Luthanick

GVDS
Gas Value

Operand 1

Two Input
Operator
OR

*Optional

*Optional

*Optional

Operand 2

Comparison
Value 1

This should make the rider/bike stay frozen when you restart to this checkpoint until the player press the left stick left or right.

GVDS
Left Stick
Horizontal Value

Comparison
Value 1

Generic Filter
Equals
Comp Val 2: 0

It could also check if you press left, right, gas, or brake by using OR on all those values and checking the OR with the top generic filter.

On False

Set Value Event
Set
0.00

Interval Trigger
1 Tick

Enabled

I haven't actually tested this yet to confirm that it works, but I think it should ;)

Variable Data
Source
0.00

Frozen

Player And/Or
Bike

Reset on
Checkpoint
Restart turned
off

It's always a good idea to send the checkpoint trigger to a splitter first, but that' optional.

Trigger Enabled ON
Trigger Also in Restart ON

Checkpoint

Generic Filter
Equals
Comp Val 2:0

On False

On True

Set Value Event
Set
1.00

Comparison
Value 1

Variable Data
Source
0.00

Reset on
Checkpoint
Restart turned
off

Once the basic setup is there, all you need for additional checkpoints is in this circle.

Checkpoint

Generic Filter
Equals
Comp Val 2:0

On True

Set Value Event
Set
1.00

Comparison
Value 1

On False

Variable Data
Source
0.00

Reset on
Checkpoint
Restart turned
off