



GreenpowerUSA Goblin Scrutineering Checklist 2022-2023

Version 1.0

Event Name:					Date		
Scrutineer Full Name:							
Team Name:					Car No.		
RULE	ITEM	REQUIREMENT	PASS	FAIL	RETEST	Note No.	
T1.1	Roll bar	In position and secure					
T1.5	Roll bar	Tallest driver's helmet is below the roll bar.					
T1.7	Bodywork	Covers all sides & front of car, including drive belt/moving parts.					
T1.9	Bodywork	No sharp edges protruding in or outside the car.					
T1.10	Bodywork	Bodywork that protrudes beyond the front of the chassis/floor must be easily deformable.					
T1.4	Floor (Gen1 only)	Covers all of the area in front of the seat - no gaps to the ground.					
T1.12	Brakes	Must prevent the car from being pushed when applied by the driver.					
T1.8	Battery Isolator	Must be easily accessed from pusher/any person behind the car (and driver if two are fitted).					
General	Steering	Check wheels do not foul bodywork when turned to full lock in both directions.					
General	Steering	Check for play - all fixings secure, but allowing steering to be easily turned.					
General	Steering	Check linkage rods are fitted securely with lock nuts (no up and down movement).					
General	Wheels	Check security, bearings and tires.					
General	Wheels	Check drive wheel is located on drive pin.					
General	Wheels	Check all tires are the same, standard type.					
General	Harness	Check fixings points are secure.					
General	Seat	Secure. Gen1 fibreglass seat does not require fixings.					
General	Throttle	With isolator OFF - Check button springs to off position.					
T1.2	Motor	Greenpower/Fracmo motor with warranty seals intact.					
General	Wiring	Neatly run and secure away from moving parts.					
General	Wiring	Securely attached to components.					
General	Wiring (Gen2 Only)	Check rocker switch LED illuminates when live.					
T1.3	Batteries	Secured to chassis with battery clamp.					
General	General	Ensure no loose/trailing items which could be a danger including spare drive belts etc.					

Notes: Refer to note numbers on line items above.

PASSED – Hand scrutineering sticker to team and give them this form to exchange for race numbers at Race Admin.
FAILED - Cannot pass following re-testing, hand this form to the Chief Scrutineer.