

Burghfield Box Kart Bash 2026

Our Annual Box Kart Derby

INFORMATION PACK

Burghfield Box Kart Bash is back!

The 5th Burghfield Box Kart Bash will take place on Sunday, 21st June 2026, in Burghfield Common.

It is a fun event run by The Burghfield Santas to raise money for charity, traditionally the Thames Valley Air Ambulance, but for this event other charities will benefit too. The course will start from the Guide Dogs for the Blind and ending up at the Hatch, at bottom of Hermits Hill. Up to thirty karts will compete for a variety of prizes.

Themed karts will be encouraged since they provide great viewing for the spectators.

Prize Categories

- People's Favourite
- King of the Hill Fastest time
- Best engineered kart Winner & Runner Up
- Best novelty kart Winner & Runner Up

No team can win more than one prize (even though they may deserve it) with the exception of any additional prize resulting from the timed trials.

How to enter

- 1. Read this Information Pack
- 2. Register your details at https://boxkart.org.uk/register we will then send you an entry form
- 3. Submit the entry fee: £50 for individuals or £100 for corporate entries*

*Get a company to sponsor your kart. Corporate entries can brand the kart, your uniforms, and your pit area with their corporate branding and will be mentioned by the event commentator throughout the afternoon.

They can also take advantage of other sponsorship opportunities for additional cost.

- 4. Ensure that each team member has adequate Personal Liability Insurance. If you are not already covered, this is readily available at low cost. E.g. https://www.sportscoverdirect.com/sports-accident-insurance
- 5. Enjoy the day!

Please Note: Numbers are limited to 30, on first come first served basis.

Raising Money

The Box-kart Bash is intended to be a free family fun day for the benefit of local community. It is held before the summer holidays so that it gives families and individuals a project throughout the spring and longer days, and allows schools and other groups to work on their karts before the summer holidays.

The popularity and fun of the event means that it's a great platform to raise money for good causes. This year we have a target of £25,000 - **Remember** it's all done for charity. All of us involved in running this event are volunteers.

We recommend a target of at least £200 for each team that participates. If you have four people in your team, that is only £50 each.

We believe this is easily achievable and expect most of you will raise much more for your nominated charity.

Start by creating a unique fundraising page at which you can send to everyone who wants to sponsor you. Just go to justgiving.com and click on 'Start Fund Raising'.

Corporate/Business support

Find a kart sponsor – Get a company to sponsor your kart. Corporate entries can brand the kart, your uniforms, and your pit area with their corporate branding and will be mentioned by the event commentator throughout the afternoon. They can also take advantage of other sponsorship opportunities for additional cost.

Entering a kart can also be a good team-building exercise.

Rules and Regulations

Introduction

These Rules and Regulations apply to all entries; your karts must be designed for your safety and the safety of others around you. These Rules and Regulations enable us to run the event effectively for the maximum benefit of all, so please ensure that you read them carefully and comply with the details.

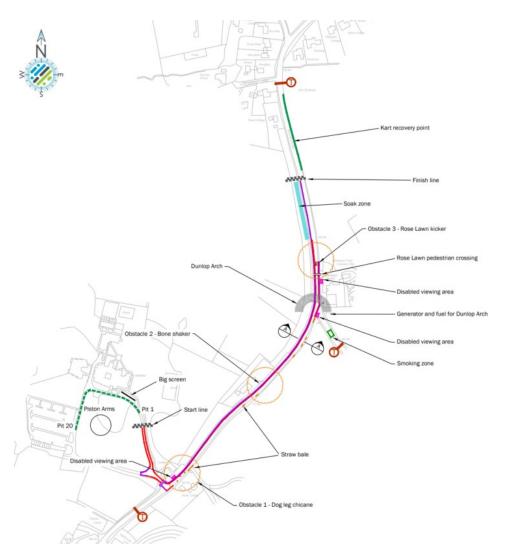
If you have any comments or concerns, please contact us on admin@BurghfieldSantas.org.uk

The Course

The course starts from the near the Guide Dogs for the Blind Association car park on Hillfields, Burghfield Common, to the Hatch - a length of 850m and a drop of 40m. The bends near the Guide Dogs HQ and the junction for James Lane are quite sharp with adverse cambers, be careful and mindful for the trees along the right-hand verge as you descend. The gradient before James Lane is 11%. Some karts can be expected to reach speeds in excess of 30 mph.

Safety is paramount at this event, and you are responsible for your safety and mindful of that of the spectators as you undertake the challenges of this course. All Karters are expected to have inspected the course prior to the event to appreciate and understand the gradient of the hill and potential challenges.

