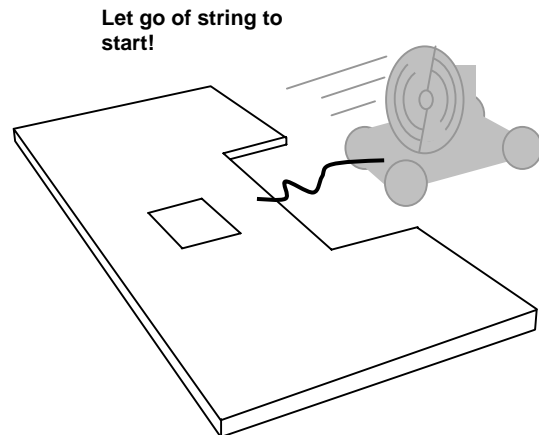
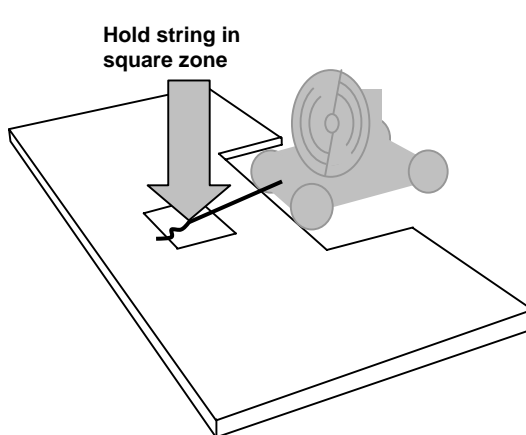
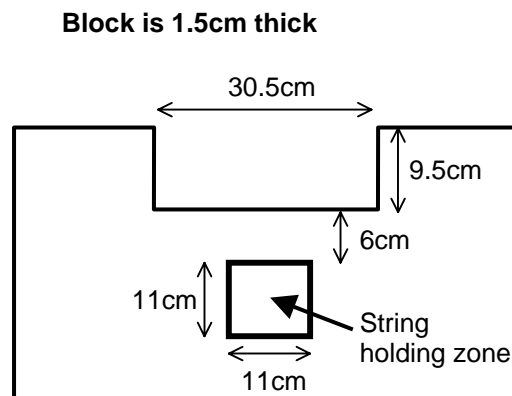
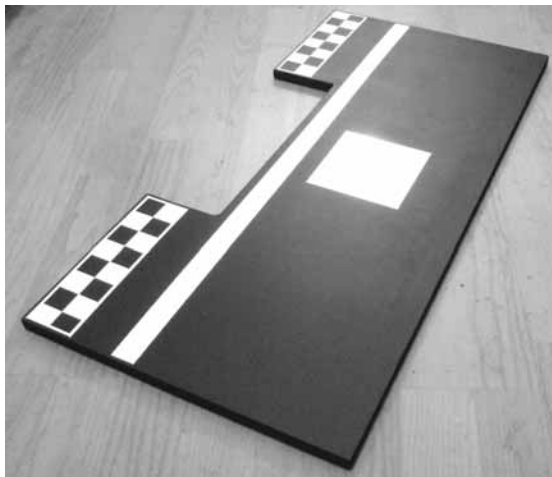


Start Gate

For round 2 and 3 (the finals) there will be a start gate. It is very simple, but is to make sure that everyone starts from the same place and to make sure no one pushes his or her cart from the start line.

The start gate is a simple block that you must put the back of your cart against. To hold and release the cart from the start gate, you must have a piece of string attached to the back of your cart. The cart will be on the start gate with its motor running. You will hold the string down on the start gate behind the cart and then let go. This will mean that no one will be able to push the carts. The string will have to be held down with your thumb or fingers within a square zone on the start gate. This is shown in the picture.



- You must make sure the back of your cart fits in the 30cm wide starting position.
- You must also make sure that the 1.5cm thick starting gate will not clash or get stuck on anything on the back of your cart, for example a propeller or a hook. Practice with some thing of the same thickness, like a book for example.
- It does not have to be the wheels that are touching the start gate edge, it can be any part of the cart, but this edge may be useful to help launch your cart in a straight line.
- The 'string' can be any kind of string or cord or thread, just make sure it is long enough for you to hold it in the square zone shown in the picture.
- The string can be attached to any part of your cart, but make sure it will fit over the 1.5cm thick start gate. Also it may be a good idea to think about whether the string will get caught in anything when the cart is moving.