

2009 Pushcar Grand Prix Details

THIS IS IMPORTANT INFORMATION-PLEASE READ

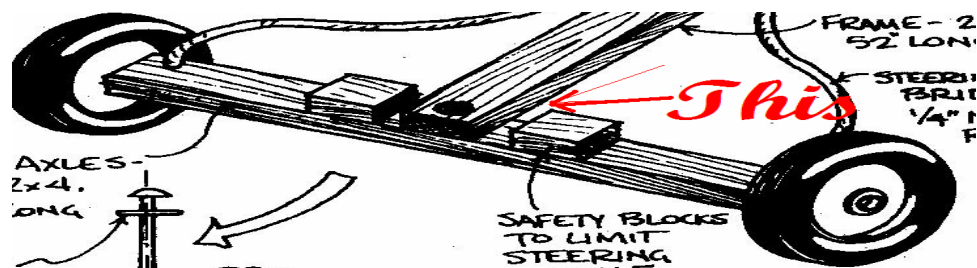
Teams

A Team will consist of a minimum of 3 Scouts and a maximum of 12 Scouts of the same rank. A pack can make one car and each team by rank will use the Pack car during their appropriate times to race. Some Packs may want to build two cars if they have more than one den of each rank. Additionally, a Pack could build a car for each den rank. Boy Scout teams race as patrols of any rank.

Check in

Each Team must check their car in by the timed deadline.

- An impound area will be set up to reduce confusion and make sure all cars are safe. An inspection team will make sure each car meets specifications and are qualified to race. A pit area will be set up with tools to make any changes or repairs.
- The check in procedure will check the overall build (no nails only screws for the nails pulled out and parts fell off)
- Over all length and width (Note: The length of the car can be shortened for Tigers, etc. The width is mandatory).
- Steering blocks had to be 1/8 inch the entire block otherwise the car steered to freely and became unsafe. Make sure the blocks are straight 1/8 on the front and 1/8 on the back (this is a safety concern) we used 1/8 inch hardboard 2 and inserted them during check in and made sure it was snug on both sides. (See below)



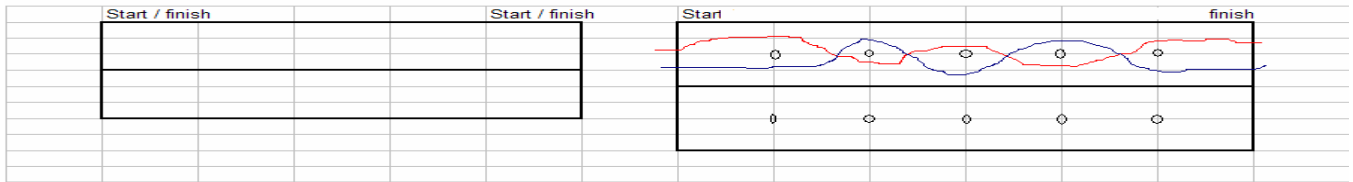
RACES;

- **Speed** 40 yard with a start finish line clearly marked. Three sprints are timed separately for a team's total time with teams of 3 (driver and 2 pushers who switch off so each Scout gets to drive the car.)
- **Obstacle** 40 yards with the cones 8 yards apart (at 8, 16, 24, and 32) Race 3 times so each Scout can drive the car. Each sprint is timed separately. The Webelos and Boy Scouts will have golf balls to place and take off cones. Driver 1 puts them on the each cone, driver 2 will pick up the balls off each cone and driver 3 would put them back. This added a flair for the older boys.
- **Relay Race** 40 yards with drivers and pusher switching at each end Start the boys on the start finish line (left side) with a driver, push car to the other end, one pusher switches with the driver to drive the car and the previous driver becomes a pusher. Race back to the starting line and repeat the process. The 2nd driver now switches with the third Scout so he can drive and the 2nd driver becomes a pusher again. The time DOES count when Scouts switch positions. (They must practice leadership and team work)

- **Lap Race** This race is one lap around the track to test endurance. Teams should use Scouts who can run long distances and a good driver. Only one time counts.

Speed/Relay Course

Obstacle Race Course



Scoring: Times are added together from all events for final score.

- Speed: Three sprints are timed and added together for a total time scored for event. (Time does not count while switching drivers)
- Obstacle Course: Three sprints are timed and added together for a total time scored for event. (Time does not count while switching drivers) (Add two second for each cone hit and/or ball dropped)
- Relay Race: Three sprints are timed and added together for a total time scored for event. (Time is counted while switching drivers).
- Lap Race: Total time of completing a lap is the score of event.