The Course is shown on Drawings BBK24-TR-0001-P1



The circuit comprises a number of obstacles:

- 1. **The Start**. Located within Guide Dogs for the Blind HQ. There will be a push zone, where up to two people can push start the Kart from the Start Line to no more than 5m beyond the start line. Once the Kart has passed this point no other external force can be applied to the Kart, other than gravity!
- 2. **Obstacle 1**. "The Dog Leg Chicane" There shall be a narrow chicane on Hermits Hill just after leaving the Guide Dogs HQ. It will be formed using water-filled barriers, these are heavy and could damage your kart if struck. The Chicane has been designed to prevent karts from gaining too much speed before the steepest section of the course and to test your skill as a driver.
- 3. **Obstacle 2**. "Bone Shaker"- . This shall be a series of small steps designed to test the construction and suspension of your Kart.
- 4. **Obstacle 3.** "Roselawn Kicker" The Kicker is a jump and is known to flick the back of your kart up. You should consider your approach to this obstacle and design your kart accordingly. There will be a bypass to the kicker.

5. The final test shall be a water-based obstacle to negotiate between the Rose Lane and the finish line – for those going slowly – you WILL get wet!!



Figure 1 - Course Route, Reading Road, Burghfield Common

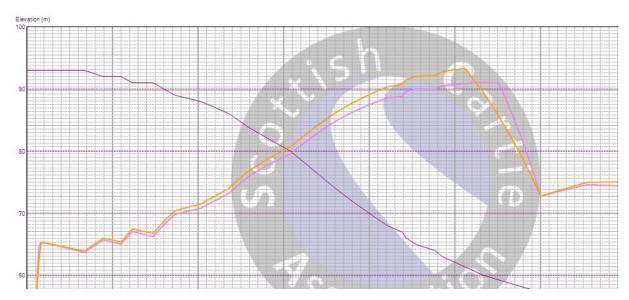


Figure 2 - Route Profile - hill against projected speed (includes obstacles)

Your kart must have **efficient** brakes and excessive ballast must not be carried.

As the design and weight of karts will be highly variable; what is deemed as excessive ballast shall be determined and by our scrutineer (please refer to Technical Design Criteria below).

You must, therefore, agree with our chief kart scrutineer the amount of ballast allowable for your kart before the final build is submitted for scrutineering.

Our decision will be final.

The Rules

Every team must read and accept the Rules in full. Applications must be made using the entry form.

Team

- 1. A team will consist of a maximum of four persons: up to two in the kart and two pushers.
- 2. Pushing, by up to two team members, will be allowed from the start to a line approximately 5m from the start. The Stop pushing line will be marked on the road. **Any infringement will preclude the team from the fastest time awards.**
- 3. Participants must be over 14 years old and every team member must sign an indemnity form and provide a copy of their personal liability insurance policy. Anyone under 18 years old must have signed consent from a parent.
- 4. All karts must attend for scrutineering and photography two weeks prior to the event. This will be at 10.00 a.m. on Saturday June 7th at the Guide Dogs for the Blind Association HQ, Burghfield. Any actions to make karts fit for racing will be listed. All Karts will be reassessed on Race Day. Any kart deemed not safe on race day final checks should not be allowed to race. Failure to attend Scrutineering can result in your Kart not being allowed to race.
- 5. The Organisers reserve the right to refuse entry by any team, at any time, and for any reason.
- 6. No headfirst driving. Once seated, driver and passenger must remain seated.
- 7. Numbers provided at registration must be prominently displayed on the front of each kart.
- 8. Teams with a good idea for a novelty kart may apply for exemptions to the rules and the design criteria.
- 9. The officials' time is final, even if it's incorrect.
- 10. Prior to racing every driver and passenger MUST walk the course during the safety briefing. Non-attendance will see the disqualification of the Kart from the Event. Safety is paramount.
- 11. There are expected to be two timed runs down the course. The second run may be limited to the fastest karts, depending on timings of the day. If you are lucky, we may be able to achieve a third run!
- 12. Run One: Show the hill who is boss!
- 13. Run Two: To lay down your best run
- 14. After Run One all karts will be towed back up Hermits Hill from the Hatch to the start line. Once Karts have finished Run One race marshals will direct them to the tow hitch-up area. The tow will commence once the last kart has completed its run. It is anticipated that there will be up to 5 towing vehicles and karts will be towed in groups of up to 6.
- 15. After the Gravity Grand Prix all Karts will be towed back to Guide Dogs HQ and teams must return there also for the prize giving.

Safety

- 16. It is mandatory that drivers and passengers must wear a safety helmet and appropriate gloves.
- 17. Seatbelts are not mandatory. If seat belts are used, they must be of a minimum four-point fixing and only on karts with a roll-bar.
- 18. Clothing must be capable of withstanding a spill on tarmac. No bare limbs please. Be reminded that it is your body travelling at ~30mph potential contact with tarmac and immovable objects will probably hurt and you may wish to consider this.

