

Calling all Scout Troops, Explorer Scout Units & Scout Network

The Shenington 24 hour Pedal Car Race

25th – 25th June 2017



Le Mans in the heart of England...

...except that these cars are all human powered!

Inviting all Scouts, Explorers and Network to a unique challenge:
A 24 hour pedal car race at the superb Shenington Go-Kart track.

- **Race starts midday Saturday**
- **Teams of 6 drivers per car**
- **Free camping from Friday evening onwards**
- **Café open during the weekend – full catering option available!**
- **Classes for junior and adult teams**
- **Ideal as a sponsored event for your scout group or favourite charity**
- **Car Hire Available**



www.pedalcar racing.info

What is Pedal Car Racing?

Pedal car racing is a sport where teams of drivers race single-seater human powered cars in races of up to 24 hours in duration on circuits such as go-kart tracks like Sherington.

With **classes for juniors as well as adults**, the sport actively encourages young people to learn team working and race craft, along with a good dose of physical fitness, whilst having a whole load of fun along the way.

6 team members share the driving, with each completing as many laps as they can before handing over to the next driver.

What are Racing Pedal Cars?

Think part car, part bike, part go-kart, part bob-sleigh?

A pedal car is whatever you make it as long as it complies with the fairly basic set of rules laid down in The British Pedal Car Specification.

These rules allow many variations and basically set the leading dimensions and safety features the cars must carry.

Whereas some people have access to special materials such as carbon fibre and high grade metals, others build theirs from the kinds of steel you might see office furniture made out of and a pedal car can be as basic or as advanced as you can make it.

Cars of all shapes and standards of engineering successfully completed the 2016 edition!

Who races Pedal Cars?

Scout troops, Explorer Scout units, youth clubs, school groups, cycling clubs, apprentice schools, university students and some teams are just a **bunch of friends wanting to have a great time**.

This really is *the most fun on four wheels* (particularly if you are too young to hold a driving license...)

What is the Sherington 24 hour Race?

24 hour pedal car races are nothing new.

In fact, the sport owes its origins to 24 hour races between teams of apprentices back in the 1960's.

There has always been a 24 hour race on the British Pedal Car Championship calendar but from 2008 onwards the event has moved to the superb Sherington Kart Club circuit near Banbury.

The concept is simple and very similar to 24 hour sports car racing: 1 car, six drivers, and 24 hours to clock up as many laps as possible.

For the fast teams at the front, the idea is to win the event or their class.

But to many, the challenge is simply to finish the race and have a great time.

Some teams get themselves sponsored for the event and it really is a great way to do something a bit different whilst raising money for your school, youth club, scout group or favourite charity.



Teams of all different ages and abilities race together on the same circuit at the same time.

The Detail:

Car Specification and Rules

All the rules are available in the BFPCR rule book which can be found on line at www.pedalcar racing.info
If you would like a copy then please get in touch (contact details at the end of this document).

The rules set out the minimum safety standards to which the car must comply, together with the leading dimensions and the lighting requirements.

There are no rules concerning how long any particular driver may drive for, how many laps must be completed before a pit stop, what tyres must be used, or even which parts of the body may or may not be used to power the car.

In fact, give or take a few constraints, it is a very open formula and there are no “fake” rules designed to manufacture the racing in any one direction or another what so ever.

It is refreshingly simple: The car must be powered solely by the muscle power of a single driver.

There are sometimes cars available to borrow or hire for individual races such as this.

Please feel free to get in touch with the race organisers to see if any are available if you would like to enter but cannot build your own machinery!

Classes

There are six classes in the race all sharing circuit space, so the safe lapping of back markers is a skill that the faster drivers must acquire.

PC1: Open class - 6 drivers per car in 24 hour races (4 in all other races)

All cars automatically qualify for PC1 and it is the cars at the head of this class which usually fight it out for the overall win.

PC2: Under 16's - 6 drivers per car in 24 hour races (4 in all other races)

All drivers must have been born on or after 1/1/2001 for the car to qualify for this class during 2017
The cars are usually very similar in appearance to those racing in PC1 but they tend to be built a little bit more robustly to cope with the increased number of driver changes and the less sympathetic treatment that teenage drivers can sometimes dish out to racing machinery.

