



The Great Cromwell Push Kart Derby

Each team is to design and build their Push Kart. The race will take place on Track A.

Teams:

- One driver
- One – three runners (drivers must pit at designated Runner Change Lane throughout the track)

Classes:

- Kids (age 8 – 12)
- Open (age 13+)
- Veteran (age 50+)
- Corporate - local business branded karts (age 13+)

Push Kart Specifications:

- Karts must be in a safe condition. They must have brakes and be able to stop unaided.
- All karts must be human powered. No batteries, pedals or motors of any kind.
- There must be no dangerous extrusions from the kart.
- All karts must have at least 3 wheels but no more than 6 wheels.
- Maximum wheel diameter is 600mm.
- The maximum kart length is 2.5 metres.
- Karts must be capable of being steered.
- Each kart must have provision for a number. Numbers will be allocated by judges on final inspection prior to racing.
- All karts must be available must be available for scrutineering by 9.30am on race day.

Race Rules:

- Each kart must have a driver and 1-3 runners.
- Drivers must wear a bicycle or motorcycle helmet.
- The driver must stay in the kart for the duration of the race.

- A runner must have 1-2 hands on the kart at all times while the kart is moving.
- The kart must stay on the asphalt track for the duration of the race. If a kart completely leaves the asphalt a penalty will apply and the team will drop back two places in the results.
- The number of karts on the grid will be decided once entries are in. Multiple heats will be run if necessary.
- Karts can be run in multiple classes as long as the driver and all runners are of the correct ages for that class.
- Karts can have one entry per class.
- All entrants race at their own risk.
- To swap runners, the kart must come to a complete stop in the designated Runner Change Lane before the runners swap.
- Once the race has started, runners must not move between Change Lanes or walk on the track unless pushing their kart or swapping out in a Change Lane.
- If a kart misses the Runner Change Lane, the kart must continue on to the next Change Lane where they have a runner or finish the race, whichever comes first.
- Runners, drivers and teams must not interfere with other competitors in any way.
- All entrants must be the specified age for their class on race day.
- No karts may travel in the opposite direction during the race.
- All karts must be human powered. No batteries, pedals or motors of any kind.
- Grid position will be determined by drawing a number from a hat at scrutineering.
- Failure to follow the rules will end in disqualification or penalties.
- Judges and Race Controls decisions are final.