THE CARTOON BOOK OF

ESKOOTR



MACHINE

SPORT ON EARTH

Sport on Earth Books · The Motorsport Family

Original illustrations · No characters were copied in the making of this book

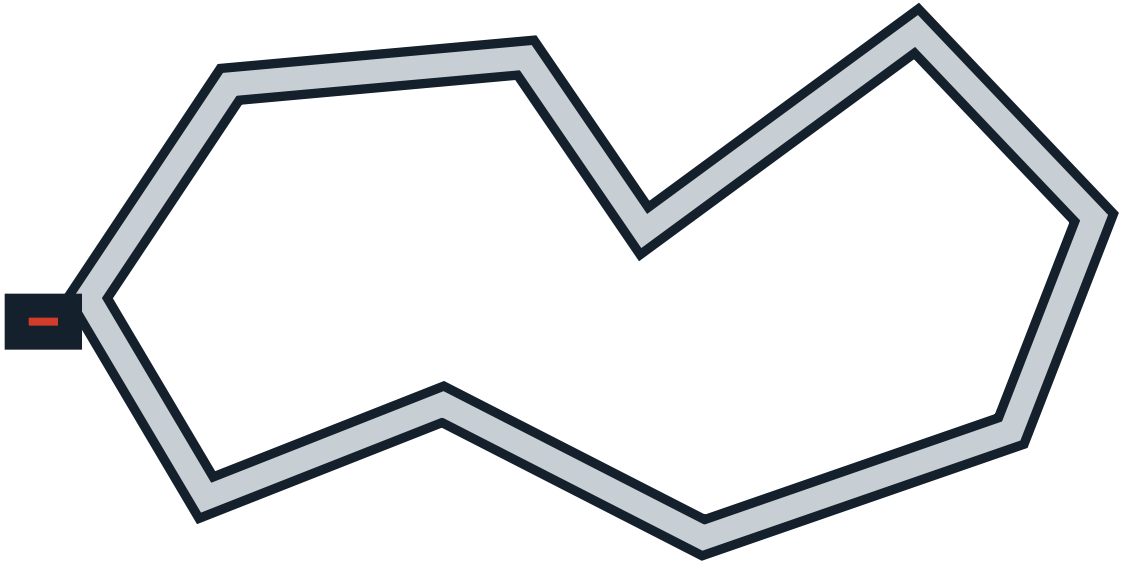
Meet eSkootr!

Electric scooter racing on street circuits.



Where It Is Played

Short city-centre circuits built for six-rider heats.



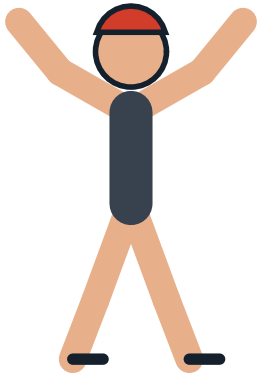
The Gear

The spec S1-X eSkootr supplied under the eSC Technical Regulations — one identical machine specification for every rider, with a rider-attached kill switch lanyard.



How It Starts

There is no open entry: riders are signed by the championship's 10 teams, typically from motorcycle, scooter, cycling and action-sports backgrounds.



How to Play

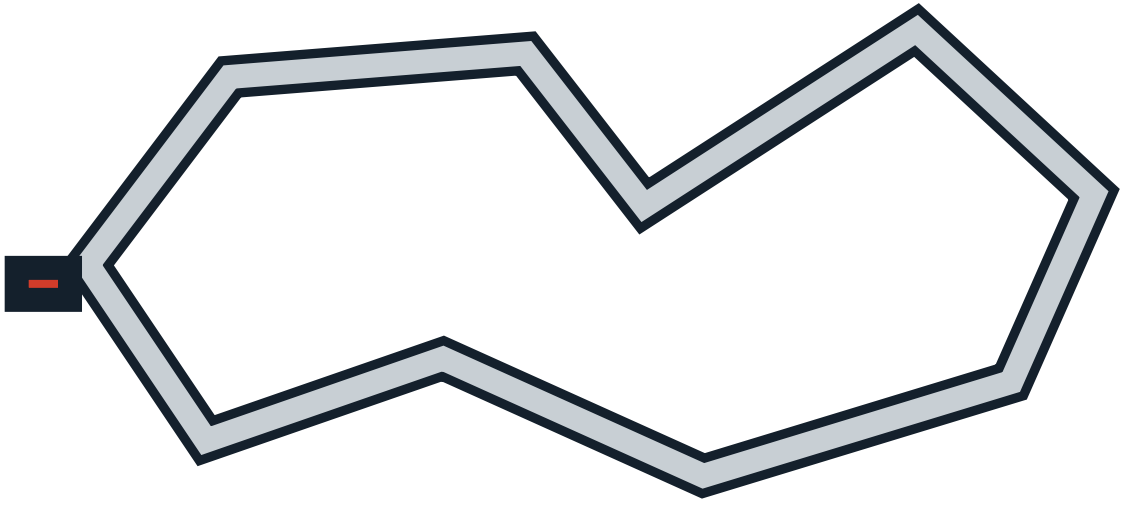
- Format: 10 teams of 3 riders (30 riders) compete; only six riders are on track at one time, so racing is divided into heats.
- Team day: Friday is the team day, with free practice and a relay race to secure team points and additional boost allocation.
- Individual day (Round 1): five heats of six riders; the top four from each heat advance, and the remaining riders contest a Last Chance battle for the final four Round 2 slots.
- Individual day (Round 2 and 3): 24 riders in four heats, top three per heat advance; Round 3 has 12 riders in two heats, top three per heat reaching the Final.

