

SPRINT: A speed event run on private ground in which cars run from a standing start to a flying finish timed to an accuracy of 1/100th of a second. Courses are set on good quality tarmac and are generally between 0.5 and 2 miles long. The BPMC courses tend to be about 3000yards long with an assortment of bends. Cars start singly at 30-second, or so, intervals and if one catches the one in front then the lap is stopped to avoid any chance of contact. Normally each entry will get two practice and two competitive runs. All types of car are catered for (including modified and special) and are divided into classes to ensure a degree of fairness. All competitors in sprint events must wear a crash helmet and fire proof overalls to MSA standards.



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Bristol Pegasus
Motor Club



Club Motorsport at its Best

An Overview Of Competition Types



NAVIGATION EXERCISE: These events can be thought of as the bottom rung of the rallying ladder. The crew, consisting of Driver and Navigator, have to plot a route of 20-25 mile on public roads on an OS 1:50,000 map from a set of instructions supplied by the organisers. The crew then has to drive the route in the allotted time with penalties applied for not following the correct route and for arriving late at the finish (usually a pub). Run at an average speed of 10 mph on a Friday Evening, these events are not speed events, but are challenging for both experts and novices alike.

NAVIGATIONAL SCATTER: Also a navigational event on public roads using O. S. maps, but with no set route. The crews choose to visit a number of locations which they select from information supplied by the organisers. Some of these locations might be manned by marshals and further information will be supplied. Crews amass points by carefully selecting locations taking time and value into account. Photographic scatter type events may also be run, competitors having to identify locations from photos of, and taken from, that location.

TREASURE HUNT: These are designed for any club member to take part in using their normal road car. The idea is for them to drive along a route, guided by simple navigational instructions (this is not a Nav Ex!) and collect answers to questions. The questions should be in route order to allow competitors to retrace their steps to find any missing answers. An 'angle' might be added such as asking competitors to collect treasures on route, to answer a sub-set of out of order route questions or to answer a quiz. Whatever the style, it should be made known to competitors as part of the paperwork they are given at the start. Note that in all Treasure Hunts there is a maximum limit of 12 cars per event.

PRODUCTION CAR TRIAL: These events consist of several section set out on hilly ground, the idea being to climb as high as possible up a section before running out of grip. The sections are not timed so speed is not always desirable. Score 12 points for stopping at the bottom of a section reducing to 0 points for driving out of the top. The lowest score at the finish of the event will be the winner. Cars are divided into classes depending on their level of grip and climbing ability. I.e. Front Engined / Front Wheel Drive, Front Engined / Rear Wheel Drive, Rear Engined / Rear Wheel Drive. A passenger or 'bouncer' to provide extra grip as movable ballast is a useful addition!

AUTOTEST: A number of tests in which the driver has to complete a fixed course around marker cones (often involving reversing). These tests are timed to an accuracy of 1/10th of a second. Additional penalties are incurred for touching a marker cone or completing the test wrongly. The driver finishing the event with the lowest total time (including any penalties) wins. These events are usually run on sealed surfaces (tarmac, concrete) although they are sometimes run on grass. The competitors will be split into classes depending on the car type and length.

SOLO: These events are a recent arrival into the BPMC calendar. A Solo is a contest of driving skill that falls somewhere between an Autotest and a Sprint. Cars run one at a time against the clock on a short course that lays emphasis on car handling and agility rather than speed or power. No reversing is involved, and speeds and hazards do not exceed those encountered in normal driving on the road. The event is only open to road-legal cars that are taxed, insured and MOTd.

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