

## Technical and Structural Regulations

1. Gravity propulsion only – i.e. no motors, no pedals and no stored potential energy
2. Maximum external length 2.2m. Maximum external width 1m
3. Wheels can be of any material and unrestricted diameter, but must be contained within the 2.2m x 1m maximum dimensions.
4. No protrusions of any kind will be allowed outside these dimensions.
5. Working brakes that effect 2 wheels on the same axle must be fitted and tested.
6. Karts must have effective steering to navigate the curves in the route.
7. Materials which might shatter on impact are not permitted.
8. Kart must carry one person, seated, feet facing forward.
9. No exposed sharp corners will be allowed if considered unsafe by the scrutineer.
10. All items must be securely attached to the kart. Anything that is likely to fall off will be removed.
11. Covers may be attached to the chassis but must be considered safe and secure on inspection.
12. A padded steering wheel is recommended.
13. No adjustable suspension e.g. Camber, tow, steering, castor or K.P.I.
14. No additional ballast is allowed in the cart.
15. Where possible the bodywork and chassis should be constructed by the team using recycled or natural materials.
16. **All karts must be safe. Any karts believed to be dangerous to the public or the participant will not be allowed to race.**

## Conditions of Entry

1. A Team Captain is to be appointed (who must be at least 18 years of age on 19/06/22) to sign the Registration Form (in advance) and Participation Form (on the day).
2. The Team Captain will be responsible for the entire teams' compliance with all of the rules and regulations.
3. There is no limit to the number of people in the construction team.
4. The "Race Team" will consist of 1 driver and 2 pushers for each run.
5. Any team member can be part of the Race Team, this can change for the three runs. However, all names and signatures to be provided on the Participation Form at the start of the event.
6. Any Race Team member under the age of 18 on 19/06/22 must have the written and signed consent of their parent or guardian on the appropriate section of the Participation Form (on the day).
7. No changes to the kart after scrutineering, apart from repairs.
8. Teams are responsible for the ongoing risk assessments of their kart throughout the event and are obliged to report any risk to the scrutineers.
9. **The organisers have the right to refuse entry or withdraw any team if the kart or Race Team, in the organisers opinion, pose a threat of injury to either themselves or others either before or during the event.**
10. Winner of Best Looking Kart cannot be included for votes the following event, unless at least 50% of the visual look of the kart has been changed (at the discretion of the event organisers)
11. Fastest Junior or Fastest Senior can be won by the same team and kart for two consecutive events. If entering for a third (consecutive) time it must be an entirely new kart or abstain for 1 year allowing return the following year. This only applies for first place in each age category.

## Race Team Safety

1. Driver to wear a crash helmet with the chinstrap secured. Full face helmets are recommended. Legs and arms must be covered. The wearing of gloves, along with elbow and knee pads are compulsory to race.
2. Driver to remain seated and facing forward at all times.
3. Race Team must abide by reasonable instructions given by the event officials or marshals in the interest of safety and the smooth running of the event. This includes breaking after the finish line.

## How the Race is Run

1. Each team is allowed 1 practice run, this will NOT be timed.
2. The Race Team will consist of 3 people. 1 driver and 2 pushers. These are the only people allowed in the push & stop zones. Driver can change for each run but must remain within either the Junior or Senior category.
3. The "push zone" is at the top of a hill, pushers are permitted to accelerate the kart down the designated area and must release at the designated line. Pushers are permitted to follow the cart, should a push be required along the route (if the kart stops) – a push re-start will incur a 15 second time penalty. Pushers must walk down the grass at the side of the ramp – NOT on the ply ramp.
4. After crossing the finish line drivers must apply their brakes, slow down and enter the Stop Zone, before returning to Pit Hill