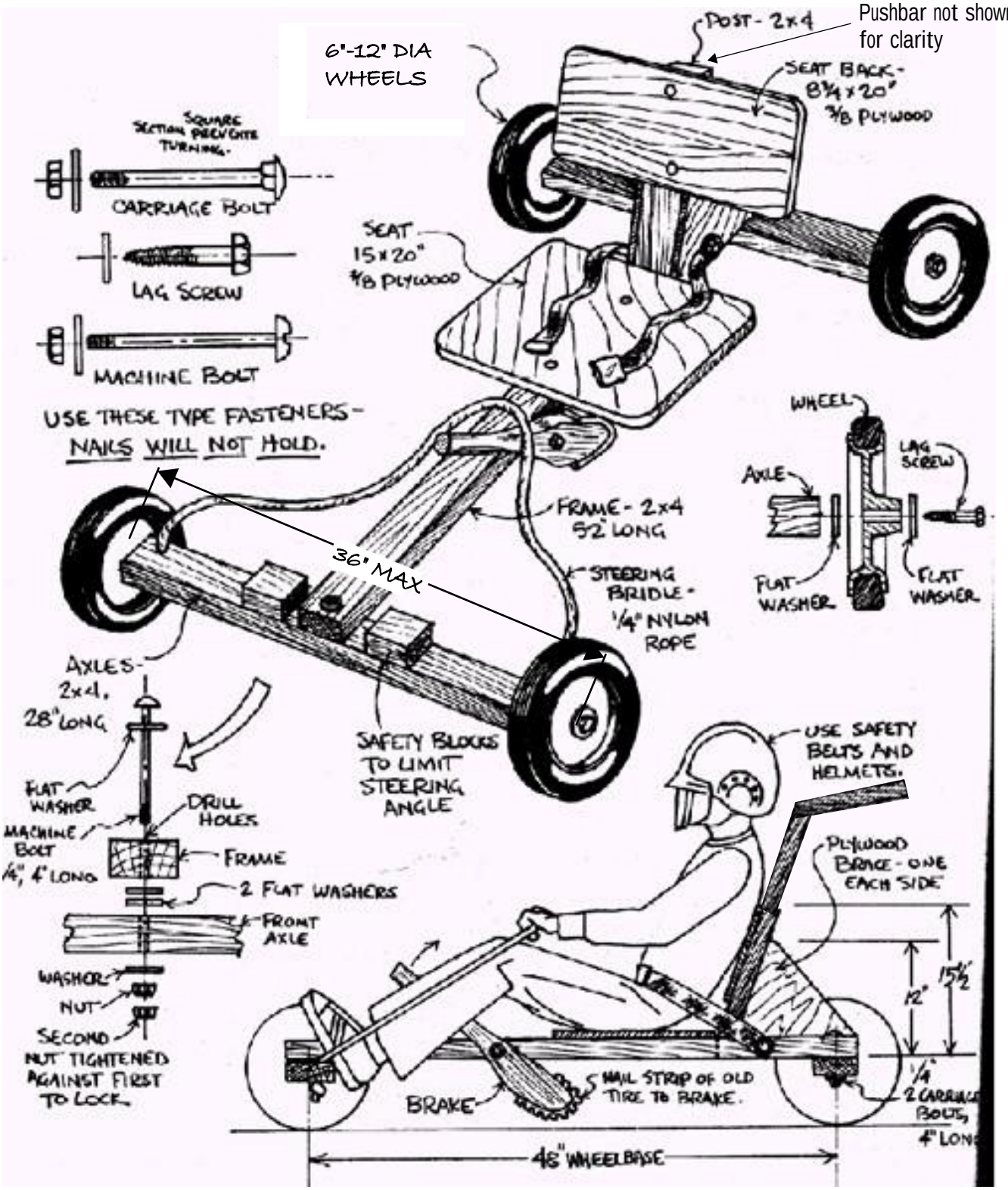
2026- SOUTHERN SIERRA SERVICE AREA

Pushmobile Car Specifications & Race Guidelines*

* THESE ARE THE REQUIRED SPECIFICATAIONS FOR THE 2026 PUSHMOBILE EVENT



Last revision October 2025

2026 - SOUTHERN SIERRA SERVICE AREA

Pushmobile Car Specifications & Race Guidelines*

* THESE ARE THE REQUIRED SPECIFICATAIONS FOR THE 2026 PUSHMOBILE EVENT

PUSHMOBILE RACE GUIDELINES

A Pushmobile Derby is a race using cars built by a Cub Scout Den with parent supervision. This gives the scouts and parents an opportunity to work on a project together, which is important in Scouting. The concept is for a den of scouts to build and race the car.

The race is 100ft long. Two Cub Scouts start: one is the pusher, and one is the driver. When they arrive at the 100ft mark the car must come to a complete stop and the back tires must cross the line at the end of the lane. ***At this time the pusher and driver must change places and the car must be turned around for the return leg of the race.*** At this time the car will be pushed back toward the start / finish line with all the Drivers becoming Pushers.

- The car must be made by the Cub Scout Den with parents help.
- All participants must be registered Lion, Tiger, Cub or Webelos Scouts.
- Race categories are Lion, Tiger, Wolf, Bear, Webelos & AOL
- Only 1 car is needed for a den. Scouts will pair up and race with the same car. In the event of an odd number of scouts, the den may select 1 Scout to race twice so that all scouts can participate.
- Scouts may race in a higher age bracket if needed should no other den members participate however no scouts will be permitted to race "down" in age group regardless of size.
- 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.

Construction:

1. Tire size: No taller than 12" & recommended no smaller than 6" diameter
2. Each car must have 4 wheels. Any type are acceptable; solid rubber, air filled or plastic.
3. Total Car Length: 60" + OR - 6" Maximum wheel base is 48".
4. Width: Minimum 18" Maximum 36"
5. Brakes: Recommended but not required.
6. Car frame is made from 2x4 construction lumber.
7. Use roundhead ¼ inch bolts to hold frame. Screws are 2nd choice & nails are not recommended at all since they tend to vibrate loose.