More of the Game

- Final: six riders contest the Final, with the top three making the podium.
- Scoring: each rider earns points based on finishing position in each race; points add up to define the winner of each event and ultimately of the season.
- Single-spec machine (Technical Regulations): all riders use the eSC eSkootr S1-X under a principle of single-eSkootr competition, with a technical register completed before any event.
- Safety (Technical Regulations): a kill switch lanyard must be fitted and attached to the rider at all times when the scooter is in use, and only cameras supplied by eSC may be fitted.

The Shape of a Match

Short heat races for six riders at a time, progressing through elimination rounds to a six-rider final across a two-day event.



More of the Motorsport Family

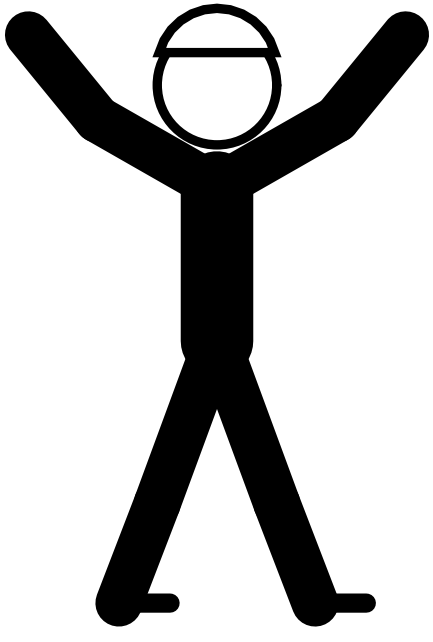
- Motorsport — Race cars or motorcycles for time or position across circuits, rallies, or ovals.
- NASCAR and IndyCar — North America's stock car and open-wheel series.
- MotoGP — Top class of grand prix motorcycle racing.
- World Rally Championship — Cars race against the clock on closed roads.
- Powerboat and Jet Ski Racing — Water racing including F1H2O and electric E1.
- Monster Truck Racing — Stadium shows with oversized trucks, led by Monster Jam.

A Note on the Rules

eSkootr is an authored single-series code (the eSkootr Championship, founded 2022): spec electric race scooters, short street-style circuits, heat-and-final formats — a promoter-written rulebook for a series in its infancy. No historical law change exists to carry for eSkootr.

