



Saturday Schedule

Saturday Morning

- 07:00 Gates open for Booking in
- 08:00 2WD Practice
- Drivers Briefing & Photocall
- 2WD Round 1
- 2WD Round 2

Saturday Lunchtime

- Monster Truck Race
- Wheelie Race
- Concours d'elegance for 2WD, Monster, Wheelie

Saturday Afternoon

- 2WD Round 3
- 2WD Round 4
- Raffle Draw
- 2WD Finals
- 2WD Race of Champions
- Trophies

Saturday Evening

- Endurance Race

Throughout the day on Saturday

- Charity Tombola

Sunday Schedule

Sunday Morning

- 07:00 Gates open for Booking in
- 08:00 4WD Practice
- Drivers Briefing & Photocall
- 4WD Round 1
- 4WD Round 2

Sunday Lunchtime

- Rally Race
- Wheelie Race
- Concours d'elegance for 4WD, Rally, Wheelie

Sunday Afternoon

- 4WD Round 3
- 4WD Round 4
- Raffle Draw
- 4WD Finals
- 4WD Race of Champions
- Trophies

Throughout the day on Sunday

- Charity Tombola

When you arrive

Please visit race control and book in when you arrive at the track. The booking in process should be swift but please be prepared to queue. Please ask questions while you're in the queue. There will be people around to answer them. For booking in we just need to know you're here.

Qualifying Heats

There will be one practice round in heat order.

There will then be 4 Rounds of 5 minute Qualifying Heats for each class. Busy classes will be split into 2 or 3 separate heats based upon the ability grade stated at online registration.

Each Heat is a staggered start format so buggies will start 1.5 seconds apart and it is all about completing as many laps as possible in those 5 minutes. The transponder system will record the exact time and laps over the 5 minutes.

Please look at the board outside the control hut to see which Heat you're in and make a note of your buggy number. The computer system will call out the buggy numbers for the staggered start so it's important that you know your number and you start as soon as you hear your number called out. At the beginning of each Heat the buggies line up in front of the transponder line. You will keep the same buggy number throughout the Heats. The order in which Buggies start is determined by the previous heat results. Quickest buggy starts first.

Make a note of who is in the Heat before you and be ready while that Heat is running. Get used to the faces up on the Rostrum. That's the best way to know when you're due up.

When your heat is finished the computer system will call out your buggy number and say "Finished". Keep going until you hear this. If you get confused, ask your fellow racers on the rostrum.

You must stay around after your Heat to marshal the next Heat.

Finals

The driver's best 2 heat times out of the 4 will determine grid position in the final. There may be A, B, C etc finals per class depending on entry levels. The top 2 finishers from each class skip the A final and enter into the Race of Champions.

Race of Champions

The top 2 drivers from each class skip the A final and enter into the prestigious Race of Champions. The winner of the A final could get a wildcard entry into the race as well.

This will see all classes fighting it out on track at the same time with separate starting grids around the track based on the class age.

Marshalling

All drivers must Marshal the heat immediately after their own heat.

When you finish your heat, place your Buggy on the table next to the rostrum and go straight out onto the track to your Marshal's post and put on the supplied high visibility vest. Marshal posts will be numbered and you should go to the marshal point with the same number as your car.

Marshals should stay at their marshalling points at all times during the race period. If a car is in need of assistance only enter the track when it is safe to do so, and when the car has been recovered get back to your marshal point as soon as possible but making sure that it is safe to cross the track. Please refrain from fixing cars at the side of the track; you are there to marshal only. Stay vigilant, stay alert and stay safe.

Drivers must not hit the throttle until the Marshall has stepped away.

Battery Charging

You will need to provide your own source of power for recharging of batteries. Generators may be used but please try to ensure to position them so they are out of harm's way and so they are not an annoyance to other people attending the meeting. 2s LiPo limit for the buggy racing. **Please charge LiPo's in a fire sack.**

Motors

There are no restrictions on motors.

Radio

Please consider using GHz radio for an easier day.

If you are running MHz radio, please state which crystals you have when you register online so they can be put into the race computer. Just state the colour or number of the crystals that you have e.g. Red, 915 etc. When you race you will be allocated a specific crystal for that heat so it is important that A1 have your crystal details in advance.

Transponders

If you don't have a PT (Personal Transponder) there will be Hand out Transponders provided on the day. These need to be securely fitted into your vehicle but need to be quickly removed because they have to be handed back to race control after each heat.

Hand out Transponders have their own battery and can be secured through the body shell as they have a body shell style mount. If you don't want to put a hole through the buggy body, you'll need to find a way to secure them very temporarily without sticking them. So find a way to make use of the body mount hole or cable tie them etc.

This is what they look like alongside another idea for securing them to the chassis.