Quite often the lead PC2 outfits will be in amongst the top six overall come the end of the race.

PC3: Under 14's - 6 drivers per car in all races

All drivers must have been born on or after 1/1/2003 for the car to qualify for this class during 2017

The cars are often lighter and generally have to be somewhat smaller for obvious reasons!

Most of the cars in this class do not run aerodynamic bodywork – the drivers change over far more often and do not reach the higher speeds of PC1 and PC2 so a body shell would generally be seen as a hindrance.

PC4: Under 12's - 6 drivers per car in all races

All drivers must have been born on or after 1/1/2005 for the car to qualify for this class during 2017

These cars are generally very basic, unfaired and as light as possible.

PCD: Pairs - 2 drivers per car only

Self-explanatory. This is the one for nutters!

PCF: Female teams - All drivers must be female. (Number of drivers depends on age range)

Also self-explanatory.

*Please note:

Due to safety considerations, PC3 and PC4 cars stop between the hours of 12pm and 6am during 24 hour races.

The 2016 Edition

2016 saw 23 cars take the start and, give or take a few “walking wounded”, all finished 24 hours later.

At the front of the race, defending British and 24 hour champions Wing Racers were the class of the field, setting a pace throughout that no one else could live with. Apollo Racing chased throughout the whole 24 hours, generally lapping just a second off the pace until a brake problem in the final hour cost them five laps.

However, both the top teams exceeded the previous record distance for this configuration of the circuit.

Behind, the Royce team (famous for providing components to the British Cycling Team amongst many other world class cyclists) in their superb Cliff Polton built car battled with 24 hour specialists Team JMC and came out on top for third.

Further back, and finishing a very creditable 8th place in what is essentially a road going car rather than a racing machine were the YPi team from Belgium – definitely the team who had travelled the furthest before the race had even started!

In PC2, it was Explorer Scout Units to the fore with Swebbelli Racing ESU from Rugby dominated the class ahead of the ever hard-trying Team 105 from Manchester.

Newcomers 7th Eagles from Banbury, cleaned up in the ahead of determined opposition from Victorious Vikings in and the youngest Team 105 entry in PC3, the junior classes as always dominated by scout teams from near and far.

Elsewhere, Royce won both the Ladies and the Pairs classes in their superb Cliff Polton built car.

Whatever your speed, there will always be someone going a similar sort of pace to race against.

For 2017 we want to expand the race further still and cement it’s place in the calendar.

This is a unique event in the UK and we welcome teams from all over the country to compete.

Pos	Car	Team	Notes	Laps	Gap	Miles	MPH	Best Lap	Class
1	1	Wing Racers		1231	0	458.9	19.1	61.3	PC1
2	2	Apollo Racing		1208	23	450.4	18.8	63.1	PC1
3	19	Royce Too		1132	76	422.0	17.6	58.6	PC1
4	15	Team JMC		1127	5	420.2	17.5	64.0	PC1
5	3	Apollo Racing		1096	31	408.6	17.0	66.6	PC1
6	6	Swebbelli Racing		1082	14	403.4	16.8	64.6	PC1
7	14	Royce Odd Balls		1011	71	376.9	15.7	61.9	PC1
8	22	Team 105		970	41	361.6	15.1	68.2	PC1
9	51	YPI Racing		964	6	359.4	15.0	69.7	PC1
10	8	Swebbelli Racing		962	2	358.7	14.9	71.8	PC2
11	16	Royce (Steph Mills)		816	146	304.2	12.7	66.1	PC1 D
12	5	Flying Penguins		812	4	302.7	12.6	68.4	PC1
13	18	Team 105		810	2	302.0	12.6	76.9	PC2
14	10	Team 105		806	4	300.5	12.5	72.4	PC1
15	17	Simonstrong		790	16	294.5	12.3	81.1	PC1
16	73	7th Eagles		668	122	249.0	13.8	71.2	PC3
17	41	Victorious Vikings		542	126	202.1	11.2	91.9	PC3
18	23	Team 105		508	34	189.4	10.5	93.1	PC3
19	27	Falcon Notnray Racing		505	3	188.3	7.8	81.0	PC1
20	33	Matrix Racing		474	31	176.7	7.4	79.7	PC1
21	24	Notnray Network		449	25	167.4	7.0	78.7	PC1 D
22	34	Yarnton Scouts		446	3	166.3	9.2	92.1	PC3
23	39	Peoples Republic of Grimsbury		343	103	127.9	7.1	130.9	PC4



