



# The 2017 3DDC Shenington 24 hour Race

*[www.pedalcarracing.info](http://www.pedalcarracing.info)*

## Competitor Information

Contact: [jesfeatherstone@gmail.com](mailto:jesfeatherstone@gmail.com)

Dear team manager,

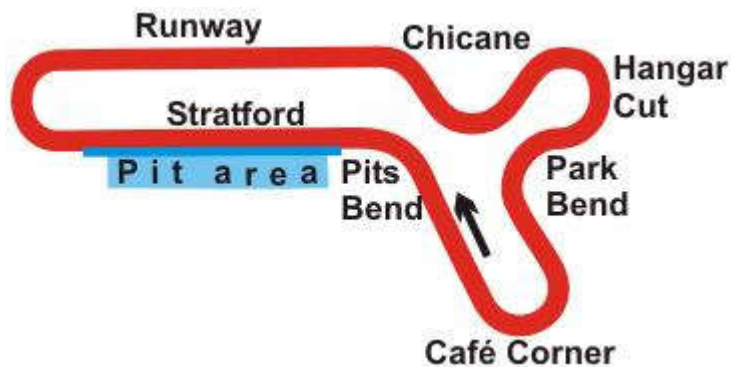
Thank you for your entry to the 2017 Shenington 24 hour pedal car race.

The current entry list is included in this document.

If your team is miss-represented on this then please get in touch immediately on the e-mail address above so it can be corrected.

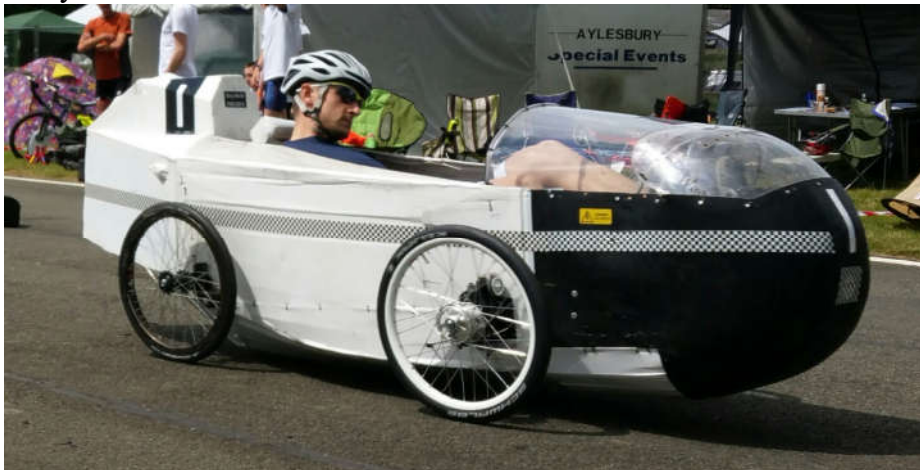
### Notes for Competitors

#### The Circuit



The “short” configuration – as used last year – will be in use again.

For those who are interested in such things, the record distance on this track is 1231 laps set by Wing Racers on their way to victory last year.



## **24 hour café – “Bear Grylls”!**

The famous 24 hour cafe at Shenington is run by the 5th Rugby Scout Group.

The full menu and opening times are enclosed.

**What is more, for a mere £11 per head they will cater for you for the entire weekend **but please pre-book!****

**Why not save yourself all the hassle of shopping, cooking and washing up?**

## Race Controllers

This will be shared between Mark Williams and Callum Orzechowski

These will be made known to competitors at the driver's briefing.

1 of these will be on duty at all times. If there are problems or queries please see one of them as a first port of call.

## Scrutineering

All junior teams are required to send a responsible adult to scrutineering along with the car.

## “Rookie” Stickers

Teams who are running drivers who have never raced in the BPCC before are requested to display the supplied (black cross on a yellow background) sticker where it can be seen from the rear of the car.

## Lap Counting

We will set up the loop (and our race control) as indicated on the diagram on the inside of Pit Bend with the main screen for competitors to view situated in the café marquette.

Go to for online timing and scoring during the race: <http://pedalcarracing.info/livetiming/timing-full.php> (for fast connections) or <http://pedalcarracing.info/livetiming/timing-lite.php> (for mobiles)

## Lighting

There will be 3 or 4 small flood lights opposite the pit lane (1 each end and 2 between) to give a little more lighting in that area and also some at the lap counting loop in case we have to count laps manually.

The rest of the track will be unlit.

“Lighting up time” for the competitors will 9.30pm.

You will also need to demonstrate your lights work at scrutineering before being allowed to practice.

Teams must provide their own (battery or gas) powered lighting in their pit area.

