

GUIDELINES FOR STARTING A KART RACE – STANDING

The starter at a kart event is a key official, his/her skills very often determine the success of a safe and fair start.

The following guidelines are intended to help establish a common procedure :

- Karts will be assembled on the 'Dummy Grid' in preparation for racing. Once they are in place and the race is due to start the Starter should check that the track is clear and all parties are ready for a race start (use radio communication if required). If the Starter is satisfied he/she should raise the Green flag and the Grid Marshal should then release the karts onto their Formation Lap(s). The Clerk of the Course should have informed you and the Drivers (at Briefing) how many Formation laps there will be, and if engines are to be switched off or remain 'idling' on arrival at the start grid slot.
- On the Rolling lap just prior to a Race start, the formation should begin to close up and should reduce speed, the grid still in formation should slowly approach the starting grid, and with the aid of Grid Marshal(s) should enter their correct grid slot with the nose cone in line with the grid marking.
- If engines are to be switched off for the start (as communicated by the Clerk) then this should be done as each kart arrives at its grid slot (no revving of engines etc).
- If engines are to be left on then again excessive revving should be stopped.
- No lights will be on the Start line gantry at this time.
- If for any reason the Starter is not happy, or a driver has stalled, or he/she believes it is unsafe to start the race then a further formation lap can be requested.
- When the Starter is happy that the whole grid is in correct formation and positioning the Red light should be displayed. It is recommended that the light is extinguished within 1-2 seconds. Remember karts can only move from their grid slot when the light goes 'out' (A point that the Clerk needs to emphasise at Drivers Briefing).
- The Starter will be considered as a 'Judge of Fact' relating to any potential 'Jump Start'
- To aid the Start Line marshals it is worthy of the Grid Marshal being present and walking down the grid and checking correct positioning, he may also be able to assist the starter when he reaches the back of the grid, ensuring all bodies are clear of the area and signals his approval by waving a Green flag at the back of the grid.

Recommendations to Clubs/Circuits – Grid slots should be clearly identified on the track and include Grid numbering. (specific details see MSA Reg ???)

Also one Camera facing the oncoming traffic over the start line and including pictures of the lights would be of great assistance in determining a possible 'jump start'

GUIDELINES FOR STARTING A KART RACE – ROLLING

The starter at a kart event is a key official, his/her skills very often determine the success of a safe and fair start.

The following guidelines are intended to help establish a common procedure :

- Karts will be assembled on the 'Dummy Grid' in preparation for racing. Once they are in place and the race is due to start the Starter should check that the track is clear and all parties are ready for a race start (use radio communication if required). If the Starter is satisfied he/she should raise the Green flag and the Grid Marshal should then release the karts onto their Rolling Lap(s). The Clerk of the Course should have informed you and the Drivers (at Briefing) how many Rolling laps there will be.
- On the Rolling lap just prior to a Race start, the formation should begin to close up and should reduce speed (approx half race speed). It worth checking that the Red light is on at this time. The two lines of karts should remain in formation and approach the start at a constant speed. A yellow flag should be deployed at the final marshal's post prior to the start line to ensure no late 'gaining' of places. (If this happens drivers involved should be reported to the Clerk)
- The karts remain in formation/two lines and inside the corridors/tram lines *
- The karts should approach the yellow line ** in an orderly manner and at a constant speed. If the starter is satisfied then the Red light can be extinguished.
- The Starter if possible should take note of any karts breaking formation before the light goes out, and also if the No2 Grid gets a jump on the Pole. The Starter will be considered a Judge of Fact in these matters.
- If for any reason the Starter is not happy then the start will be aborted, Red light remains on and the 'False start' flag is deployed at Post 1 and/or 2. The procedure is repeated but any deliberate actions by a driver who does not respect the procedure should be identified and reported to the Clerk.
- No cones are to be placed on the circuit and once the Red light goes out the race is on and the whole of the track is live. (ie no waiting until after the start line to break formation)
- It should be noted that excessive speed at the start of a race can lead to incidents and an uncontrolled start.

*Tram lines are mandatory

** Yellow line is mandatory (25mts prior to the start line) and is the reference point at where the Starter should be prepared to extinguish the Red light.

Recommendations to Clubs/Circuits – If possible a timing loop on the yellow line to be used in conjunction with the starter and the race start to monitor the front row.

Also one Camera facing the oncoming traffic over the start line and including pictures of the lights would be of great assistance in determining a possible 'jump start'

The above is based on the acceptance in 2016 that karts can break formation as soon as the Red light goes out. This enables drivers to

- a) use free tarmac and spread out at the start
- b) stops the outside row of drivers trying to dive over to the inside directly after crossing the start line/cones.