

**Hello Pack 1179, I have attached this message as well as the District wide Push Mobile pdf on this email.**

**We are going to need alot of help on Thursday with both Push Mobile and the Pumkin Carving contest. At the moment, weather.com shows a 60-80% chance of rain on Thursday so we may be having the costume party instead of Push Mobile. Also, due to the difficulty of using a push mobile while in costume, try not to let your son wear his costume if we are having the push mobile races.**

**As part of the pack reminder that Angela Teague sent out, she will need help with judging the pumkin carving contest as well.**

**Assuming we can have the Push Mobile race.**

**I have included the rules for the Push Mobile below. We will try and setup the course in the drive-through lane in the parking lot at Sampson, there should be enough room. I will need lots of help with the racing. We will need scorekeepers, Pit Crew and team captains.**

**Unlike our normal "not quite by the rules" push mobile races that our pack has had before, in which we only run 2 teams at once, these races have several teams racing at once. Due to the length we may only have 3 race zones instead of 4. Because of this we will need more helmets and pads. I would suggest that you have boys wear long pants and long shirts if possible instead of using pads. If your son has a helmet and pads he might bring it just to help out. We will try and have some extra as well.**

**Thanks and see you on Thursday.**

**Race Course:**

Races will be run on parking lot on the asphalt pavement. The course is a total of 120 yards long and consists of four 25-yard racing zones, three 5-yard changeover zones, and a 5-yard turnaround zone. Each zone is 10-feet wide. (The race manager reserves the right to shorten the course if needed)

25 yards	5yards	25 yards	5 yards	25 yards	5 yards
Race zone	Change over Zone	Race zone	Change over zone	Race Zone	Turn around zone

**8. Race Guidelines:**

- (a) Teams shall pre-determine drivers and pushers for each segment of the race.
- (b) The Pit Crew will stage the cars at the starting line. When the racing officials determine that all cars are properly set, the race will be started.
- (c) One Scout pushes the car while the other Scout drives to the first changeover zone. The first pusher/driver pair exits the car within the changeover zone and hands the car over to the next team. Exchanges **MUST** occur in the changeover zone. A 5-second penalty will be added for all exchanges occurring outside of the changeover zone.
- (d) Teams repeat the race/changeover two more times.
- (e) In the turnaround zone, the car is turned 180 degrees, the driver and pusher exchange places, and the car returns back down the track. On the return trip, drivers become pushers, and pushers become drivers. To insure that each boy has an opportunity both push and drive, a 10-second penalty will be imposed for teams failing to comply with this requirement at each changeover.
- (f) If a car strays from its assigned lane and interferes with another car, a 10-second

penalty will be imposed.

- (g) If a boy exits the car before it stops, a 10-second penalty will be imposed.
- (h) One adult coach is allowed near the course to coach and direct their team. This person must remain in the designated area at all times during the race. The coach is not allowed to touch the car or move lane markers once the race begins. A 5-second penalty will be imposed on a coach for each time they touch a car or lane marker.

10. Safety Equipment: Each team shall furnish their own safety equipment. All participants must wear the following:

- a) A bicycle/skateboard helmet
- b) Long sleeve shirt (or short sleeve shirt with elbow pads)
- c) Long pants (or shorts with knee pads)
- d) Gloves (e.g. batting gloves, golf gloves, gardening gloves, wrist guards used in roller-skating, and biking gloves. Leather is highly recommended!)