Dimensions: AMBrc Rechargeable Transponder

Dimensions : 35 x 31 x 12 mm (approx. 1.4"x1.2"x 0.5") Weight : 22 g

Making sure you can accommodate the Hand-out Transponders in your vehicle is very important so please consider this prior to the event to save you time/panic on the day. If you'd rather purchase your own PT, they are in excess of £30 each and are smaller and powered from the receiver.

Support Races

The one-off Wheelie, Monster and Rally races will be a grid start and grid position will be drawn by lots. Winner will be the driver first to complete 9 laps.

If you have any completely battered and beyond hope Lexan Shells, please bring them along for Saturday's Monster Truck Race. Thanks in advance.

Due to the potential high number of entries, GHz radio is recommended.

Endurance Race

Please refer to the Revival Endurance Document for eligible buggies and rules for Saturday night's team endurance race.

Concours d'elegance

Concourse is £2 cash per entry, to be paid on the day. All entry money goes into the charity pot.

Book your concourse entry in with John Weston during the morning. John will give you a ticket to be displayed next to the car during the concourse judging. John will also check concourse eligibility at booking in.

Saturday: Any eligible 2WD Buggy, Wheelie, Monster Truck.

Sunday: Any eligible 4WD Buggy, Wheelie, Rally.

Concourse entries do not need to be actual race entries.

Charity Raffle

There will be a Saturday raffle and a Sunday raffle with some incredible prizes donated by sponsors and members. Raffle tickets will be £5.

Charity Tombola

Throughout the day, each day, there will be the opportunity to win RC prizes on the Charity Tombola.

Best Vintage Rostrum Outfit

There will be a trophy for the best Vintage Rostrum Outfit.

Best Vintage Pit

The most authentic looking Vintage Pit will win a trophy.

Trophies

Saturday

2WD Champion
2WD Runner Up
2WD 3rd Place

Top Qualifier 1970-1983 2WD
Top Qualifier 1984-1988 2WD
Top Qualifier 1989-1993 2WD
Top Qualifier 1994-1998 2WD

1st, 2nd, 3rd 1970-1983 2WD per final
1st, 2nd, 3rd 1984-1988 2WD per final
1st, 2nd, 3rd 1989-1993 2WD per final
1st, 2nd, 3rd 1994-1998 2WD per final

1st, 2nd, 3rd Wheelie
1st, 2nd, 3rd Monster Truck

Concourse 2WD Buggy, Concourse Wheelie, Concourse Monster Truck

Endurance Champions: A Class, B Class, C Class

Best Vintage Rostrum Outfit
Most Epic Crash
Icon of the Day

Sunday

4WD Champion
4WD Runner Up
4WD 3rd Place

Top Qualifier 1979-1988 4WD
Top Qualifier 1989-1993 4WD
Top Qualifier 1994-1998 4WD

1st, 2nd, 3rd 1979-1988 4WD per final
1st, 2nd, 3rd 1989-1993 4WD per final
1st, 2nd, 3rd 1994-1998 4WD per final

1st, 2nd, 3rd Wheelie
1st, 2nd, 3rd Rally

Concourse 4WD Buggy, Concourse Wheelie, Concourse Rally

Best Vintage Pit
Most Epic Crash
Icon of the Day

Useful information

There will be a Burger Van on site serving hot drinks, hot food and snacks.

The A1 Services & Grantham A1 Travelodge are a 1 minute drive from the Track.

http://motorwayservicesonline.co.uk/Grantham_North

There are Portaloos on site.

We have **Airborne Unlimited** filming the Revival from the air. No other airborne RC are permitted at the Revival.

The track must only be used for the scheduled racing. The track surface itself will be closed on Friday and immediately after the Endurance Race on Saturday night.

Recommended hotels that are near to the venue:

Grantham A1 Travelodge: <http://www.travelodge.co.uk/hotels/130/Grantham-A1-hotel>

Colsterworth Travelodge: <http://www.travelodge.co.uk/hotels/128/Grantham-Colsterworth-hotel>

Grantham Premier Inn: <http://www.premierinn.com/en/hotel/GRABRE/grantham>

The Kings Hotel, Grantham: <http://www.thekingshotel.com/>

Camping: Onsite at A1 from the Friday evening. Contact A1 Racing Club for details.

For attendees arriving on the Friday, there will be a get together in the evening in Grantham. A number of entrants will be meeting at the Wetherspoons Pub in town. The Tollemache Inn is 3.7 Miles (10 minute cab) from the A1 Travelodge.

<http://www.jdwetherspoon.co.uk/home/pubs/the-tollemache-inn>

Keep an eye on the Facebook Event for late breaking info: <https://www.facebook.com/events/1527228440866965>

A Map from the Services to the Track. Follow the red dots.

