

**Competition Committee SCRUTINEERING SHEET**

Event Name:

Event Date:

Drivers Name:

Navigators Name:

Competition Licence No.:

C O M P	P A S S	F A I L	R E C H	ITEM	CLASS	DRAW NO.
				Navigators ID Sighted	Licences	Comments
				Drivers "Drivers" Licences Sighted		
				<b>Roll Cage/Mounts/Welds/tags – Support Structure</b>		
				- Rollcage helmet clearance 100mm		
				<b>Roof plate - truck weight:</b>		
				- Design acceptable		
				- Thickness		
				Firewall	Chassis And Body	
				Body/Chassis (secure)		
				Tow Hooks/Front and Rear/HT Bolts		
				Bonnet (secure)		
				Seats (secure)		
				<b>Seat Belts Approved Type (secure) and installation</b>		
				Knobs on Levers		
				<b>Fire Extinguisher Approved Type/Test Date – SHAKE</b>		
				Crash Helmet Approved Type/Condition		
				Rims Size	Wheels	
				Tyres Approved Type/Size		
				Wheel Nuts and Studs (secure)		
				Foot Brake Operation	Brakes	
				Brake Hoses and Pipes (no defects)		
				Battery (secure)	Electrical Fuel	
				Fuel Tank/Lines/Non Leak Fuel Cap (secure)		
				Engine/Transmission Mounts (secure)	Engine	
				Extra Throttle Spring (to carb butterfly)		
				Cooling Fans/Drive Belts (shroud protection)		
				Adequate Exhaust System (protected)		
				Drive Shafts/Universals (secure)	Drive and Suspension Components	
				Steering Box/Rack System (secure)		
				Steering Joints and Hoses (no defects)		
<b>CHECK LIST FOR: Non C &amp; D Classes. @ Delete for G Class, * Delete for A &amp; B Class, # Delete for E &amp; F Class, % Delete for J &amp; K Class</b>						
				% Correct Body	SCRUTINEERING PASSED	
				##% Correct Engine		
				##% Correct Transmission		
				##% Correct Brake System		
				% Correct Front Suspension		
				% Correct Rear Suspension		
				% Front Springs and Shock Absorbers		
				% Rear Springs and Shock Absorbers		
				% Front Shackles and Bushes		
				% Rear Shackles and Bushes		
				@ No LSD, SRD, or Diff locking Devices	SCRUTINEER'S SIGNATURE	
				##% Inside Track Measurement		
				@* Independent wheel brakes one end only		

