



# Drivers Briefing Notes

## Australia Day Classic 2022

26 January 2022

Southern Go Kart Club

### General Instructions

#### 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. Race Order

The Race Order is as detailed at the bottom of these Drivers Briefing Notes. It is the Driver's responsibility to be familiar with the Order and to be at the Grid ready to compete.

#### 3. Event Format

In accordance with the Supplementary Regulations and any Addendums and/or Bulletins that have been issued, the Event will consist of the following format:

<b>Practice</b>	One (1) Practice session of 4 minutes per class in race order will be held for all classes with the exception of 4SS.
<b>Qualifying</b>	1 x 6 minute qualifying will be held for 4SS There <b>will not</b> be timed qualifying for any other classes at this event.
<b>Heats &amp; Final</b>	<p>The system of gridding for all Classes except 4SS Classes will be in accordance with State Regulations - Club Competition Format 15, with gridding determined as follows</p> <ul style="list-style-type: none"> <li>• <b>H1:</b> Random Draw</li> <li>• <b>H2:</b> Reverse of Heat 1</li> <li>• <b>H3:</b> Points from finishing positions of Heats 1 &amp; 2 – lowest to the front</li> <li>• <b>Final:</b> Points from finishing positions of Heats 1, 2 &amp; 3 – lowest to the front</li> </ul> <p>The system of gridding for all 4SS Classes will be in accordance with State Regulations - Club Competition Format 2, with gridding determined as follows</p> <ul style="list-style-type: none"> <li>• <b>H1:</b> Results of Qualifying - Fastest to the front</li> <li>• <b>H2:</b> Results of Qualifying - Fastest to the front</li> <li>• <b>H3:</b> Points from finishing positions of Heats 1 &amp; 2 – lowest to the front</li> <li>• <b>Final:</b> Points from finishing positions of Heats 1, 2 &amp; 3 – lowest to the front</li> </ul> <p>*1<sup>st</sup> = 0 points, 2<sup>nd</sup> = 2 points, 3<sup>rd</sup> = 3 points, and so on with one (1) point being added for each place</p> <p style="text-align: center;"><b>- ALL POINTS COUNT -</b></p>

#### 4. Race Distances

<b>Heat 1</b>	8 Laps	<b>Heat 2</b>	8 Laps	<b>Heat 3</b>	8 Laps
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Final	10 Laps				
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**5. Official Documentation**

The Supplementary Regulations, Addendums and any Bulletins that are official documents which will be posted on the Official Notice Board. The Notice Board is located on the Out Grid.

**6. Race Control**

Access to the Race Control Tower is prohibited. The only people permitted to enter are Karting Australia Officials or those who are invited by Karting Australia Officials.

**7. Reporting to Officials**

Should you be required to report to the Officials you will be required to present yourself to the Stewards Office, located at the base of the tower.

**8. No Entry To The Race Track**

From 10 minutes prior to the commencement of Competition until the completion of Competition each day, only Officials are permitted to enter the Race Track Area unless specific permission is obtained from either the Race Director, a Clerk of the Course or the Stewards.

**9. Start Procedure**

The signal to depart the Grid is given by the Grid Marshall. A Driver will have one (1) lap to clear the grid. The one (1) lap will end once the peloton of Karts has passed the out-grid gate.

The Drivers will complete one (1) rolling lap, in which any weaving must not be excessive be done safely. After passing the Slow Down boards, the Driver on pole position must significantly slow down to enable all Drivers to form up. If a Driver is not in their Grid Position before they reach the Red Formation Line, they must stay where they are and not move up to face the Starter.

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) in anticipation of the Start signal being given.

**The start signal for all races is when the yellow light is turned off by the Starter.**

Note: A green light WILL NOT be shown to indicate a start.

Your attention is drawn to the Starting Procedures that are marked in **Competition Rules Chapter 1 Rule 22 d) and e)**

Should the Starter abort the start, Drivers will continue around the Race Track on another formation lap in preparation for a start.

