



# PUSHCART DERBY PUSHCART DERBY

**APRIL 11-13, 2025**



## CONTACT INFORMATION

Camp Karankawa's Address:  
23564 Park Road 25  
Mathis, TX 78368

## EVENT PHONE NUMBERS

**Event Chair:**  
Robert Mealer (361) 549-0933  
**Saff Adviser:**  
James (361) 816-3843  
**Camp Ranger:**  
361-816-3891

SCAN THE QR CODE TO  
REGISTER NOW!



SCAN THE QR CODE TO VISIT  
THE DERBY WEBSITE:



**WHEN: APRIL 11, 2025 - APRIL 13, 2025**  
**COST: \$30 PER PERSON (SCOUTS AND ADULTS)**  
Includes Patch, Shirt, & Saturday Lunch  
Saturday Night Movie with Popcorn and Snowcones

## PUSH DERBY RULES AND REGULATIONS

There are five basic requirements for derby cars and participants:

### Gotta Go!

All cars must have 4 wheels. Each derby car must be gravity powered. No motors or engines. There is no limitation on size, weight, materials, or designs. Must have four (4) wheels! Cars are typically 4 ft. to 6 ft. long and 2 ft. to 3 ft. wide and generally made of wood. When using wood it is suggested that you use screws rather than nails and be sure to use plenty of wood glue.

### Gotta Turn!

Simple pivot steering is the most basic and common steering system. Basically, the front axle is a solid piece that rotates about a single pivot in the center. This system is the most simple to construct and is quite adequate since you will not need a big turning radius.

Four bar linkage is like a steering mechanism that you might find in your automobile. It is more complex and harder to construct and thus it is seldom recommended. Whatever method of steering you use, it is not wise to limit it to the range of your car. The derby will be run on a straight course so that there will be little need for sharp turns. Please do not design your car to turn on a dime, it is not safe and may cause your car to flip.

### Gotta Stop!

Skid pad on the wheels is a very basic, yet very effective braking method. In this method, you set up a pad or brake shoe that rubs against the wheels to stop the car. This is the most preferred method for cars made from scratch because of its effectiveness and simplicity.

A skid pad on the ground is similar to the first option, but instead of a pad contacting the wheels, it contacts the ground. This method is a little more complex to construct and probably less effective than the pad on the wheels method. However, this is the method that was first used in soapbox racers.

Caliper brakes on the wheels are like your basic bicycle brakes. This method works great although the construction needs to be fairly concise for the brakes to be effective.

Anchor or parachute could be used – but, Just for fun! Regardless of the braking system that you choose the most important thing is that the car must be able to stop. Good brakes will go a long way in preventing crashes.

### Gotta wear a Safety Gear!

**Seatbelts are MANDATORY**, all cars will have a seatbelt. No Seatbelt, No Race, No Exceptions!

**Helmets** are a must! Please do not alter helmets in any way that would change their effectiveness. Cars will not be allowed on the track unless the driver is wearing a helmet.

**Elbow pads and Knee Pads** are also Required!

**Both Pushers will also wear a Helmet and Elbow & Knee Pads**



# Preparing for your Pushcart Derby Weekend

## FOOD IS THE THEME! (YOUR CAR)

This event is about having FUN! The rules we have set are Non-Negotiable, we want to have fun but Safety is always FIRST and FOREMOST.

You have 2 options on how your units race,

**Option 1:** You enter 1 Car for the entire Troop – this car can ONLY be raced by 1 Team of 3 scouts

**Option 2:** You can enter 1 Car PER PATROL, this is the best option, more kids get to participate.

Each Derby Team will have a Total of 6 Scouts, 5 Pushers, and 1 Driver.

At the Driver's Meeting we will draw numbers to decide who races who, once the winners of each heat are decided we will race for place listing, at the end we will allow Racers to call out the driver ahead of him/her to take his/her place on the ranks.

Example: If Max at number 5 wants to move up he must call out Trent and they will race, if Max wins he takes #4 & Trent moves down to #5. If Max wins, and he hasn't called the next person up out Trent can call Max right back out & try to win his spot back.

1. Joe
2. Jane
3. Jim
4. Trent
5. Max

Trophies will be given out for 1st – 3rd Place. We will have more specific details at the Leaders meeting Friday evening, once we have everyone registered and know exactly how many Teams will be involved.

**We will also have Pit Stop Games that the other kids can play to earn points to win other Awards.**

## PIT STOP GAMES WILL INCLUDE:

**Pit Stop** - Scouts will have to change out a tire on a Golf Cart Axle, they will have to remove a tire and put on a new tire, this is a timed event.

