

# RYE HOUSE

KART RACEWAY®  
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R&R's

Drivers Registration: Opens at 9:45am & will close at 10:15am LATEST at reception in the main building.

Drivers Briefing: All drivers MUST attend the safety briefing prior to the event at 10:20am. The final part of the drivers briefing covering the format and other matters will be done from the pit lane.

Team Kart Allocation: At the end of the drivers briefing the allocation of karts to teams will be done by random draw. The kart number drawn will be the team kart for the duration of the event. In the unlikely event of any problem with the kart in the practice and qualifying session the team must bring to the attention of the officials any mechanical matters that the team are unhappy with.

The officials will rectify any mechanical issues at their discretion. Karts will only be swapped at the discretion of the officials.

Teams are not allowed to change the set-up of the karts in anyway, this includes the tyre pressures.

Practice & Qualifying: At 11am, we will commence a 25 minute practice/qualifying session, it is MANDATORY that both competitors complete a minimum of 8 minutes in this session, prior to race start. Strictly 2 drivers per team.

The fastest lap time gained during the qualifying session will determine the starting grid position for the race.

Racing: Racing will commence at 11:30am. The driver allocated to start the race will go to the teams starting position on the starting grid and take up the teams qualifying position. The race start will be a standing start.

Once the race has started it will run for a duration of 2 hours.

An important part of Endurance racing is taking care of the kart. In the event of any mechanical failure a substitute kart will be provided.

The reinstating of any lost time/laps as a result of kart failure, will be entirely at the discretion of the staff.

If the failure could be attributed to driver error/driving style/racing incident, the lost time/laps WILL NOT be reinstated.

The Race director reserves the right not to re-insert a team into its previous race position if the kart is involved in an avoidable accident, regardless of the cause.

Race End: 1:30pm

Trophy Presentation & Results: 1:45pm

R&R's

**Driving Standards:** The race director will call in any driver disregarding the circuit rules, causing danger to other drivers or ignoring flag signals and/or the digital flag.

Stop-go penalties will be applied from between 30 seconds and three minutes depending on the seriousness of the offence.

No driver changes or fuelling will be allowed on a stop-go penalty.

**Flags & Signals:** Flags and the digital board on the main straight will be used in line with international motorsport.

**Yellow** - Danger ahead, slow down to a safe speed and no overtaking until past the incident. Penalties will be imposed if this is not observed. In the event of a full course yellow all karts must continue to circulate at a safe speed with no overtaking until the flags are removed.

**Red** - Stop racing immediately, come to a controlled stop and await further instruction. In the event of a red flag situation the timing system will continue. Race stoppages are counted as part of the race. Under no circumstances can any team come into the pits for refuelling, to request any kart repairs or make a driver change. The drivers will be notified in advance of the restart after the red flag and will be in single file in order of race position at the time of the red flag.

**Black/White** - Warning. Driver information such as contact. Karting is a non-contact sport. If a driver makes contact with another driver, the race director will issue a warning via the digital board with the team number. The driver must then take more care.

**ABC** - Advantage by Contact - The offending driver **MUST** give back the position (to the displaced driver) within 1 lap of the ABC board being displayed. If the offending driver does not give the place back, the team will be shown the black flag on the digital board.

**Black/Come-in** - This will be shown via the digital board with the team number. Return to the pits on that lap and await further instructions.

**Red/Green Start Lights** - Race start.

**Chequered** - Race or qualifying session end.

**Reoccurring Offences:** Stop-go penalties will be applied from between 30 seconds and three minutes depending on the seriousness of the offence.

In the event of a team being shown a black flag/come in board, the penalties will be: First offence 30 seconds, subsequent time penalties may increase at the discretion of the Race Director, any subsequent black flags/come in penalties may also result in the team being excluded.

If a team is shown more than 3 warnings for similar incidents, they will be also called into the pits for a stop-go penalty.

**Sportsmanship:** Drivers will be expected to compete with their own and others safety in mind. The event will be run in a friendly and sportsmanlike manner, using the flags and the digital board as the way of controlling the event.

The race director and marshals communicate via radio and the decision of the race director is final.

**Driver Changing Procedures:** Pit stops are an essential dimension of endurance racing. The following regulations are for the safety of all those involved in the event and must be strictly adhered to.

During the race, the race crew will announce 3 x 20 minute windows whereby teams can carry out a driver change. This ensures all drivers are given similar driving time.

All teams **MUST** carry out the minimum of 3 driver changes during the race. However teams may change drivers as frequently as desired outside of the 3 allocated windows.

Driver changes must only be carried out within the pit area. This will be advised during drivers briefing.

Only the driver about to make a driver change will be allowed in the pit lane. This will minimise the number of drivers in the pit lane at any one time.

The staff in the pit lane can only prioritise 2 driver changes at a time, therefore, it is the teams responsibility to pick when they make a driver change. If a team makes a driver change and there is already 2 teams in the pit, you will be made to wait in line until our staff are free to assist.

Team strategy is the sole responsibility of the team so long as the rules are complied with at all times.

Karts must be driven at no more than walking pace (5 mph) in the pit lane area. Speeding in the pits may result in time penalties being given. This is for the safety of all concerned. Only the driver getting out of and into the kart may be in contact with the vehicle.

Teams will be given a minimum of 60 seconds to complete a driver change. The staff will be on hand to assist with seatbelts, pedal position & seating position to ensure safety.

If a driver change is completed in less than 60 seconds, the team will be held in the pit lane until the minimum 60 second timer is reached.