Any Driver who is out of their designated grid position after they cross the start line may regain their allocated grid position only if this maneuver does not impede other Drivers and in all cases before having reached the Red Formation line.

**10. Cut Through**

The short-cut of the circuit is not being used at this Event during the Start Procedure.

**11. Recalled Start**

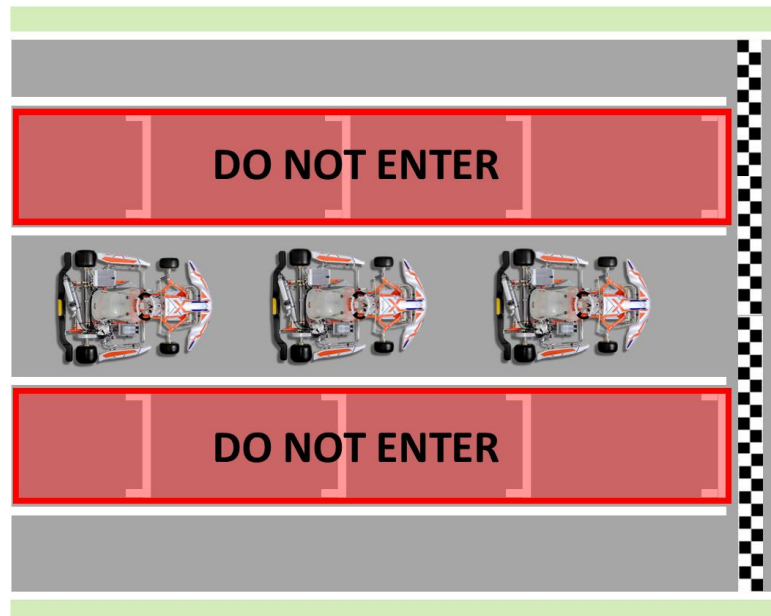
If the Starter decides that a Race Start should be recalled; the following procedure will be implemented:

- Flashing yellow lights/waved yellow flags will be displayed at all light/flag points around the Race Track.
- 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.
- For Rolling Start Re-starts:

- The *new formation lap will commence* the time you pass the start line with the Green and Yellow Chevron Flag displayed.
- It is on this lap that you need to slow down and form up in preparation for a start. Competition Rules Chapter 1 Rules 22 d) (viii) to (xxi) will apply from this point forward.

## 12. Full Course Yellow

Your attention is drawn to Competition Rules Chapter 1 Rule 26 – Race Restart Procedure (Page 120 of the KA Manual) and in particular section d). A diagram summarising the where the karts should be positioned on the restart can be found below.



## 13. Red Flag Stoppage

In the event of a red flag stoppage, drivers are to stop in the In Grid. 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.

## 14. Cadets and Junior Assistants

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. They shall not cross the circuit without permission of an Official.

## 15. Kart Retrievals

Mechanics and Parents, if your drivers failed to finish a race, please be ready with your trolley to help remove karts promptly. If you do not have a mechanic and need to retrieve your kart yourself, please move your kart to a safe position and return to the Pit Area to be ready to retrieve it after the completion of the next race as directed by the Officials.

## 16. Crossing the Track

A reminder that crossing the Track without permission from the Chief Steward or Clerk of Course, is NOT permitted. At no time is a Driver, Mechanic or Parent is to enter the Track without permission.

## 17. Race Order

To be determined after Close of Entries and will be advised on the morning of the Race Meeting prior to the first karts on the Track.

**18. Questions and Contact**

If you have any questions during the event, please contact the Clerk Of Course. If you cannot locate him or he is out on the course, please see the Out Grid Marshall, and they will attempt to get contact with him.

**19. COVID-19 Information**

**No person who has symptoms consistent with COVID-19 (this includes any fever, respiratory symptoms, shortness of breath, sore throat, cough, lack of smell or fatigue) is permitted to attend the Circuit or participate in the Event.**

**Any person who starts to feel unwell or to exhibit symptoms of COVID-19 during the Event must immediately avoid contact with all persons at the Circuit and MUST IMMEDIATELY LEAVE the Circuit.**