



Drivers Briefing Notes

Emerald Kart Club Round 1 2024

1. Motorsport Is Dangerous

You are reminded that Motorsport is Dangerous. To minimise risk and to ensure the continuity of the Race Meeting please ensure that you comply with the directions given by the Officials at all times.

2. Official Documentation

The Supplementary Regulations, Addendums and any Bulletins that are official documents will be posted on the Official Notice Board. The Notice Board is located outside the Scales Shed on the western wall.

3. Communication From Officials

Any Driver and/or Participants who are involved in an incident and who may be subject of a Penalty Notification or an Infringement Notice will be notified via an official on the In Grid or via the PA System. You must report to the Stewards Room as soon as possible and within 30 minutes of the Notification being issued or announced. Non-attendance within 30 minutes will result in the automatic issuing of your penalty by the Stewards.

4. Start Procedure - Competition Rules Chapter 1 Rule 22

Please review the above rules in the 2024 Australian Karting Manual National Competition Rules. The following are specific rules to be aware of:

- The signal to depart the Grid is given by the Grid Marshall. A Driver delayed will have one (1) lap to clear the grid. The one (1) lap will end once the last Kart on track has passed the out-grid gate to complete their roll up lap.
- The Formation Lap begins from the Control Line (Start/Finish). Pole position must slow from this point. The Red Formation Line is along the back straight. Competition Rules Chapter 1 Rule 22 d) xii) will be enforced.
- The Driver on pole position shall set the speed at which all Drivers shall approach the Starting area (which shall be no more than approximately 40-50% of race speed), keep a consistent speed in anticipation of the Start signal being given.
- The start signal for all races is when the RED light is turned off by the Starter.
- Should the Starter abort the start, Drivers will continue around the Racetrack on another formation lap in preparation for a start

5. Cut Through

The Cut Through's will not be in use.

6. Recalled Start - Competition Rules Chapter 2 Rule 4 b)

If the Starter decides that a Race Start should be recalled; the following procedure will be implemented:

Flashing yellow lights will be displayed at all light/flag points around the Racetrack.

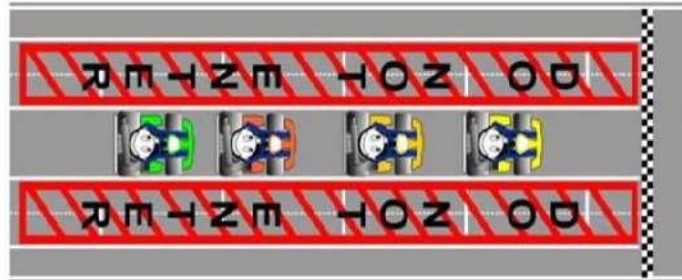
The Green with Yellow Chevron Flag will be displayed at the Starters Podium prior to the completion of the first lap by the Race Leader. This will be signal to all

Drivers that the Race will be restarted and follow Competition Rules Chapter 1 Rule 22.



7. Full Course Yellow - Competition Rules Chapter 1 Rule 24

For clarity on section e) iv) of the above rule, A diagram summarising where the karts should be positioned on the restart can be found below. Note that you cannot break this formation until you cross the Control Line (Start/Finish), even when seeing a green waved flag or green light on gantry panel.



8. Red Flag Stoppage - Competition Rules Chapter 1 Rule 25 & Rule 26

In the event of a red flag stoppage, drivers are to stop in the mechanical breakdown lane. You must remain there until instructed otherwise. Unless approval is provided from Race Control, no one other than the Officials are to approach the karts.

Restart procedures are the same as Full Course Yellow if restarted for laps remaining.

9. Flags and Safety Lights – Competition Rules Chapter 2

Please note safety light placement during practice and roll up laps, there are 6 safety light positions. A flashing yellow may be displayed during the first roll up lap.

10. Stopping on the track / Stalled kart – Competition Rules Chapter 1 Rule 15

If after 15 seconds you are unable to restart your kart, competitors are required to move their kart to a safe position and then yourself behind a barrier or in a flag point.

11. Chequered Flag - Competition Rules Chapter 2 Rule 4 m)

Competitors are required to enter the in-grid after turn 1 when having received the Chequered Flag.

12. Black & White Chequered Flag – Competition Rules Chapter 2 Rule 4(m)

Entering the in-grid, NO **COMPETITOR IS TO EXIT THEIR KART UNTIL OFFICIAL DIRECTION IS GIVEN.**

The in-grid, scales and Technical is under Parc Ferme conditions. No competitor shall enter without approval from the Officials.

13. Cadets and Junior Events

When requested, Officials will ask for a minimum of three (3) Parents/Mechanics to be spread in safe positions on infield of the Track to assist Drivers to help remove karts from the Track if they stop. All assistants must wear a high visibility vest and stay in a safe position unless assisting to retrieve a Kart.



14. Kart Retrievals

Will be via direction of the Officials. A recovery vehicle will be in use.

15. Crossing the Track

Crossing the Track without permission from Race Control or an Official, is NOT permitted. At no time is a Driver, Mechanic or Parent to enter the Track without permission.

16. Camera's – Technical Rules Chapter 1 Rule 8 i) iv)

If a camera/s is fitted to the kart, one must be on the nassau panel. Ensure the camera is securely tethered.

17. Consumption of Alcohol - Chapter 1 Rule 32 d)

Clarification The consumption of alcohol by any Licence Holder, Member, Pit Crew or Official in the Paddock, Event headquarters or any section of a competition venue under the control of the Officials of the Race P A G E | 2 Meeting is strictly forbidden until all practice and/or Competition has concluded for each day of an Event or Race Meeting.

18. Smoking, Vaping, Welding, Angle Grinders, Open Flame Devices - Chapter 4 Rule 14.

Clarification a) Smoking, (including the use of E-cigarettes), and Vaping is not permitted in the paddock, unless in an area approved by the Organiser and then, only in accordance with applicable laws. b) The use of a welder, angle grinder, any open/naked flame device, or heating gun is not permitted in the paddock, other than in area approved by the Chief Scrutineer.

19. Chapter 4 Rule 14 Temporary Facilities/Structures including Marquees - Chapter 4 Rule 14

Temporary structures at events to be: Positioned in accordance with Organisers requirements; Adequately secured using solid weights or stakes/pegs that comply with manufacturer's instructions or Hire and Rental Industry Association – Temporary Structure/Marquee Weighing Guide/standards, WHS management requirements apply at all times.

20. Questions and Contact

Clerk of the Course or Chief Steward