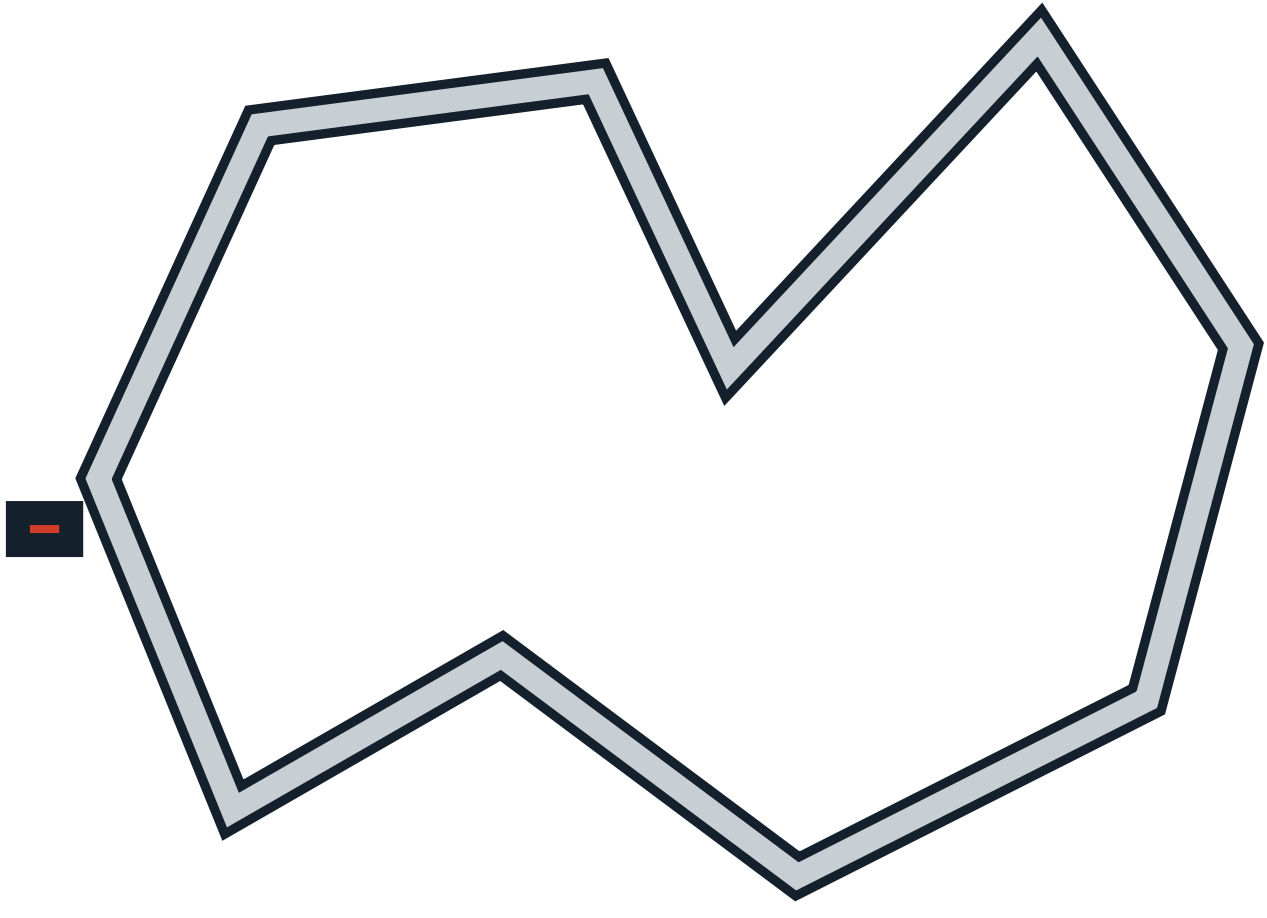


Colour the Action

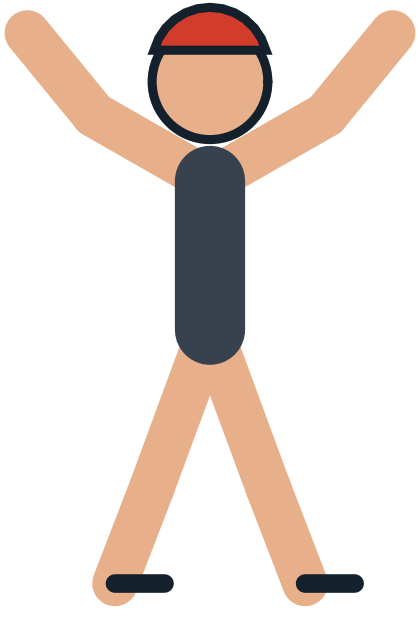


Psst — this page is a colouring page!