## Marshalling

Banbury Cross Explorer Scout Unit will be providing marshal cover for the event.

Instructions from marshals are to be obeyed at all times and competitors are particularly asked to check the flag rules section of the BPCC rule book.

## 1<sup>st</sup> Aid

Scoutmed will be covering the event for us and will be on duty throughout the race.

## Friday Practice

Any cars choosing to practise on Friday evening will be asked to pass a basic safety check.

## Circuit Gates

The gate to the track is to be locked between the hours of 11pm and 7am.

The duty race controller will hold the key.

During these hours the gate will only be opened in case of emergency which basically means someone having to be removed to hospital.

You will not be allowed in or out because you have run out of milk or fancy a pizza!

## Weather:

For those not used to pedal car racing, it is worth pointing out that, in the event of rain, fog, thunder etc the race carries on pretty much regardless.

Please make sure yourselves and your respective teams have appropriate clothing and tentage!

## **When you Arrive:**

You can arrive Friday night or Saturday morning.

The pit lane will be open for unloading between 6pm and 8pm and then from 9pm to 10pm on Friday and 8am and 10:30am on Saturday.

During these times, you can drive motor vehicles onto the track for the purposes of unloading only.

If you do drive onto the track please make sure:

- You drive slowly (no more than 10mph)
- You have hazard lights on
- You take care of people and equipment lying on the circuit
- You do not run over the lap counting loop

Pit areas will be marked out with your car number.

Each car will get 3metres of pit lane allocated to it.

As soon as you are unloaded, please get your vehicles off the track and into the camp site or car park as soon as possible.

Anyone arriving after the pit lane is closed for unloading will have to hand – ball their kit into their pit area.

You are advised to get your car and completed team sheet to scrutineering as soon as it opens on Saturday morning.

If you choose to arrive Friday night, please remember that all the noise rules apply all the time not just on the Saturday and Sunday.

In particular any noise on the camp site on Friday night will be severely frowned upon right up until the moment when you are asked to leave by a big security guard.

## **Camping:**

There are three camp sites:

If you want to be close to the action then the field behind the pit lane is the best one for you whereas if you want to escape from it all for a bit then there is a field behind the club house. Further camping is available alongside Park Straight.

Electric hook – ups may be available for campers and caravans (but not for pit lane use).

Please contact the race organiser if you would like to use one.

## **At the End of the Race**

Please do not bring motor vehicles back onto the circuit until advised it is now OK to do so by the race controller.

Presentations will take place as soon as possible after the end of the race outside the café.



## Some Do's and Don'ts:

*(Some of the rules which perhaps need highlighting if you are new to the sport and remembering if you are not...)*

### Lights

The circuit will be lit with just a few mains powered floods in the pit area and the rest unlit.

The rules are very clear on the amount of lighting a car must carry:

#### 13. *Lights*

- ....
- c) Front lights must be **purpose built cycle lights** and must be white (or close to white) in colour and, as a minimum be 2: off fitted as close to the extremities of the car as possible pointing forwards (i.e. one each side of the car minimum).*
  - d) Rear lights must be red in colour and, as a minimum be 2: off fitted as close to the extremities of the car as possible pointing rearwards (i.e. one each side of the car minimum).*
  - e) A **red cycle type reflector must be fitted to the rear of the car***
  - f) All mandatory front and rear lights must be on constantly during the hours of darkness (i.e. fixed not flashing).*
  - g) If cars carry additional lights to those that meet the minimum requirements, these must not shine red if pointing forwards or white if pointing backwards.*

Anyway, you have been advised.

### Numbers

Teams familiar to pedal car racing will know this already but the requirements on the size, shape and colour of numbers will be strictly enforced.

Numbers must be visible from front, back and both sides – 150mm minimum height with a 25mm minimum line stroke. Templates are available on [www.pedalcar racing.info](http://www.pedalcar racing.info) . Remember these numbers need to be waterproof!

Each car must have all number plates coloured to aid class identification as follows:

**PC1: BLACK background with WHITE NUMBERS**

**PC2: RED background with WHITE numbers**

**PC3: GREEN background with WHITE numbers**

**PC4: BLUE background with WHITE numbers**

In addition, the following markings are required for PC0, PCD and PCF teams:

**PCD:** A black capital D, 75mm high on a white square sized 100mm x 100mm

**PCF:** A white capital F, 75mm high on a black square sized 100mm x 100mm

## **Overtaking**

The driver of the faster car is responsible for executing a safe overtaking manoeuvre and may advise the slower car of the side they intend to pass.

Overly aggressive behaviour and intimidation of any other driver will be considered dangerous driving and subject to a penalty.