**Tire Flip**- Scouts will have to flip a Tractor Tire a set distance, this is a timed event.

**Tire Hole** – This is just like Cornhole, but using a Tire instead of a Cornhole Board, this is a point based game.

**Obstacle Course** – Scouts will have to roll a tire through a set obstacle course. This will also be a timed event.

Timed events will be assigned points, so we can have an overall Pit Stop Games Winner. We will send out more details on all games and points system closer to the event.

In order to keep registration fees down, Troops will be required to cook their own meals. They will be responsible for Friday evening meal/cracker barrel, 3 meals Saturday, and Breakfast on Sunday. We will schedule 2 hrs for each meal time to give everyone time to cook, eat, and cleanup, so please plan accordingly.

# Pushcart Derby Schedule

## Friday

5:00 – 7:30pm	Campsite Check-in/set-up	Camp Office
7:30pm	1st Derby Car Check- in	Front of DH
9:00pm	Leaders Meeting	Heritage Center
11:00pm	Lights Out	

## Saturday

6:00am	Reveille	
6:00am - 8:00am	Breakfast in Campsite	Campsite
8:15am	Morning Assembly	Dining Hall Flag Poles
8:30am	Final Derby Car Check-in	In Front of Dining Hall
9:30 - 11:30am	Pit Stop Games	Scout Craft
11:30am - 1:30pm	Lunch in Dining Hall	In the Dining Hall
1:45pm	Driver's Meeting	In Front of Dining Hall
2:00pm - 5:00pm	Derby Races	In Front of Dining Hall
5:00pm - 7:00pm	Dinner in Campsite	Campsite
7:15pm	Flags	In Front of Dining Hall
7:30pm	Awards	In Front of Dining Hall
8:00pm - 10:00pm	Movie Night (Little Rascals)	In the Dining Hall
11:00 pm	Lights Out	Campsite

## Sunday

7:00am	Reveille	Campsite
7:00am-9:00am	Breakfast in Campsite	
9:00 am - Noon	Tear Down/ Check-Out	
Noon	Campsite Inspection	





## Check-In Procedures For Soapbox Derby

1. Check-In is on Friday Sep 22, 2023 from 5:00 p.m. to 6:30 p.m. Your camp leader must come to Head Quarters and turn in 2 copies of the completed camp roster and pay any outstanding fees (**one unit check, please**).
2. There will be 2 Derby Car check-ins the 1st will be at 7:30 pm at the Cavalry Camp area, if your car does not pass inspection you will have until 8:30am to fix any issues. Final Check-in for Derby cars will be at 8:30am Saturday. This will be the final Check-in. At this time you will not be allowed to make any adjustments or touch the car until the race.
3. Unit leaders may go directly to their assigned campsite after checking in at the Head Quarters you must let us know you are on-site and to confirm your campsite.
4. **Each Troop must park in the parking lot during Check-In. Once the Troop has checked in and been assigned their campsite, they may drive to the campsite to unload and set up. All vehicles must be returned to the camp parking lot after unloading. No vehicles are permitted to remain at the campsite throughout the weekend.**
5. The Flag Ceremony will take place in front of the Dining Hall promptly at 8:15am before the events of the day begin.
6. The Leader's meeting will be held at 9:00pm in the HQ. At least one representative from each Troop must attend.
7. Taps will be at 11:00p.m.

## Check-Out Procedures – Your Last Day

1. Check-out time is between 8:30am and 10:00am
2. During check-out a staff member will inspect your campsite, showers and restrooms. Please haul out all campsite trash. (Leave it ready for the next unit's arrival and check-in)
3. Pay for any lost or damaged equipment at Head Quarters.
4. Please empty trash cans in campsite and take trash to the dumpster on your way out.
5. Call roll and be sure everyone has transportation home.
6. Have a safe trip. See you next year!



## CAMP ROSTER

Troop # \_\_\_\_\_ District \_\_\_\_\_ Council \_\_\_\_\_  
Camp Dates: \_\_\_\_\_ to \_\_\_\_\_

**PREPARE IN DUPLICATE AND TURN IN ONE COPY ON ARRIVAL TO CAMP.**

	First & Last Name	Address	Phone Number	Rank	Age
SM					
ASM					
ASM					
ASM					
ASM					
ASM					
SPL					
2					
3					
4					
5					
6					
7					
8					
9					
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