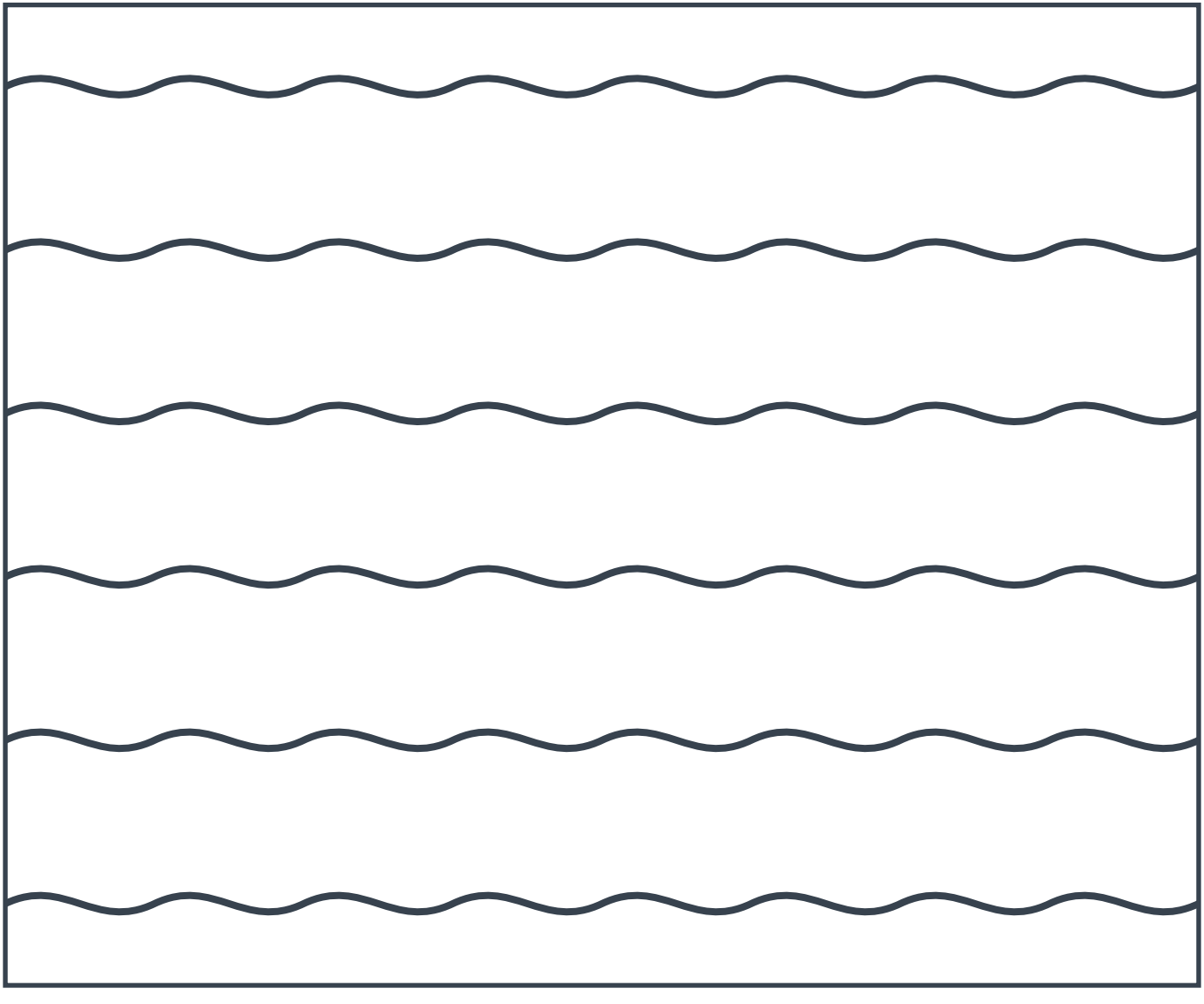
The Sport Today



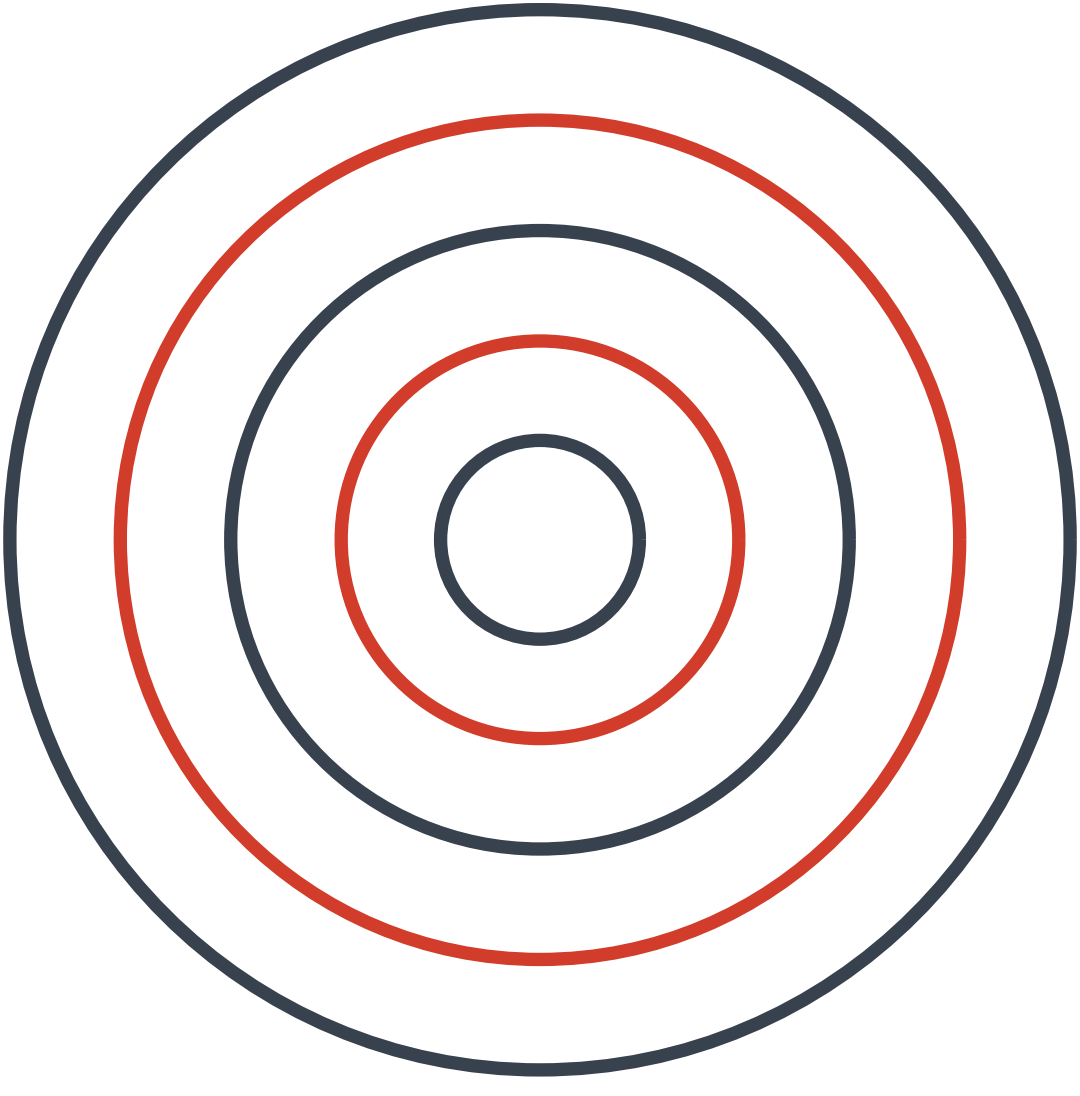
At School and College



Play It Near You



Through the Year



The Motorsport Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Motorsport — Race cars or motorcycles for time or position across circuits, rallies, or ovals.
