

*Calling all Scout Troops, Explorer Scout Units & Scout Network*

# **The Shenington 24 hour Race**

**26<sup>th</sup> – 27<sup>th</sup> June 2010**



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

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

Inviting all Scouts, and Explorer Scouts and Scout Networks to a unique challenge:

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



*Racing is life. Anything else? It's just waiting...*

## 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.

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.

A car made entirely from plastic piping entered last year and was still running well at the finish!



## 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.



*Teams of all different ages and abilities race together on the same circuit at the same time.  
Negotiating slower cars is something the fast teams have to get good at!*

## The 2009 Edition

2009 saw 28 cars take the start and, give or take a few “walking wounded”, all finished 24 hours later. The race was won by “BAR Racing” from Barlestone near Nuneaton who were pretty much unstoppable throughout.

For 2010 we want to expand the race still further and cement it’s place in the calendar.

Here is the final result from last year.

You can see that teams of all abilities took part and all managed to clock a respectable number of laps!

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



Pos.	Car No.	Team	Laps	Gap	Miles	MPH	Best Lap (s)
1	5	BAR Racing	1135	-	419.7	17.5	62
2	59	Rugby Velo	1093	+42	404.2	16.8	68
3	45	Apollo Racing	1091	+44	403.4	16.8	64
4	44	Apollo Racing	1077	+58	398.3	16.6	65
5	61	Giles School	1026	+109	379.4	15.8	68
6	4	Swebbelli Racing	998	+137	369.1	15.4	66
7	9	Revolution	960	+175	355.0	14.8	71
8	46	Goodmaniacs	953	+182	352.4	14.7	68
9	6	Swebbelli Racing	928	+207	343.2	14.3	65
10	21	105th Manchester	913	+222	337.6	14.1	69
11	10	Sketty Racing	905	+230	334.7	13.9	69
12	8	Swebbelli Racing	886	+249	327.6	13.7	74
13	57	Red Kite Racing	794	+341	293.6	12.2	77
14	53	Bradby Club	787	+348	291.0	12.1	82
15	24	Killay Racing	708	+427	261.8	10.9	77
16	52	20th Swansea	699	+436	258.5	10.8	87
17	56	Clopton Crusaders	693	+442	256.3	10.7	78
18	55	1st Brill	666	+469	246.3	10.3	80
19	49	Cool Runnings	631	+504	233.3	9.7	78
20	58	Falcon ESU	590	+545	218.2	9.1	102
21	63	Stonesfield & Northleigh Scouts	538	+597	198.9	8.3	106
22	18	Sketty Racing	482	+653	178.2	7.4	94
23	23	105th Manchester	464	+671	171.6	7.2	90
24	54	Victorious Vikings	462	+673	170.8	7.1	108
25	47	Sketty Racing (PC0)	427	+708	157.9	6.6	73
26	19	Swebbelli Racing Team Nemo (PC0)	415	+720	153.5	6.4	79
27	62	Denham Boys	317	+818	117.2	4.9	111
28	15	Killay Racing (PC0)	278	+857	102.8	4.3	84



This is a unique event in the UK and we would like to start attracting teams from all over the country to compete.

## 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 1/1/1994 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 1/1/1996 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 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 1/1/1998 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, 25<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.

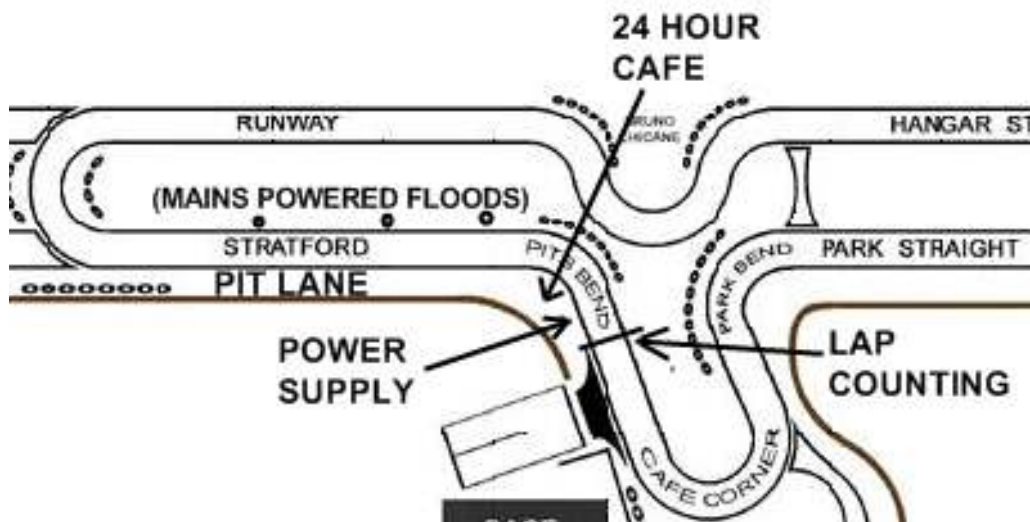
#### Saturday, 26<sup>th</sup> June

- 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, 27<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 record winning distance was 1198 laps in 2008.



*Gile's School from Boston won the PC2 (under 16's) class in 2009*

## 24 hour café – “Bear Grills”

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.



*1<sup>st</sup> Brill (55) finished 2<sup>nd</sup> in the PC3 class while Red Kites ESU (57) from Thame had a strong race in the open category Behind is solo driver Nigel Kirk from 1<sup>st</sup> Sketty Scout Group*

## **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 2010 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.



*Rugby Velo (59) fought a race long battle for 2<sup>nd</sup> with the 2 silver cars of Apollo Racing.  
In the end there was just 2 laps between 2<sup>nd</sup> and 3<sup>rd</sup> places after 24 hours of racing!*

## **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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