

# Rok Cup Round 4 Drivers Briefing Notes

# 1. General Safety

- a. You are reminded that Motorsport is Dangerous. So as to minimise risk and to ensure the continuity of the Race Meeting please ensure that you comply with the directions given by the Officials/Marshalls at all times.
- b. Fire Extinguishers are located at the Marshal Posts around the circuit, as well as the Pit Lane and Paddock.
- c. If you encounter mechanical problems, which may cause oil or water to be deposited on the track, please leave the circuit when it is safe to do so and, in every case, keep clear of the racing line.
- d. Competitors, whilst on the circuit, must always fasten their helmets and suits securely.
- e. Karts will be called to the Start Servicing Park prior to being released to the Pit Lane or Grid. All drivers and karts must be in the Start Servicing Park within 10 minutes of being called.
- f. Should you be required to report to the Race Director or the Clerk of the Course you will be required to present yourself to the Stewards Room. Access is for officials or by invitation only.

#### 2. Pit Lane Rules

- a. When leaving the Pit Lane, all karts must keep to the left of the exit line. Similarly, all karts must keep to the left of the entry line when entering the Pit Lane. All karts must reduce their speed considerably upon entering and/or exiting the Pit Lane; this should be strictly adhered to.
- b. The exit line should not be crossed by karts exiting from the pit lane.
- c. Karts must not be driven in the paddock area; they must be placed on trolleys and pushed to the form-up area.

d. The speed limit for Pit Lane is **20kmh**. For speeding offences between 20kmh to 35kmh, the usual penalties would apply. Further penalties may be imposed at the discretion of the stewards. For speeding offences above 35kmh, the penalty is exclusion and a \$300 fine.

#### 3. Practice / Qualifying

a. If you wish to travel slowly to get a clear lap, this must be done without hindering another driver in any way whatsoever.

### 4. Rolling Start

At the end of Formation Lap, Drivers will proceed at a reduced speed of 30kph minimum to 50 kph maximum towards Starting Line.

Each kart must maintain in their position until start is given. The Start will be given by all the Red Lights being switched off. If Starter is not happy with the procedure, Track Marshals will wave yellow flags at all posts to indicate another formation lap.

Radar Gun will be used to check on the kart speed. If any speed above the permitted speed will be investigated for any penalties.

# 5. Races

- a. All karts will proceed for the warm-up and formation laps from the Pit Lane, except for the Final race, where they will proceed from the Grid.
- b. Please keep the formation lap at a reduced speed and as tight as possible. The onus is on the top two karts to keep the field in formation. Failure to do so will result in the relegation of the top two karts to the back of the field.
- c. The race will only start when the karts are within the tramlines.
- d. More than one change of direction to block another kart is prohibited.

#### 6. Track Limits

Please respect the track limits, breaches of the rules may result in referral to the Stewards. This will be at the discretion of the Race Director and COC.

#### 7. Kart Retrieval

- a. Retrieval will be via a pick-up vehicle at the completion of the race or session.
- b. Junior and Senior drivers must assist in the retrieval.
- c. Drivers are only allowed to remove their helmet when in a Marshall post.
- d. Any Kart damaged on track MUST REPORT immediately to the Technical Area to be inspected by the Scrutineers prior to returning to the paddock.

#### 8. Technical Inspection

- a. At the completion of each race, the major place getters and random karts will be impounded for inspection and compliance checks.
- b. The Technical Area is a restricted area and is only accessible by invitation by a Technical Official.

#### 9. Sport Action Cameras and Footage

- a. Sport Action Cameras are not allowed from Official Practice onwards.
- b. The Organiser may mount Sport Action Cameras on selected karts with the driver's permission. Footage in such cases will be the property of the Organiser and may not be used for Protests and Appeals.

# 10. Flags

- a. The penalty flags will be shown at the Starter's Tower.
- b. Single waved yellow flag: reduce your speed, do not overtake and be prepared to change direction. There is a hazard on the edge or on part of the track.
- c. Double waved yellow flag: reduce your speed, do not overtake and be prepared to change direction or stop. There is a hazard wholly or partly blocking the track.
- d. Red flag: all karts must reduce speed and proceed back to the Pit Lane (Qualifying) or the Starting Grid (Races).

# e. Blue and Red Double Diagonal:



This flag, at the discretion of the Clerk of the Course / Stewards, together with an appropriate board showing the Kart number/s, will be displayed to the Competitor/s who are about to be or have been overlapped.

On receiving this flag, the Competitor must stop racing, move off the racing line so as not to impede the progress of any other Competitors and return to the in-grid prior to completion of their next lap. Approaching the in-grid, the Driver of the lapped Kart must raise one hand to clearly signal to following Competitors that they are leaving the Track.

Competitors who obey this flag will be classed as finishers and awarded a finishing position in the race.

Competitors who fail to obey this flag will be shown the black flag, together with an appropriate board showing their Kart number signalling them to immediately cease racing and return safely to the in-grid without impeding another Competitor, and report immediately to the Clerk of the Course or assistants. There shall be no appeal against this decision or penalty.

f. All drivers/ entrants/ team managers, etc., are expected to be familiar with the series regulations, flag signals, and safety protocols.

#### 11. Conduct

- a. Abuse of fellow competitors or marshals/officials will be not tolerated.
- b. Anyone caught fighting will be barred from the event.
- c. Competitors will be held responsible for the actions of their team members.

# THANK YOU AND HAVE A SAFE RACE