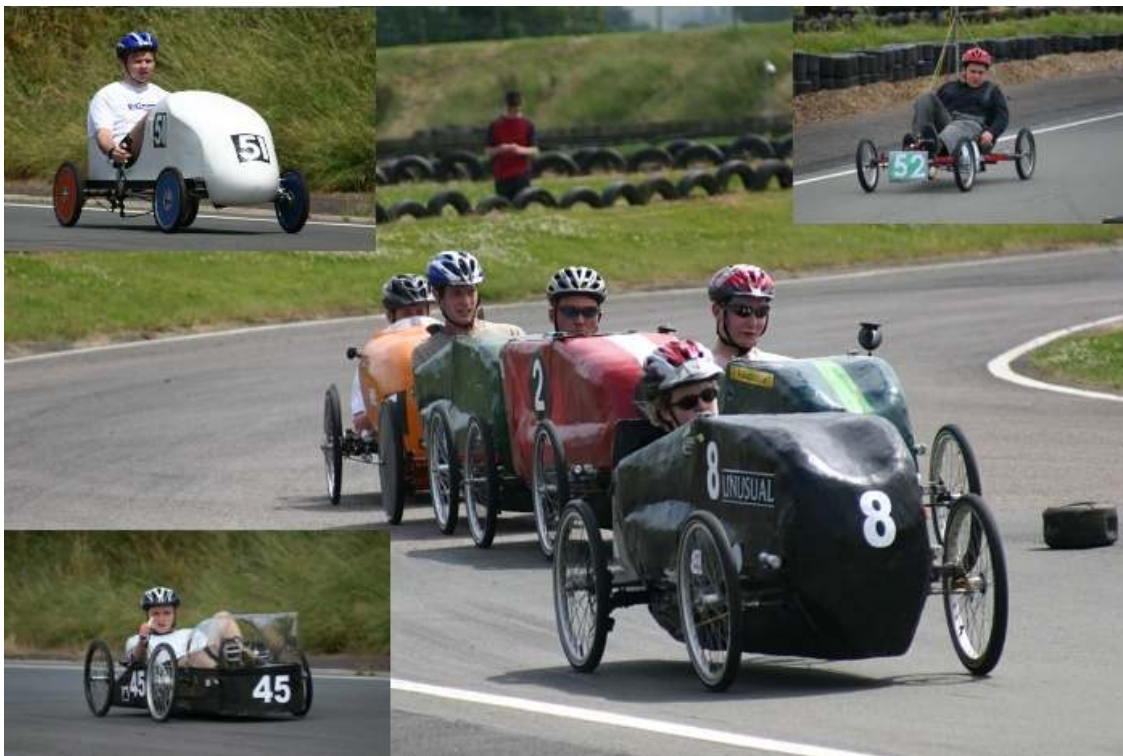


*Calling all Scout Troops and Explorer Scout Units*  
**The Shenington 24 hour Race**

**27<sup>th</sup> – 28<sup>th</sup> June 2009**



***Le Mans in the heart of England...***

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

Inviting all Scout Troops and Explorer Scout Units to a unique challenge:

A 24 hour pedal car race at the superb Shenington Go-Kart track.



*To finish this race is a victory in itself. But to win it...*

## 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 Shenington.

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 International Pedal Car Specification.

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

A few “off the shelf” pedal cars have started to creep into the junior classes and these have proved themselves very reliable – if not particularly fast.



## 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 Shenington 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 595m Shenington 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 scout group or favourite charity.



## The 2008 Edition

The inaugural Shenington 24 hour race saw 17 cars entered and was eventually won by post graduate student team “Bristol Racing” who clocked 1198 laps at an average speed of 18.5mph throughout.

For 2009 we want to attract a bigger field and truly start to put the race “on the map”.



## The Detail:

### Car Specification and Rules

All the rules are available in the BFPCR rule book which can be found on line at [www.pedalcars.info](http://www.pedalcars.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 pedal car racing 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 (5 in 10 hour races, 4 in all other races)

All drivers must have been born on or after 1/1/1993 for the car to qualify for this class during 2009  
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 1/1/1995 for the car to qualify for this class during 2009

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 seen as a hindrance. However, last year's PC3 champions demonstrated that this is not always the case.