Some of the 2016 Class Winners:

Overall & PC1: Wing Racers



PC2 (Under 16's): Swebbelli Racing ESU (Rugby)



PC3 (Under 14's): 7th Eagles (7th Banbury Scouts)



PCF & PCD: Royce:



The Race Weekend

Teams are welcome at the circuit from 6pm on the Friday night onwards.

Pit space is limited but each car will be allocated a 3m x 3m space in the pits.

There is virtually unlimited space in the camping fields behind Café Corner and there is also a camping area (more suitable for caravans) further away behind the club house.

Provisional Schedule

Friday, 23rd June

- 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, 24th 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.*

Sunday, 25th June

- 0700 - *Circuit Gates Unlocked.*
- 1200 - RACE ENDS**
- 1230 - Presentations.
- 1400 - All teams clear of site.
- 1430 - Everyone off site.

The Circuit



The circuit is 595m long and runs clockwise.

Stratford and Runway Straights test the cars' straight-line speeds whereas the Bruno Chicane complex is waiting to catch out anyone whose handling is perhaps not all that it might be (particularly in the wet). It is a track which certainly keeps the drivers awake whilst allowing plenty of width for lapping back markers. The record winning distance was 1231 laps set last year by Wing Racers.



There is a wide variety in styles of car.

24 hour café – “Bear Grills”

Run by 5th Rugby Scout Troop, the café is situated at the “pit-in” end of the pit lane serving hot and cold drinks and snacks on Friday night and during most of the race culminating in breakfast on Sunday.

In the dead of night, they will leave the kettle on and you are free to make your own hot drinks!

They will cater for your team for the entire weekend for a very reasonable price (last year it was £11/head). This is the main place where you can check the timing and scoring screen as well so why not drop in, take a well earned break, and have a nice cup of tea while you catch up on how the race is going.



Sometimes, things do not always go entirely to plan...

Do you want to know more?

- **Need more information?**
- Get in touch!

- **Need help and advice on building a car?**
- We can help!

- **Can't see yourself building a car but want to race anyway?**
- We can often put you in touch with someone who can help!

- **Need an entry form?**
- Contact the race organiser (details below) or enter online at www.pedalcar racing.info.

Please note, entries must be received on or before 1st May 2017

If you need anything then please contact us.

Through websites, forums, facebook or good old fashioned phone calls there is always someone who will help you get started in this fast, friendly and fun sport.

All the information on the Shenington 24 hour race, and the other races around the country which make up the 2016 British Pedal Car Championship, can be found at www.pedalcar racing.info

Alternatively, you can contact the race organisers on the address at the bottom of the page.

Thank you

Thank you for taking the time to read this document.

I hope it might have inspired you to join in this unique race and I look forward to seeing you in June.

24 hours remains a classic challenge to drivers, car builders and supporters alike.

No one said it was easy so massive respect is due to all and anyone willing to take on the challenge.

Hopefully that will include you!

Contact:

Jeremy Featherstone
Race Organiser
Shenington 24 hour race
e-mail: shenington@pedalcar racing.info



...and the view isn't bad either...

Our sister event:

Saturday, 22nd April 2017

The Bruntingthorpe 6 hour

*A 6 hour pedal car race at the famous
Bruntingthorpe Proving Ground*



The ideal chance to test your cars and your legs in advance of Shenington!

- 4 drivers per car (6 for under 14's & younger)
- Superb 400m karting circuit
- Race runs 12pm – 6pm
- A great way to test your car before the 24 hour!

All details on www.pedalcarracing.info