Technical Design Criteria

General Criteria

- 1. All karts must be constructed with pedestrian and spectator safety in mind. Sharp edges shall not be permitted.
- 2. No glass or other materials that could shatter or cause injuries to drivers, passengers or spectators in the event of a crash may be used in the construction of the kart.
- 3. Maximum width 1.2m measured from outside to outside.
- 4. The maximum unladen weight of the kart should not exceed 100KG.
- 5. Karts must be fitted with strong 15mm (minimum) eyelets capable of 1500 N front & back to accept the tow ropes provided by the Santas. The chassis needs to be able to take this force between eyelets, as the total weight being pulled by the kart may reach 1.5 tonnes on towing. Karts are anticipated to be towed in groups of up to 6 in a daisy chain formation.
- 6. The Eyelets must not extend in front of the front or rear wheels.
- 7. No protuberances outside the dimensions of the kart and its wheels shall be allowed. This is to avoid them sticking in the ground after a poor landing after the kicker that might then cause the kart to flip.
- 8. Gravity propulsion only i.e. no motors, no pedals, no stored potential energy nor excessive ballast.

Wheels and brakes

- 9. Karts must have a minimum of three wheels. All wheels should be in road contact during normal running.
- 10. Wheel diameter is not dictated but side-flex during high-speed cornering is a known issue with larger wheels and this must be demonstrated to the scrutineers that this has been considered in the design.
- 11. Secondary locking methods of all Wheels and critical systems should be used unless justification for omission can be demonstrated to scrutineers eg: cone and nut bicycle wheel, or split pin and nut. If Nyloc nuts are being used, we will accept a split pin as a secondary locking method provided the split pin passes through the nut and axle.
- 12. Good brakes are essential and will be checked. Wheel braking must operate on at least two wheels on the same axle and be effective. The brakes must operate on the kart itself and not damage the road surface.
- 13. If wire brake cables are used, these must have a locking device to prevent them from being pulled through.

Steering

- 14. Steering column, brake lever or other protrusion must be designed and fitted such that the risk of injuries is minimised and suitably mounted to reduce play while traveling.
- 15. Steering must not have excessive free play or any characteristic tending to promote instability.
- 16. Steering by wire, rope or foot shall NOT be permitted.
- 17. Steering column must be strong, robust and must not have protrusions.

Seating

- 18. All seats must be forward-facing.
- 19. Seats must be securely bolted to the kart.
- 20. Karts must be designed to carry no more than two persons, in a feet first direction.

21. Seat belts are not mandatory, but if seat belts are used they must be of a minimum four-point fixing and only on karts with a roll bar. The team must provide the organisers and demonstrate the quick-release mechanism, so marshals are aware in the event of an accident.

Body, electronics and pyrotechnics

- 22. Any electrical systems to power lights or other special effects must be fitted with an identifiable external isolator switch.
- 23. Pyrotechnics, such as smoke must be non-flammable and not be possible to act as a source of ignition should it come into contact with dry straw or any other combustible material.
- 24. Bodywork and controls must not impede the driver/passengers in exiting the vehicle unaided.
- 25. Any doors or hatches required for access must be readily operated from both inside and outside the vehicle without the use of tools.

Important

Safety Info and Conduct on the Day

The purpose of the event is to have fun, but the safety of the team, supporters and spectators is paramount throughout the day and, accordingly, the organisers reserve the right to amend these rules or go above and beyond their guidance.

With this in mind if in the opinion of the race officials, a competitor's ability to be safely in control that has been compromised by alcohol, drugs, illness, injury, or emotional stress, that competitor shall not be allowed to continue the event.

All drivers and passengers **MUST** wear a helmet.

The Event

- 1. Registration will commence at 9am on the day of the event. Racing is expected to start at noon and finish by 4pm to allow the road to be returned to functional public use by 7pm.
- 2. All drivers and passengers must familiarise themselves with the course.
- 3. All drivers and passengers **must** attend the Drivers' Briefing and course walk at 11:00am. Muster will be at the Guide Dogs location. Please note that timings of the briefing may vary on the day. The Pits and Paddock Marshall shall advise of any alternations to timing on the day. Be patient and do remember it's all in the aid of good causes.
- 4. All members of the team will be issued a wristband when they sign the required indemnity. Only entrants wearing wristbands will be allowed on the course or to drive the karts during any part of the event.
- 5. After crossing the finishing line drivers will need to apply their brakes and quickly depart from the track under the Marshal's instructions. An uphill towing service will tow the karts uphill. Please make sure that your kart is strong enough to tow 6 other fully laden (with drivers) karts.
- 6. No expressed or implied warranty of safety shall result from the publication of, or compliance with, these rules and / or regulations.
- 7. This publication is in no way a guarantee against injury.