

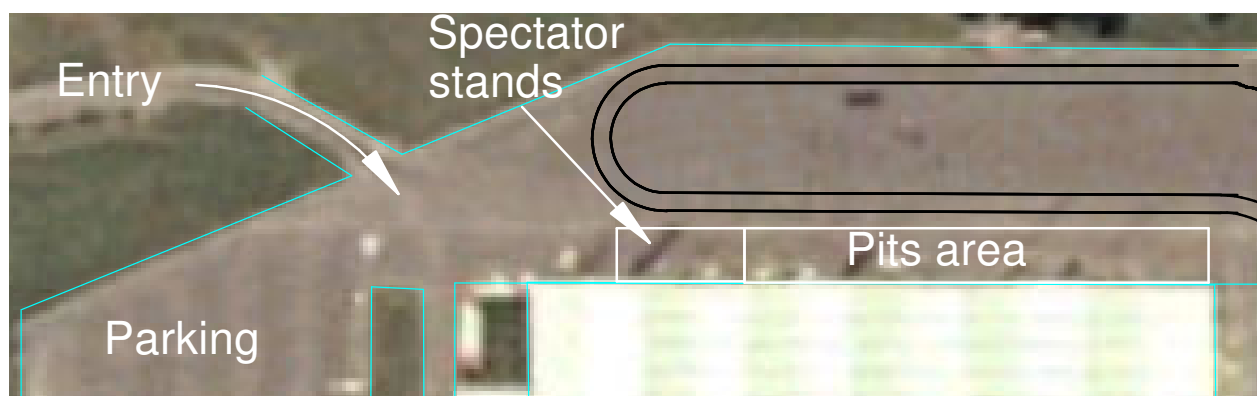
Human Powered Challenge 2006

Race Pack

Venue

The Challenge is at the Agricultural Park in Wigram, Christchurch. Entry to the Park is by the gate on Wigram Road, near Treffers Road.

Most of the action will take place on the large sealed area in front of the saleyard building. There will be stands for spectator seating near the start/finish line, and the pits will be located beyond these, as shown below.



Plan of the Agricultural Park

Only essential motor vehicles will be allowed in the pits area, for safety. Other cars should be parked in the parking area.

Registration

Teams should register at Race Control as soon as arriving. Vehicle number plates will be issued at this time, and any last-minute vehicle inspection will be arranged.

Entry Fees

These are \$10.00 per team member up to a maximum of \$50 per team, and with a minimum of \$20 per vehicle, i.e., single riders pay \$20.

Timetable - Sunday 15 October

8:30am	Gates Open
8:30-9:30am	Registration of teams, late scrutineering, vehicle /rider practice.
9:30am	Team briefing, late announcements. All riders must attend this briefing.
9:50am	Welcoming announcement,
10:00-10:50 am	Drag racing
11:00-11:50am	Cargo racing
12:30-1:30pm	Endurance racing
1:45pm	Announcement of results, prize-giving

Vehicle Rules

Each vehicle must be able to stop from a speed of approximately 24 kph in a distance of 10 metres or less on a dry, sealed surface. Every vehicle must be able to turn within a 7.5 metre radius.

All surfaces of the vehicle, both on the exterior and in the interior in the region of the rider(s) and in the access area, must be free from sharp edges and protrusions. Open ended tubes must be plugged or capped.

Participating teams must certify that: the design and construction of their respective vehicles have been carried out with due consideration of safety, and the specified safety tests have been completed before arrival at the competition. There's a copy of this certificate at the rear of this race pack.

The Chief Marshal may test a vehicle's ability to meet these safety requirements before the start of competition.

Race Rules and Safety

The safety of participants, race officials, spectators, and the general public will override all other considerations during the competition. The competition may be delayed, terminated prematurely, or cancelled if the Chief Marshal decides that this is necessary in the interest of safety.

Participants and spectators must follow the directions of the race officials during the event.

All riders must wear helmets that meet AS/NZS 2063 or an equivalent standard while riding any human-powered vehicle on or near an event course.

Competing vehicles have right of way on the course and in the pit areas at all times during an event. Vehicles entering the pit area from the course have the right-of way over those returning from the pits to the course.

Protests about may be lodged in writing with the Chief Marshal. Protest forms will be available from Race Control. A protest may be about any incident or action that adversely affects the safety or fairness of the event. The Chief Marshal will consult and make a decision on a protest – this decision is final.