- NASCAR and IndyCar — North America's stock car and open-wheel series.
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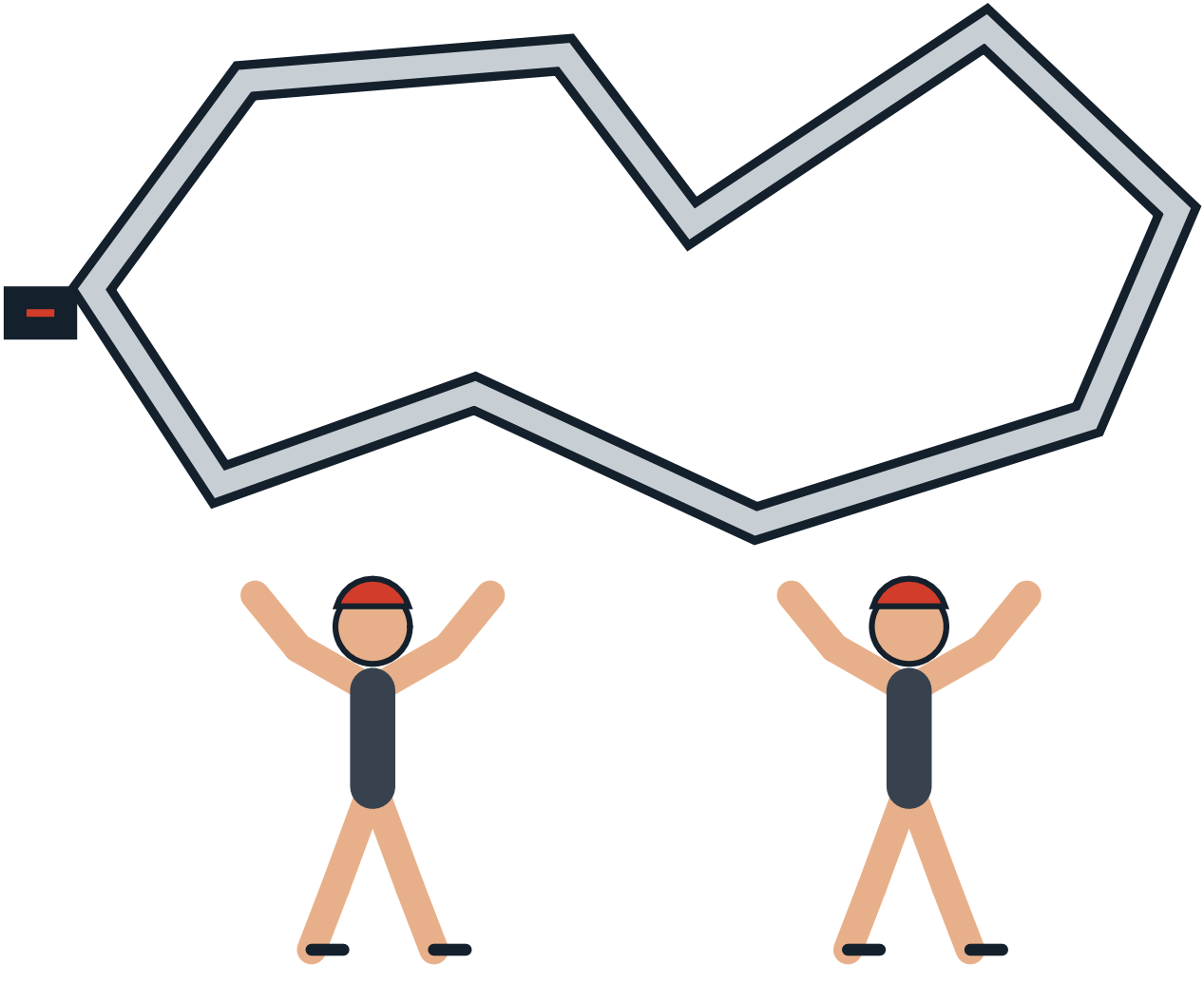
Game Day!



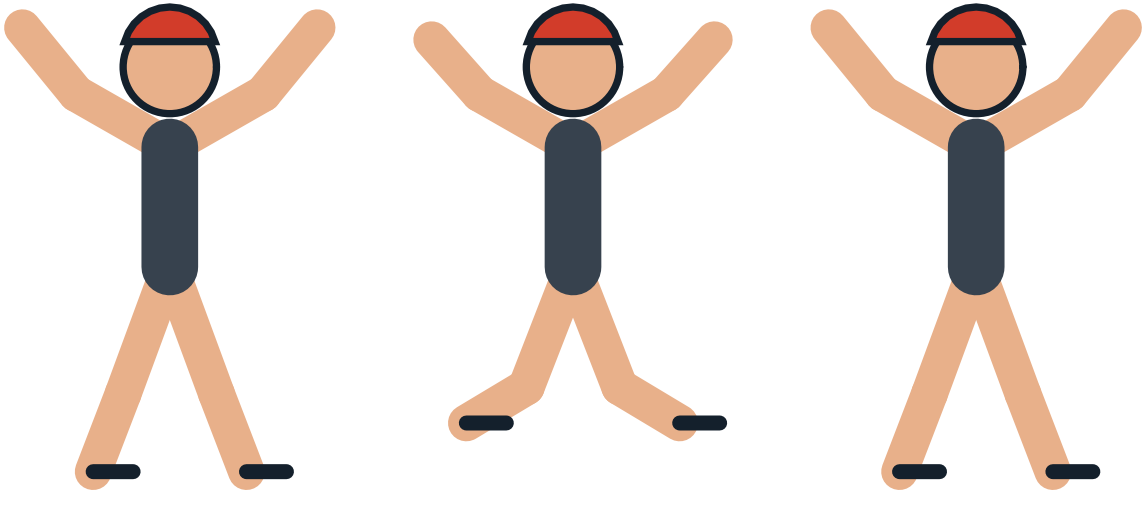
The Sport on Earth Mark

Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.