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

All drivers must have been born on or after 1/1/1997 for the car to qualify for this class during 2009

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

**PC0:** Solo drivers - 1 driver 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, PC4 and PC0 cars stop between the hours of midnight and 6am during 24 hour races.

## 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.

The circuit will be open for night practice (and testing of the lap counting equipment) on the Friday night.

### Provisional Schedule

#### Friday, 26<sup>th</sup> June

- 1800 - Circuit gates open for teams. Pit lane open for unloading.
- 2200 - Pit lane closed for unloading.
- 2215 - Circuit open for testing of lap counting & lighting levels.  
Cars may practice once passed basic check – over.
- 2315 - Circuit closed for practice.  
Circuit gates closed & locked.

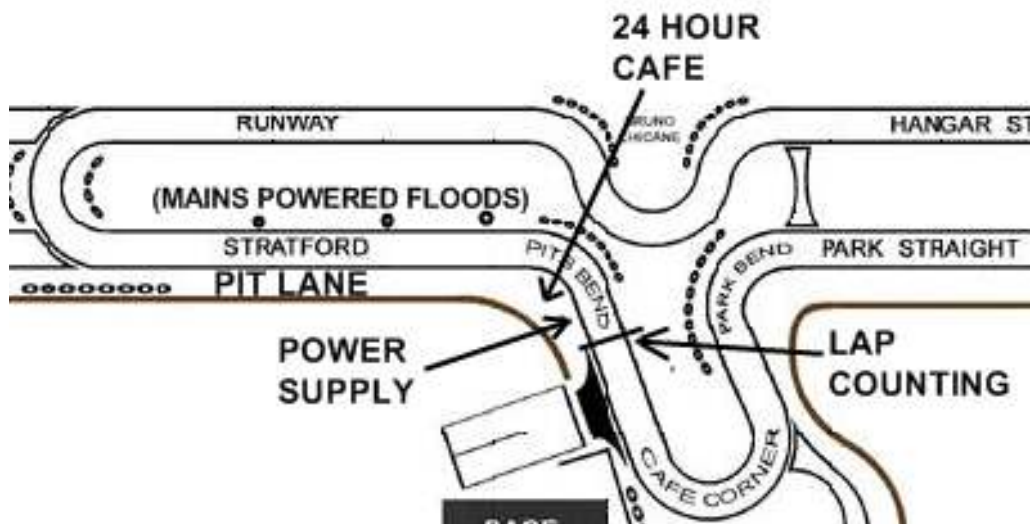
#### Saturday, 27<sup>th</sup> June

- 0800 - Circuit gates open.  
Pit lane open for unloading.
- 0900 - Scrutineering open.
- 1030 - Pit lane closed for vehicles.  
Circuit open for practice to cars which have been scrutineered.
- 1120 - Circuit closed for practice.
- 1130 - Mandatory drivers' briefing.
- 1145 - Cars form on grid in championship order.
- 1200 - RACE STARTS**
- 2300 - *Circuit Gates Locked.*

#### Sunday, 28<sup>th</sup> 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 2008 winning distance was 1198 laps.



*Stratford Straight: The pit lane at night.*

### **24 hour café**

The café is situated at the "pit-in" end of the pit lane serving hot and cold drinks and snacks on Friday night and throughout the 24 hours.

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.



*Swebbelli Racing, a team of Explorer Scouts from Rugby – 2008 PC2 (under 16's) winners*

## **Do you want to know more?**

All the information on the Shenington 24 hour race, and the other races around the country which make up the 2009 Dobson White Partnership British Pedal Car Championship, can be found at [www.pedalcars.info](http://www.pedalcars.info)

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



*2008 PC3 (under 14's) winners – "Revolution" from Boston Lincolnshire about to be lapped by the PCI front runners.*

## **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!



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