



Gold Coast Region Billy Cart Rally

Rules – Updated July 2023



1. General

1.1 The officials shall consist of a committee made up of 2 Leaders from Gold Coast Region and up to 3 volunteer Leaders from the Groups attending.

1.2 The official's decision in the interpretation of the rules will be final.

1.3 By nominating for this rally, drivers bind themselves to abide by these rules and the decision of the officials.

1.4 These rules are to ensure all entrants have a fair chance and to provide reasonable safety measures. They are subject to amendment without individual notification and may be obtained online at: <http://www.billycartally.gcscouts.com.au/>

2. Youth Members

2.1 All Joeys, Cubs, Scouts, and Venturers must have written consent of parents to race.

Responsibility rests with each attending Group to organise relevant paperwork (C4 via Operoo).

3. Safety

3.1 The following clothing **MUST BE WORN** as a minimum:

- Cycling helmet
- Long sleeved shirt or jumper
- Long pants
- Boots or shoes (No thongs, sandals, or bare feet)

Optionally you may wear:

- Knee and / or elbow pads
- Gloves
- Goggles may be worn after official approval

3.2 No cart is to carry more than one person.

3.3 All carts must pass scrutineering before racing. Two sessions will be held, 30 minutes before the morning races and the afternoon races respectively.

3.4 If a cart is damaged the driver may change cart with official permission providing it does not cause a conflict within the heats.

3.5 Any cart regarded as unsafe may be disqualified or modifications ordered.

3.6 Officials may disqualify any cart or driver, which in their opinion endangers them, other drivers, or spectators.

4. Race Procedure

4.1 All races are to be run as a system of heats progressing to a final series of elimination rounds. The number of rounds of heats run will depend on the number of entries and time available. The winner of each race will score a point at the end of the heats. The top four point scorers will face a series of elimination races to determine final placing. Should there be a tie for fourth then eliminations will be run amongst fourth place getters before continuing.

4.2 Starting lanes will be drawn before each race of the finals. For the heats it will be a case of first cart in chooses. Both lanes will be of equal length.

4.3 All carts will start with the front wheel contact points on the start line.

4.4 Races will be conducted per youth member section, for example, Joeys will only race other Joeys.

4.6 You must have your own personal cart or access to one of your Scout Group's carts to race.

4.7 When called to the starting line you will have 1 minute to get ready to race. If you are not ready then you will be disqualified from that round and a new racer called to take your place. You may continue racing in later heats.

5. Cart Construction

5.1 All carts are to have the following general specifications:

- There are to be 4 wheels, all of which must be in contact with the ground.
- Front and rear wheels may be of different sizes provided that the front pair of wheels are the same and the rear pair of wheels are the same.
- The wheels are to be retained in a safe manner.
- There shall be no windshields or fully enclosed driver compartments. Side walls are permitted as long as the driver will not become entangled in the case of a roll over.
- There shall be no sharp protrusions or ornaments.
- There shall be no device to aid starting or to help propel the cart. Gravity is your only ally.

5.2 All carts are limited to the following dimensions:

- Overall length of cart not to exceed 1850mm
- Overall width to be between 500 and 900mm.
- Wheel track to be between 500 and 800mm. This applies to the front and rear pair of wheels
- Ground clearance (driverless) to be no less than 50mm
- Any type of wheel bearing may be used

5.3 Steering is to be provided by two wheels which must remain in contact with the ground throughout their full range of motion. Consideration should be given to limiting the rotation of the front axle for younger racers (Joeys and Cubs) to eliminate unexpected sharp turns.