Event 1 - Drag Race

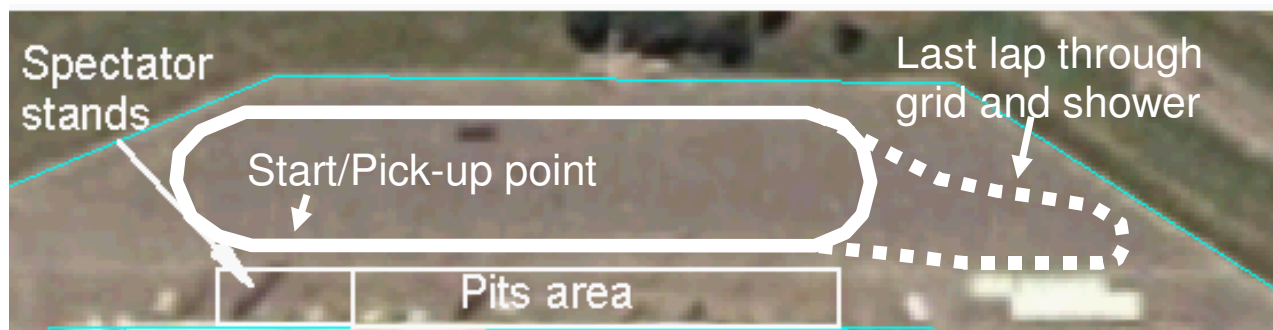
Pairs of vehicles race from a standing start over a course of 200m. Vehicles may be run more than once, if riders wish. A team's best (fastest) run time will be used for the final score.

All vehicles will be arranged in a roster for their first run. Riders who wish to run again must inform the Starter who will add them to the end of the roster. If a vehicle is not ready to run when its rostered turn is due, it will miss out and go to the back of the queue.

A rider must arrange for any "starters" or "catchers" that may be required for the vehicle. These helpers must not obstruct other racing vehicles.

Vehicles and participants not taking part in any particular run must keep clear of the course, especially the run-out area after the finish line.

Event 2 - Cargo Race



Cargo Race Course

Pairs of vehicles race over a circuit of about 300m for six laps. After each lap, the rider must collect a piece of cargo and stow it on the vehicle before continuing. After the last piece of cargo is collected, there is one more lap which includes a detour over a cattle grid and under a brief shower of rain

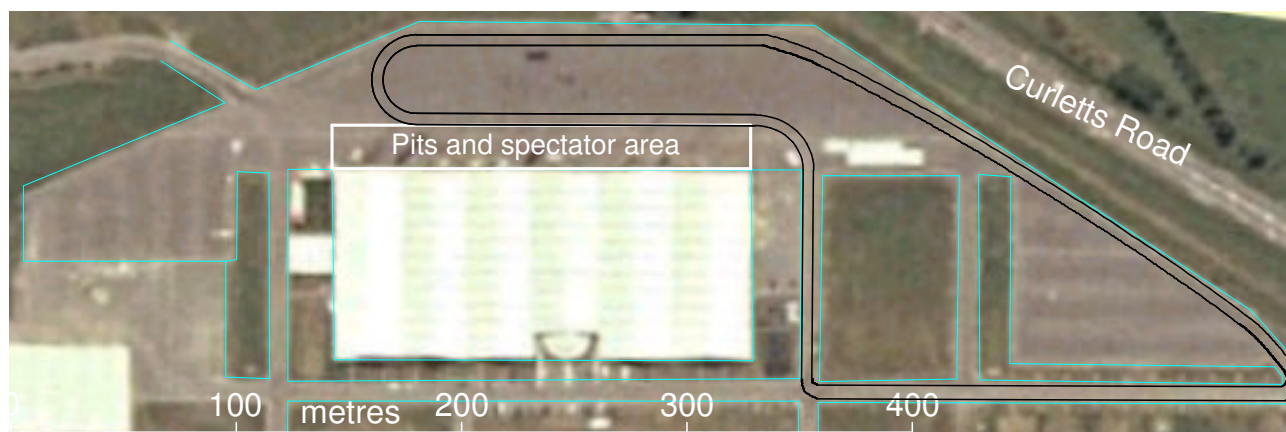
Each set of cargo consists of: two 2 litre plastic bottles of water (to be collected separately), one sealed shoe box, and a pack of 6 eggs. The items can be collected in any order. If an item is dropped in transit, it must be recovered, or a 30 second time penalty will be incurred. A 30 second penalty will also apply if the item is broken.

Each team's score is based on its time over this course plus the stops and starts. All items have to be transferred undamaged. A 30 second penalty will apply to each breakage or spill. Wet cargo or riders' clothes will each receive a 30 second penalty. Riders will not receive a penalty if wearing rain gear and their clothes underneath remain dry.

All vehicles will be arranged in a roster for their first run. Riders who wish to run again must inform the Starter who will add them to the end of the roster. If there is not enough time for all rostered vehicles to run again, the Starter will draw lots to allocate the available runs.

A rider must arrange for any "starters" or "catchers" that may be required for the vehicle. These helpers must not obstruct other racing vehicles.

Event 3 - Endurance Race



Endurance Race Course

This runs over a 900m circuit, for one hour. Teams may change riders as often as they like. All riders must take a similar share of the riding time.

A team's score is based on the number of laps completed, less any penalties that may be imposed. A team's last lap is counted as they cross the finish line after the time is up. Teams with the same number of laps will be ranked by the order that they cross the finish line.

Two race officials will count the laps for all teams. These officials must not be interrupted or distracted during the event.

Late Changes

There may be some minor changes to these details on the actual day. Keep an eye on www.kiwhpv.org.nz/events.html for any changes.

These changes will be announced during the Team Briefing at 9:30am, before racing starts. If you aren't there, you won't hear about them.