



Scouts will have the opportunity to participate in a Cubmobile Derby while at Akelaland this summer. Each racing team will be a set of two Scouts. One will start riding the car, and the other will be pushing. Scouts will race to a center pit stop, where driver and pusher will switch places. They will then continue on to the finish line. Fastest time wins! Both Scouts should wear helmets (bicycle helmets work great). Whenever possible, packs should have Scouts bring helmets from home to limit how much we must share helmets. All Scouts will have an opportunity to race.

### Each Car must

- Be no more than four feet wide or five feet long
- Include a push bar that will accommodate at least one Scout. Push bars must be securely attached and not rotate when pushed.
- Include wheels that are solid rubber or pneumatic and are at least 6 inches and not more than 12 inches in diameter. Larger wheels will better accommodate varying road conditions. **No open spoke wheels!**
- Be constructed of wood except for hardware, wheels and steering ropes
- Include a seat with a backrest that is no more than 18 inches off of the ground
- Be constructed with bolts or screws (**no nails**)
- Should have safety blocks or some other means of limiting steering to avoid sudden turns and rollovers
- Must be Scout push powered only (**no motors or pedals**)

### Cars May

- Be of any design that follows the above rules
- Incorporate seat belts or brakes if desired
- Be decorated in any Scout appropriate design