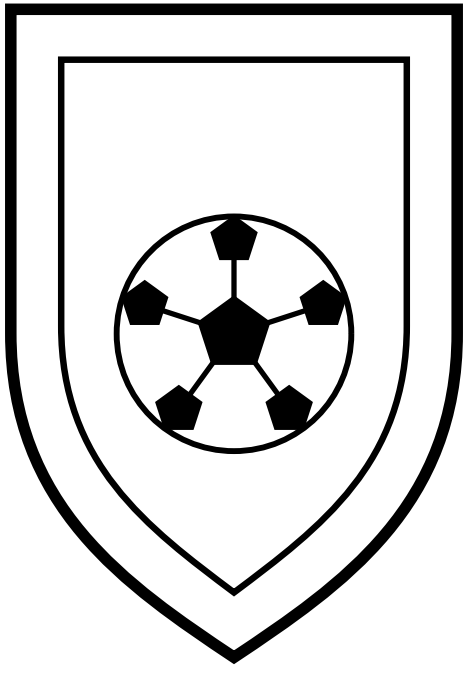


SPORT ON EARTH

Moves of the Game



Design a Badge

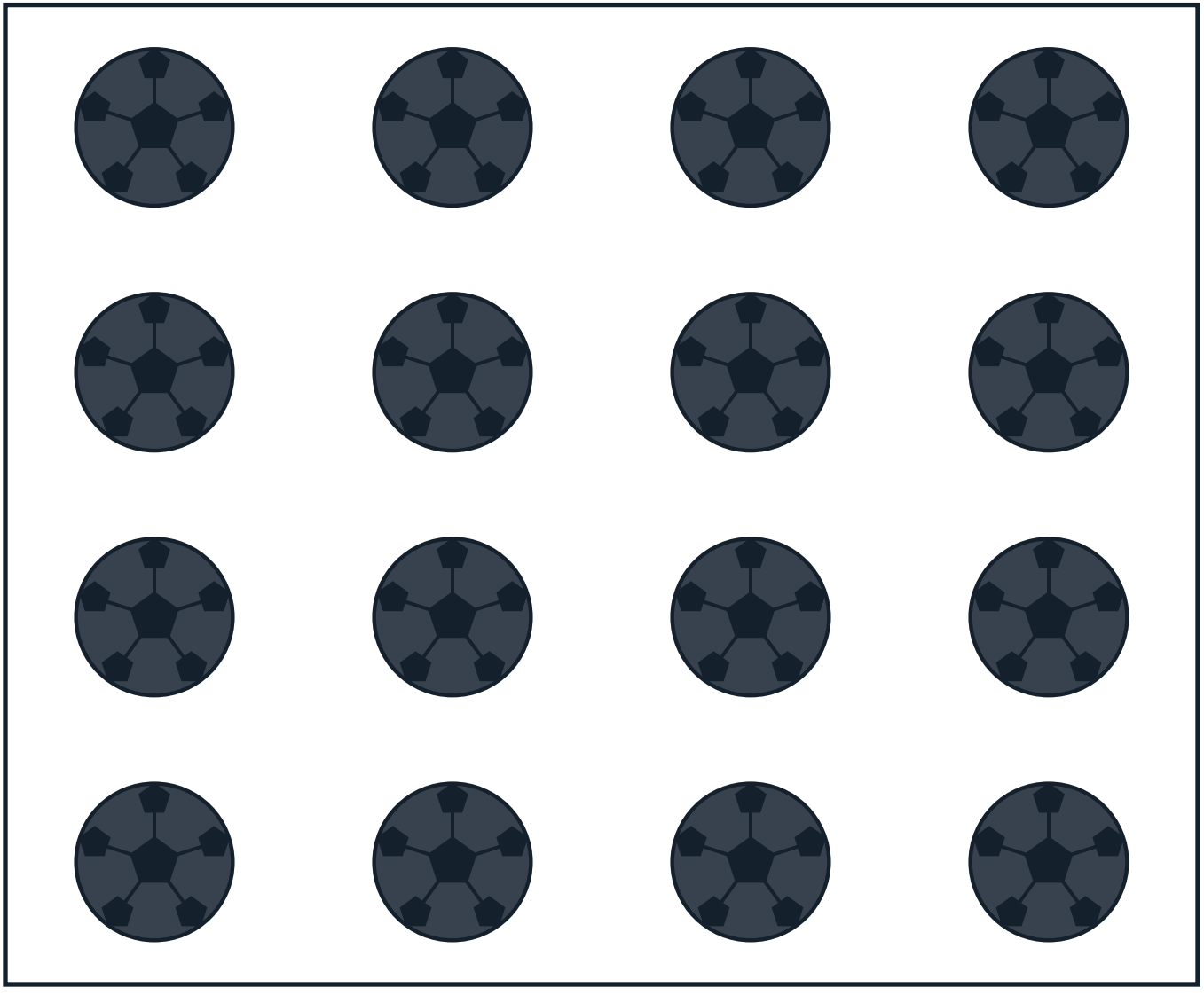


Draw and colour a badge for your own team.

