



**CAMP GORTON**

**OCTOBER 21st**

Lion, Tiger, Wolf, Bear,  
Webelos, AOL, Adults

**\$5 per Racer**

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## ***SILVER FAWN PUSH MOBILE***

3. There will be six racing categories: Lions, Tigers, Wolves, Bears, Webelos, AOL's, and Leaders. Teams may be a mixture of older and younger Scouts. If this is the case, the team **must** compete at the age level of the oldest participant, or you may combine units to create an age-appropriate team.
4. The race team must be consistent throughout the entire contest. Occasional substitutions may only occur, but these must be cleared through the Race Master.
5. All team members must wear an appropriate safety helmet at all times while racing. This helmet must fit and strap under the chin. Appropriate helmets include bicycle and motorcycle helmets.
6. No open toe footwear!
7. Racing order will be 1 heat per racing category, cycling through all the categories except Leaders. Leaders will race at the end.
8. If a push mobile strays from its lane a 5 sec penalty will be added.
9. If a push mobile breaks while racing, the team forfeits that race and will have until their next race to make any repairs. If the push mobile is beyond repair, the use of other push mobiles will be permitted, provided the substitute push mobile has passed a safety inspection and you have permission to use it.
10. All categories will be run by double elimination.

**All decisions of the Race Master are final.**

## ***SILVER FAWN PUSH MOBILE***

### ***Push mobile Construction Rules:***

1. Push mobiles must be Scout/Scouter/Parent made. No prefabricated go-carts, wagons, running strollers, etc. will be permitted.
2. Push mobiles must have four (4) wheels, a seat and push-bar.
3. Push mobiles may **NOT** contain any of the following:
  - Wheels with spokes.
  - Steering Mechanisms
  - Breaking Mechanisms
4. Push mobiles may not be powered by any means other than Scout Power.
5. A pre-race safety inspection will be conducted for all competing push mobiles starting at 8:30AM
6. The Race Master may deny entry of any push mobile based on safety concerns or non-compliance of construction rules.

### **What to Bring:**

- Field uniform or activity uniform (t-shirt)
- Water
- Helmets for racers
- Long pants
- Closed toe footwear
- Warm clothes, suggest wearing layers.

**Refreshments will be available for purchase.**