

HIRE OUT KARTS AND KIT

Keep a register of your team's karts, engines and kit on the web portal, assign kit to drivers, store karts for a fee, and book hires that go straight into Money.

For: Team managers, Drivers · App and Web portal · 4 min read · Updated 16 October 2026

A new Cadet wants an arrive-and-drive kart for Saturday, a privateer leaves his chassis in your unit for the winter, and you have a spare engine that needs to be with whoever is racing it this weekend. You want to know where every bit of kit is, who has it, and that each hire or storage fee ends up on the right invoice.

Managers do all of this on the web portal. Drivers see their kit and their hires in the app.

BEFORE YOU START

- **Manager:** a team on AVB RaceLabs with an active team plan, and access to the web portal.
- **Driver:** the app, and membership of the team.
- The kit you want to register, with its make and, for engines, its hours.

MANAGER: BUILD THE REGISTER

1. On the web portal, open **Team > Assets** in the sidebar.
2. Click **Add asset**. Choose the **Kind** (such as **Complete kart**, **Chassis**, **Engine** or **Tyre set**), give it a **Label**, and add **Make**, **Model**, **Serial** and **Purchase date** if you have them.
3. Set **Ownership**: **Team-owned**, **Driver-owned** (choose the driver who owns it) or **My own**.
4. For an engine, fill in **Engine hours**, **Hours since rebuild** and **Rebuild due at (hours)**. The register flags an engine that is due.
5. Click **Save asset**.

The **Fleet count** at the top shows each kind of kit, split by make, with how many are **Available**, **On hire**, **With a driver**, in **Maintenance** or **Retired**.

Good to know: Kit a driver owns is marked **Not for hire**. The team can't hire it out, and it stays in the register if the driver leaves. To hire it, change its owner to the team.

MANAGER: ASSIGN KIT TO A DRIVER

1. Click **Open** on the asset.
2. Under **Custody**, choose the member in **Assign to**, add a **Note** if you like, and click **Assign**.
3. When it comes back, click **Take back**.

The asset's **History** keeps every assignment with its dates, such as "Alfie held it from 3 May to 21 June". The driver sees what they hold under **My kit** in the app.

MANAGER: STORE A KART FOR A FEE

1. Open the asset and go to **Storage**.
2. Choose who it is **Billed to**, the **Rate**, the **Period** (**Per month** or **Per season**) and the **Start date**.
3. Click **Start storage**. The first period is charged at once.
4. Later periods are raised when you click **Run recurring storage charges** on **Team > Money, Charges** tab. Running it twice never charges a period twice.
5. When the kart goes home, click **End storage**. The final period is still billable.

MANAGER: SET YOUR HIRE RATES

On **Team > Rentals**, the **Rate card** sets what you charge. Choose an **Asset** or a **Kart class**, the **Basis** (**Per session**, **Per day** or **Per weekend**), the **Rate** and what it **Includes**, then click **Add rate**.

Availability shows which days an asset is already booked: choose the **Asset**, **From** and **To**, and click **Check**.

MANAGER: BOOK A HIRE

1. On **Team > Rentals**, under **New booking**, choose the **Asset** and the **Renter**.
2. Set the **Start date** and **End date**. Dates are inclusive: a booking ending on the 5th clashes with one starting on the 5th.
3. Choose the **Basis**. The **Rate** comes from your rate card; type a rate or a **Total** to override it for this booking only. Add a **Deposit** if you take one.
4. Click **Book**.

The portal shows "Booking created. Its hire charge is in Money, ready to invoice." The hire is charged when you book it, so it is on the driver's account straight away and goes on their next invoice.

A booking that overlaps another is refused, and the message names the clashing booking. A booking for driver-owned kit is refused too.

MANAGER: SEND IT OUT AND GET IT BACK

1. Click the booking on the **Hire board** to open it.

2. When the kart leaves, add **Handover photos** under **Condition photos** if you like, then click **Send out**. It reads **Out on hire**.
3. When it comes back, add **Return photos**, check it over, and click **Mark back in**. It reads **Back in**, and any dates left on the booking are free to book again.

Sending out and marking back in never charge anything more. The booking's **History** lists each step with who did it and whether it happened on the booked day or early or late.

CANCEL A BOOKING

Open the booking and click **Cancel booking**. Its hire charge is cancelled too, and if it was on a draft invoice the line comes off the draft.

If the charge is already on an issued invoice, the booking can't be cancelled. The message under the buttons tells you to credit it on that invoice first (**Money > Invoices**), then cancel the hire.

READING THE RESULT

The **Hire board** on **Team > Rentals** shows every hire by where the kit is:

- **Booked**: not gone yet, with "Goes out" and the date.
- **Out on hire**: with the renter, and "Back by" the end date.
- **Due back**: the end date has passed and nobody has marked it back in, with how many days overdue.
- **Back in (30 days)**: returned recently.

In the app, drivers see their bookings under **My rentals** with the dates, basis, rate, total and deposit, and the kit they hold under **My kit**, with each engine's hours and whether a rebuild is due.

If a booking is refused, read the message: it names the booking that clashes, or tells you the kit belongs to a driver. If a hire charge looks wrong, fix it before the invoice is issued; after that it is a credit note. For anything else, send us a message. The contact form is at <https://avbracelabs.com/contact>.

This guide is also at <https://avbracelabs.com/guides/hire-out-karts-and-kit>, where it is kept up to date. AVB RaceLabs gives setup guidance, not guarantees: every adjustment is your call, so check it yourself or with a qualified mechanic before the kart goes out.