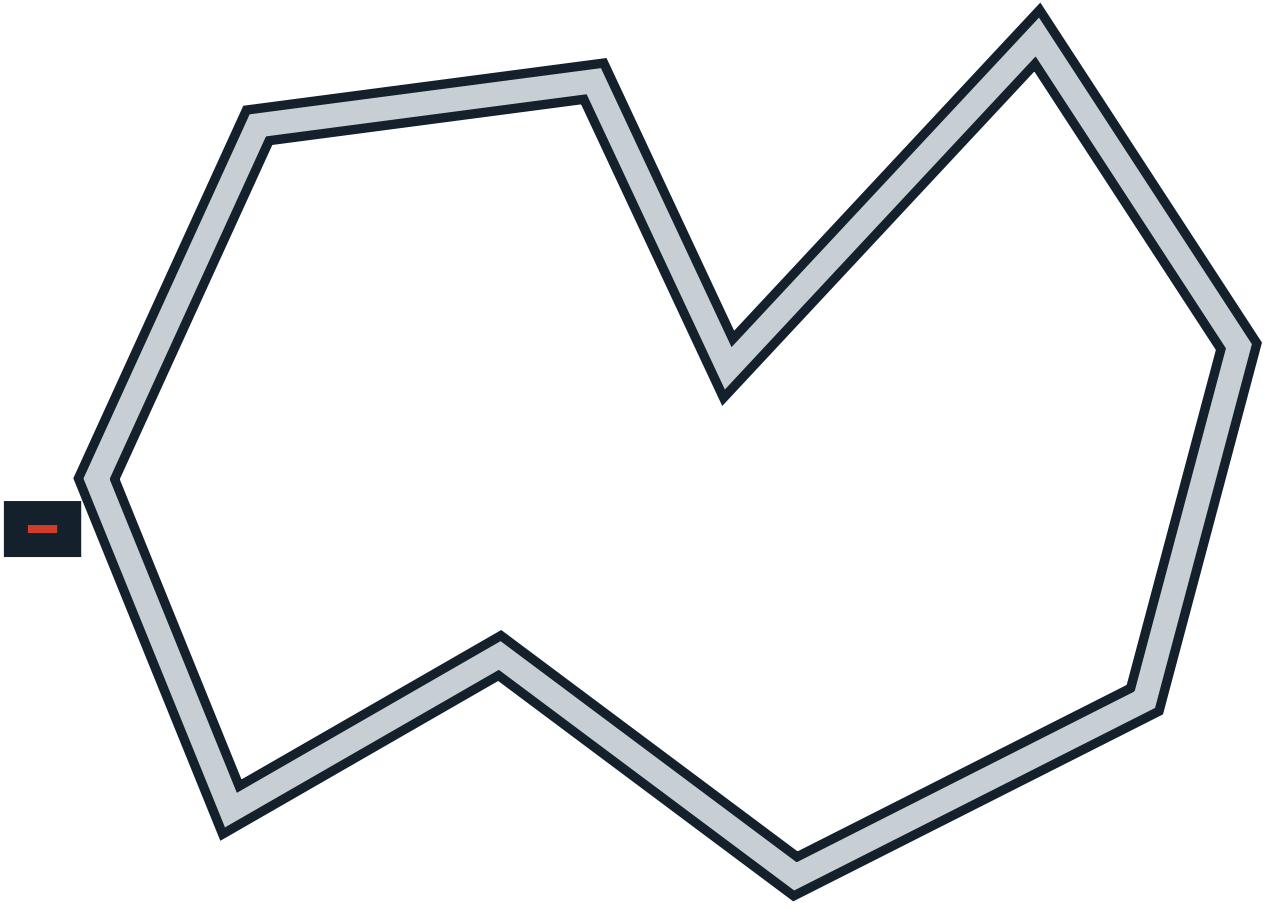
The Gear Parade



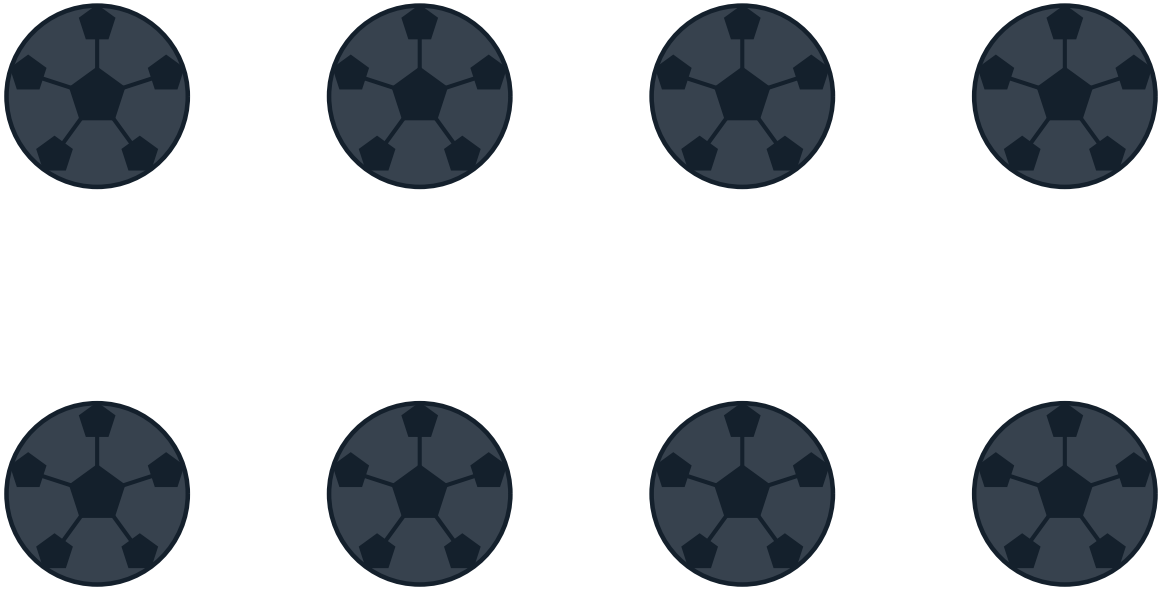
Pattern Play



The Arena From Above



Count the Balls!