8. All cars must have a seat with a braced backrest so the scouts can comfortably steer with their feet.
9. Steering is done with the feet, which are placed on the front axle, and by the hands holding a rope fastened to the front axle.
10. Two 2x4 inch blocks should be fastened no less than 3/8" but no more than 1/2" inch from the centerboard to limit the turning radius.
11. If threaded axles are used, the nuts must be secured with cotter pins or wire.
12. A **single** **stationary** push bar must be attached to the back of the car.

13. It is recommended that cars be equipped with a handbrake with its rubbing surface faced with a rubber material, i.e. old tire.

14. Inspection: Race officials will inspect all pushmobiles for safety prior to the start of the race.
15. Any car not meeting specifications will be allowed to race but will not be eligible for awards (excluding safety issues).

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

Safety Equipment:
1. Helmet - **REQUIRED**
2. Gloves - (suggested)
3. Full length pants – **REQUIRED**
4. Long sleeve shirt - (suggested)
5. ***Closed Toe Shoes*** w/ socks – **REQUIRED**
6. Knee & Elbow Pads (suggested)

Race Rules:
1. Den Leader/parents brings car to inspection table where it is inspected, numbered & placed in line by number. Once car moves past check in table, no changes may be made.
2. All Teams will race 2 times (see #6).
3. When cars are released by starter, drivers should stay in their own lane. No pumping or pushing with feet is permitted by driver.
4. At the turn-around line, the car must have all wheels cross the line and come to a complete stop.
5. **The Scouts must physically turn the entire car around prior to the return leg of the race.**
6. When den has completed one race, they return to end of line to wait for their 2nd race.
7. Races are timed & lane Judge/Timing officials have final say. No input from parents, cell phones, cameras, etc. will be considered. We teach Scouts to "Do Your Best" and Race Officials are "Doing Their Best" as well!
8. Best times in each category will receive (1) 1st place, 2nd place, & 3rd place trophy.

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!