

## M.2.20 Sprint Start Procedure

When leaving the grid, all Karts/Drivers come under the Starters control, until the time that the start signal is given. The Starter fulfils their duties in conjunction with the Clerk of Course, including the issue of any penalties required.

### a) Rolling Starts

- Once the Field of Karts are released from the out-grid, the Drivers are under the Starters control and each Driver must maintain their starting grid position.
- Under the Yellow lights/flags Drivers will complete **one (1)** rolling lap and **one (1)** formation lap prior to the Start signal being given.
- Race Track cut thru's/shortcuts may be used by the Field, but only under the direction of Officials.
- **The rolling lap:**
  - Weaving to warm Tyres is only permitted on this lap and must be done safely.
  - Will end as Karts pass the Control Line.
- **The formation lap:**
  - The Driver in Pole position must immediately slow down to **50%** race pace, or less, and maintain this constant speed, to allow the whole Field to form up for the Start.
  - Any Driver who has been delayed leaving the out-grid, or is still out of position, may try to regain their starting grid position prior to reaching the Red formation line. They must not impede other Drivers or cause incidents in doing so.
  - If a Driver stops for any reason during the formation lap, the Driver will not be allowed to try and start again, before the whole Field has passed them. The Driver must start from Rear of Field.
- **The Red formation line:**
  - Past this point, it is forbidden to overtake another Driver, unless another formation lap is started.
  - Drivers will continue around the Race Track in **two (2)** line formation.
  - The Driver in Pole position will travel at the same constant speed, while approaching the Starting Grid and Control Line.
- **The Starting Grid "Tram Track" lanes:**
  - Each line of Karts shall remain wholly within the lanes marked on the Race Track.
  - Karts driving on or over any part of the lanes with **two (2)** wheels, or over the lanes with **four (4)** wheels, before the Start signal may be penalised.
- **The Start:**
  - If the Starter is satisfied with the formation and speed of the Karts, as the Drivers approach the Control Line, the Start signal will be given, being the static Yellow lights switched off.
  - Drivers are only permitted to accelerate after the Start signal has been given.
  - The Start signal may not be given if:
    - The Field is not yet in formation;
    - A Driver (or the Field) accelerates too early;
    - A Kart does not remain within the Starting Grid "Tram Track" lanes;
    - A Driver has been significantly impeded as a result of another Drivers actions.
  - Should a small number of Drivers, not comply with the Rolling Start procedure, the Starter/Clerk of Course may allow the Race to continue, but signal to the offending Driver(s) by use of the Black and White Diagonal (Bad Sportsmanship) flag, that they have received a starting infringement penalty, which will be imposed at the completion of the Race.
  - After the Start, if the Green with Yellow Chevron flag is shown on the first lap, then the Start procedure restarts with the formation lap.
- **No Start:**
  - Drivers must slow safely, and another formation lap starts.
  - The Starter is not required to allow any additional formation laps, because a Driver is not in their correct starting grid position.
  - Any additional formation laps may be deducted from that Events scheduled Race distance, at the discretion of the Clerk of Course / Stewards.
  - Should a significant number of Drivers not comply with the Rolling Start procedure, the Starter/Clerk of Course may return the Class to the in-grid by displaying the Red/White chequered flag prior to the Start signal. Starting penalties may also be given to any offending Drivers.

## b) Standing Starts

- Under Yellow lights/flags Drivers will complete **one (1)** rolling lap and **one (1)** formation lap, prior to stopping on the starting grid in their assigned position.
- The rolling lap will end as Karts pass the Control Line. Cut thru's or shortcuts may also be used, unless the Track Licence defines otherwise.
- Weaving to warm Tyres during both the rolling and formation lap(s) is permitted.
- The start signal will be given within **ten (10)** seconds of the last Driver stopping on the starting grid.
- Once the Starter is satisfied with the starting grid order, and all the Karts are stationary and in their starting box, the Starter will switch on the Red light.
- Between **three (3)** and **five (5)** seconds later, the start signal will be the Red light switched off.
- When the Red light is on, if any Driver(s) are unable to start, they must remain in their Kart and raise their arm indicating a problem.
  - In this case, an additional formation lap and re-start may be granted.
  - If granted, the Driver(s) that caused the re-start must start from the rear of grid. The Driver(s) original grid positions must remain vacant.
- Once racing, any Drivers who did not start will be allowed to alight from their Kart and restart by their own means, once the whole Field has passed.
  - They must be started/racing prior to the Field re-approaching.

### M.2.21 Stopping on Race Track / Stalled Kart

For Endurance racing/meetings will be in accordance with [Section 4E.12.7](#).

- a) If, for any reason a Driver is forced to stop their Kart on or near the Race Track, it will be their duty to safely manoeuvre their Kart to a safe position, as near as possible to a point of exit, and to minimise the danger or obstruction to other Competitors.
- b) A Driver whose Kart stalls at the start of, or during a Competition, must hold one arm vertically above their head as a warning to the other Drivers on the Race Track.
- c) Any Driver who is unable to restart their Kart and drive off safely within **fifteen (15)** seconds of stopping, must as soon as it is safe to do so, alight from their Kart and get themselves, and if possible their Kart, to a safe position.
- d) No person may approach a stopped Kart until the remaining Competitors have passed, and it is safe to do so.
- e) Officials may assist a stopped Kart to be removed from the Race Track.
- f) Apart from the Driver and Officials, no one else is allowed to touch a stopped kart, except when in the mechanical breakdown lane.
- g) Replenishment of any kind is prohibited, except when the Kart concerned is in an area specifically provided for this purpose.
- h) Pushing a Kart on or along the Race Track is prohibited during Competition.
- i) Crossing a Race Track during Competition will only be allowed for safety reasons, under direction of Officials.
- j) Except during a Race suspension, any Kart abandoned on the Race Track by its Driver, even temporarily, shall be considered as withdrawn from a Competition.

### M.2.22 Restarting of Karts

For Endurance racing/meetings will be in accordance with the appropriate [Section in 4E](#).

For Speedway racing/meetings will be in accordance with [Section S.3.7](#).

- a) Prior to the start of a Race, a Competitor is permitted **two (2)** nominated pit crew to assist a Driver repair and/or adjust their Kart only in either the mechanical breakdown lane (if in use) or the exit of the out-grid. Any such assistance must be undertaken in a safe location.
- b) A Kart on a Race Track may only be restarted if the Kart is fitted with an on-board starting device. It must be restarted by the Driver alone without external help.
- c) A Kart not fitted with an on-board starting device, can only be restarted when the Kart is in the mechanical breakdown lane or if a Race is stopped and restarted.