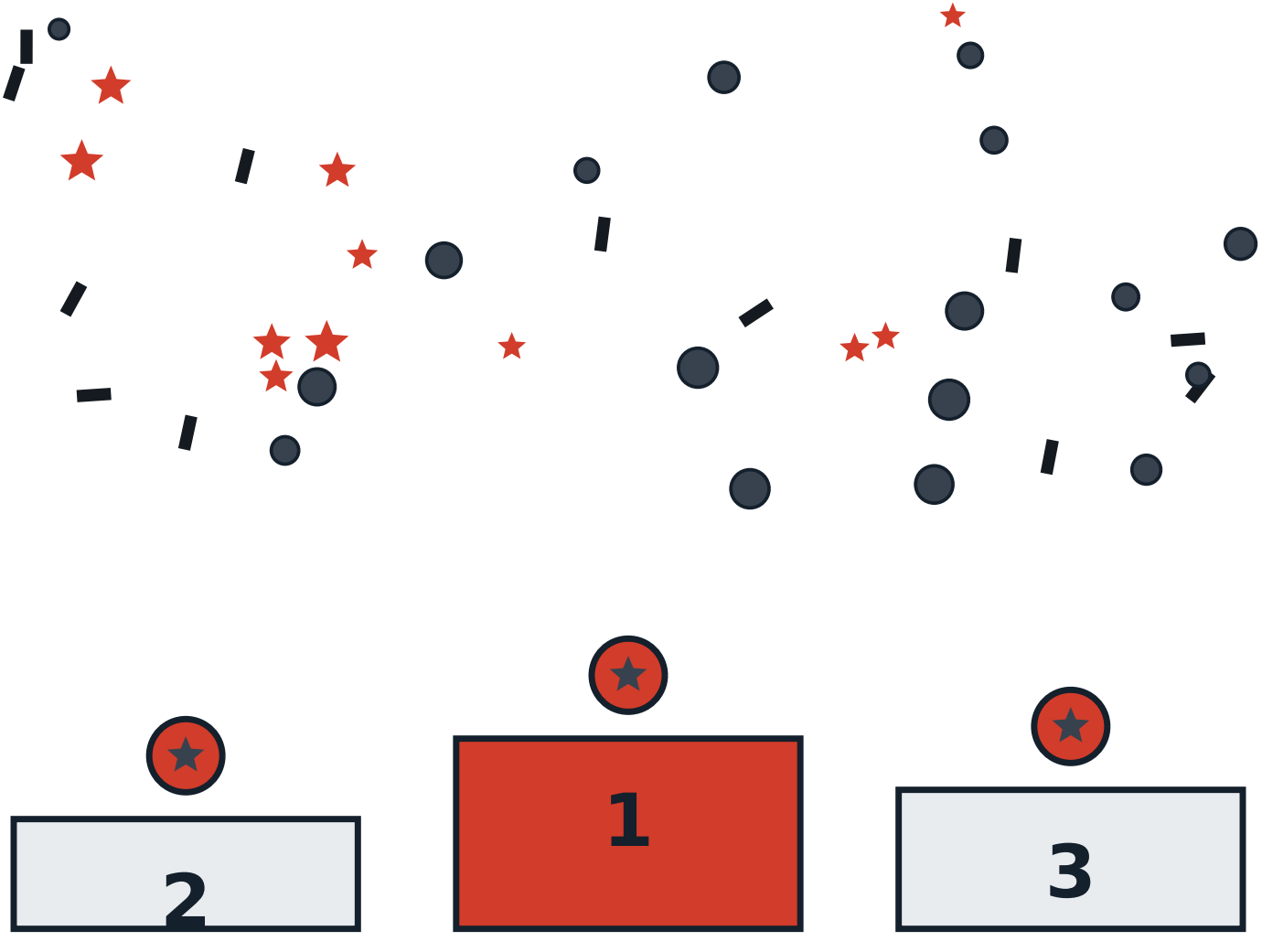
How many can you count? Write the number here: _____

My Favourite Part of eSkootr

Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: eSkootr Championship (eSC), the championship's own governing body. Laws edition the site's rules file follows: eSC Technical Regulations V2, May 2022; race format as published on esc.live (inaugural 2022 season). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Motorsport
- The Cartoon Book of NASCAR and IndyCar
- The Cartoon Book of MotoGP
- The Cartoon Book of World Rally Championship
- The Cartoon Book of Powerboat and Jet Ski Racing
- The Cartoon Book of Monster Truck Racing
- The Motorsport Colouring Book
- The NASCAR and IndyCar Colouring Book

My Notes

eSkootr

The Cartoon Book of eSkootr — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

