

How fast can you go?



Jubilee Time Trial Saturday 4th June 3pm-4pm

Although the location of the course is yet to be confirmed, this is a push start to finish time trial event for homemade karts, competing along a grassed race track with a slight decline and curves. Race is open to teams who can create and decorate their own unmotorised wheeled kart with a maximum 1 Mtr width x 2 Mtrs length.

Team Captains for all entrants must report to the pit stop desk for registration.

Dependent on number of entrants each kart will make two/three timed runs of the course and the final positions will be determined by the total time recorded for all runs.

Prizes will be awarded for:

The fastest combined time of two/three runs

Best looking kart - voted by spectators on the day

For rules and important information please visit
www.burstwickpc.co.uk/jubilee



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Saturday 4th June 3pm-4pm

Rules & Important Information

This is a push start to finish time trial event for unmotorised homemade karts, competing along a grassed race track with a slight decline and curves. Dependent on number of entrants each kart will make two/three timed runs of the course and the final positions will be determined by the total time recorded for all runs. The winning team will be the team with the shortest time. Prizes will be awarded for fastest and best design.

Conditions of Entry

1. A Team Captain is to be appointed (who must be at least 18 years of age on 04/06/22). They are required to complete and sign the Registration and Participation Form (on the day).
2. **DISCLAIMER:** The Team Captain is responsible for the whole teams' safety and compliance with the rules.
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 two/three runs. However, all names and signatures to be provided on the Registration and Participation Form at the start of the event.
6. Teams are responsible for the ongoing risk assessments of their kart throughout the event.
7. 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.
8. **Teams must register at the Pit Stop no later than 2.30pm on Saturday 04/06/22.**

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. The driver can change for each.
3. Pushers are permitted to follow the kart, should a push be required along the route.
4. After crossing the finish line drivers must slow down and stop.

We encourage imaginative, bright designs for your karts, sponsorship and logos are permitted. The Team Captain who submits the Registration and Participation Forms does so on behalf of their entire team and is responsible for making sure the entire team has read, understood and adheres to all of the rules.

If you have any queries, please speak to an event marshall.