

# The Rules!

## Conditions of Entry

1. All team members will be required to sign a disclaimer at event registration to indemnify the event organisers and their representatives from any liability for loss, damage or injury caused by their involvement in the event. For team members under the age of 18, this disclaimer will also need to be countersigned by their parent or guardian.
  2. All team members will be required to follow the directions of the event organisers and their representatives and must agree to be bound by any decision that is made by the event organisers.
  3. All teams must ensure that their vehicle has been thoroughly tested and that the drivers are competent and practiced in handling it at speed. Teams must not bring untested vehicles and inexperienced drivers to the event.
  4. All vehicles and protective clothing will be inspected before the event to ensure compliance with the rules. Vehicles which are not considered suitable will not be permitted to take part. Drivers who do not have suitable protective clothing will not be permitted to take part. To avoid being disappointed on the day, teams are urged to contact the organisers well in advance of the event if they are unsure of any aspect of the rules.
  5. The event organiser's inspection of their vehicle does not constitute an implied warranty of safety. All teams are solely responsible for the safe construction and operation of their vehicle.
  6. All teams will nominate a team captain who is responsible for the conduct of the team and who will be the official point of contact between the team and the event organisers. The team captain must be at least 18 years old on the date of the event.
  7. All drivers must be at least 16 years old. There is no restriction on the age of other team members, but any junior team members must be under the supervision of a responsible adult provided by the team. The event organisers cannot and will not act *in loco parentis*.
  8. The suggested minimum number of members in a team is 3. Any fewer than this will make it difficult for the team to function. The maximum number of team members is 5.
  9. All team members must attend the pre-race safety briefing on the day of the event.
- The RULES!

## 1. THE TEAM

### a) Team Captain

All teams will nominate a team captain who is responsible for the conduct of the team and who will be the official point of contact between the team and the event organisers. The team captain must be at least 18 years old on the first day of the event.

### b) Number of members

Any number of people can be in a team. The suggested minimum number of members in a team is 3. The maximum number of team members is 5.

## 2. THE VEHICLE

### a) Construction

All vehicles must conform to the relevant Construction Specifications in effect at the time of the event. They will be inspected before being allowed to take part to ensure they are compliant and any vehicle which, in the opinion of the race organisers, fails to meet the required standard will not be allowed to take part. Particular attention will be paid to brakes, steering, harnesses, roll protection and bodywork.

### b) Technical Conformance

Should a vehicle fail to pass the safety inspection on a technicality, the organisers may allow it to take part provided that they are satisfied that all safety related conditions have been met. Such vehicles will not be eligible for any race prizes.

Note that this decision to exercise this rule is entirely at the discretion of the organisers and is intended to apply only to minor non-conformance to specifications that are not safety related (e.g.

vehicle dimensions, etc). Gross technical non-conformance or failure to reach the minimum safety standards will result in the vehicle being excluded from the event.

**c) Cart Number**

Teams will be allocated a race number on the day of the event. This number must be prominently displayed on the front, back and both sides of the cart.

**3. Distance Challenge**

- a) The Distance challenge will take place on the long course.
- b) Each soapbox will compete on the course
- c) The soapbox that travels the furthest will be deemed the winner

**3A. Knockout Challenge**

- a) The soapbox race will be run on a knockout basis.
- b) Two carts at a time will race – winning cart each time will enter the next heat and so on until final 2 racers compete for the overall prize.
- c) Prizes will also be given for the best themed soapbox and driver.

**4. START PROCEDURE**

**a) Soapbox**

All starts will be from stationary. Push starts limited to first 5 metres.

**b) False Starts and Penalties**

A false start is where the vehicle moves before the starter has given the start signal. False starts will incur penalties as detailed below;

Disqualification

**c) Restarting after crashing**

If you crash, it is up to your team members to restart you into the race. **This will NOT be done by the stewards.**

**5. RACING RULES**

**a) Contact**

Some accidental contact in close racing is natural, *but deliberate contact is not allowed and will not be tolerated.* Racers who purposely spin, block, or cause another racer to crash will be penalized. The first offence will be penalized by disqualification from the run in which the offence took place. The organisers reserve the right to impose an immediate event disqualification should the incident warrant it.

Drivers who deliberately make contact in an effort to “steal speed” from another racer will be penalized by disqualification from the run in which the event took place.

**b) Passing**

Overtaking drivers assume the responsibility of avoiding the leading vehicle. However, the leading driver may not take defensive measures such as moving in on the line of the passing driver to prevent

them from taking the lead. Meanwhile, the overtaking driver is responsible for COMPLETELY clearing the other driver before moving into their line. A racer who violates the passing protocol will be penalized.

**c) Intentional Blocking**

Intentional blocking of another vehicle is prohibited. Drivers are allowed to hold their own line, but they are not permitted to change their line in order to avoid being overtaken.

**d) The Finish**

An official finish is when any part of the vehicle crosses the finish line. Drivers and passengers must be in contact with their vehicle and have all safety gear in place when they cross the finish line in order to earn placement.

**e) Compromised Ability**

If in the opinion of the race officials, a team member's ability to act in accordance with the rules of the event has been compromised by means including (but not limited to) alcohol, drugs, illness, injury, or emotional distress, that person will not be allowed to continue the event.

**f) Rough Driving**

Overly aggressive, dangerous or rough driving is not allowed. The offending team will be disqualified from the event.

**g) Safety Equipment**

A driver, who, at any time during the event, is in control of a vehicle without all pieces of safety equipment properly in place, will be disqualified.

**6. FLAGS**

A chequered flag will signify start of race.

These rules are adapted from Cairngorm Soapbox Extreme Indemnity Waiver and Release Agreement via Scottish Cartie Association