The driver of a slower car has no obligation to surrender track position.

The driver of the slower car is free to take any reasonable racing line but must not deliberately impede any other car.

*This applies equally to complete beginners and British Champions!*

## **Noise and General Behaviour**

Much as we would like it to be otherwise, we have major noise restrictions on the race.

Shenington Kart Club have been brilliant to us and we can't let them down by causing them any trouble with their neighbours.

We only need 1 complaint about noise to scupper us for future years so we are afraid:

- **No Generators are to be used at any time**
- **No air horns, bells, sirens, vuvuzela's** or any other noise producing item allowed on the pedal car or in the pit lane at any time.
- **No stereos in the pit lane or the camp sites** between the hours of 9pm and 9am on both days
- **No car engines running** unless you are actually going somewhere

Also, please treat the Shenington Kart Club facilities with total respect.

We need to leave this place clean, tidy and so that they will want us to comeback!

## **Responsibilities of Team Managers**

Please note the following:

- Team managers are responsible for the behaviour of their drivers both on and off the track and for making sure they are aware of all the racing rules.
- Team managers are responsible for ensuring their cars are in a safe and legal condition throughout the entire event.
- Team managers of junior (PC2, PC3 and PC4) teams are responsible for ensuring these teams are supervised at all times by a responsible adult.

## **"The Bank"**

Opposite the pits is a tall grassy bank.

This is off limits to everyone because it separates the circuit from a live air field!

Please make sure all your teams are aware of this because getting your head chopped off by a glider can really put a damper on your weekend.

## **Alcohol, Drugs etc**

- **The circuit, camp sites and all facilities are a totally drugs and alcohol free zone.**
- **If you have a problem with that then don't come to the race.**
- **Anyone found in breach of this will be removed from the premises and themselves and their team banned from any future pedal car racing events.**

Friday, 23<sup>rd</sup> June

- 1700 - Camp Sites Open. **Please do not arrive before this time.**
- 1800 - Circuit gates open for teams. Pit lane open for unloading.
- 1945 - Pit lane closed for unloading.
- 2000 - 2100 - Free Practice 1. (Cars may practice once passed basic check – over.)
- 2100 – 2200 - Pit lane open for unloading.
- 2215-2315 - Free Practice 2. (Cars may practice once passed basic check – over.)
- 2315 - Circuit closed for practice.  
Circuit gates closed & locked except for emergency access.

Saturday, 24<sup>th</sup> June

- 0800 - Circuit gates open.  
Pit lane open for unloading.
- 0900 - Scrutineering open.
- 1030 - Pit lane closed for vehicles.  
Free Practice 3. (Cars may practice once passed scrutineering only.)
- 1120 - Circuit closed for practice.
- 1130 - Mandatory drivers' briefing.
- 1145 - Cars form on grid in championship order.
- 1200 - RACE STARTS**
- 2300 - *Circuit Gates Locked except for emergency access.*
- Midnight - PC3 & PC4 cars stop

Sunday, 25<sup>th</sup> June

- 0600 - PC3, & PC4 cars restart
- 0700 - *Circuit Gates Unlocked.*
- 1200 - RACE ENDS**
- 1230 - Presentations.
- 1400 - All teams clear of site.
- 1430 - Everyone off site.

# 2017 Shenington 24 hour Race

## Entry List

### PC1:

1	Wing Racers		
2	Apollo Racing		
3	Royce Too		
4	Apollo Racing		
6	Royce Oddballs		
9	Royce Steph Mills	(PCF)	(PCD)
12	Team JMC		
14	Falcon Notnray		
18	Team 105		
19	Team 105		
22	Simonstrong Media-Velo		
25	Falcon Notnray	(PCF)	
28	Delphi		
32	Matrix Racing		
41	Amblecote		
42	Royce		
45	Rugby Velo		
46	Team JMC		
47	Whacky Racers		
48	Whacky Racers		
51	Y $\pi$ Racing		
52	Redditch District Explorers		
54	Wing Racers		(PCD)
55	Titanic		

### PC2:

5	Swebbelli Racing		
7	Swebbelli Racing		
17	Team 105		
24	Falcon Notnray		
27	Falcon Notnray		
36	7 <sup>th</sup> Eagles		
53	Redditch District Explorers		
56	Goring 1 <sup>st</sup> Scouts & Explorers		
57	Goring 1 <sup>st</sup> Scouts & Explorers		

### PC3:

31	Team 105		
49	3 <sup>rd</sup> Bicester		

#### Notes:

PC3 runners must stop between the hours of midnight and 6am.  
 PC3 cars are also eligible for points and prizes in PC2 and PC1  
 PC2 cars are also eligible for points and prizes in PC1