DRIVER BRIEFING

YELLOW FLASHING LIGHTS (and/or yellow flag) = Reduce speed to half.

NO Overtaking WHATSOEVER!

If you ignore this, you will receive the BLACK FLAG = You must return to the pits for a briefing or exclusion.

GREEN LIGHTS = You may drive and race within your ability.

If you drive beyond your ability and/or disobey track rules you will be given the

BLACK and WHITE DIAGONAL FLAG = Warning flag. A second warning means you will be given a BLACK FLAG and sent back to the pits.

RED LIGHTS (or RED FLAG) = EXTREME DANGER

Slow down to a walking pace. DO NOT OVERTAKE and be prepared to STOP as directed by our marshals.

BLUE FLAG = you are being overtaken by the faster karts. Move over and allow them to pass.

BLACK AND WHITE CHEQUERED FLAG = End of the race. Finish the lap and drive into the exit to pit lane.

1. FIRST LAP

WHILE COMPLETING YOUR <u>FIRST LAP</u> IT IS ESSENTIAL YOU DO NOT OVERTAKE ANY OTHER KART UNTIL YOU CROSS THE START/FINISH LINE. This is necessary to enable the computer to match your kart and your name on the score board with the kart transponders ONCE YOU HAVE COMPLETED YOUR FIRST LAP, YOU MAY OVERTAKE OTHER KARTS IN A SAFE MANNER.

2. REMEMBER YOUR KART NUMBER. This is extremely important if someone

<u>does overtake on the first lap.</u> Also you need to know your kart number so that you can look up and check your lap times displayed on the monitor at the end of the straight. (The monitor is mounted high up next to glass wall where the racing car is displayed upstairs).

 KEEP YOUR VISOR ON YOUR HELMET DOWN AT ALL TIMES. You may leave it <u>slightly</u> open for additional airflow if you wish.

4. BARRIERS & RIPPLE STRIPS

Keep OFF red and white ripple strips and track barriers at all times. Failure to do so will result in a warning (black & white diagonal flag). A second warning is given to you you will be shown the BLACK Flag and will have to return to the pits.

5. Allow faster karts to pass you. Do not weave or block!

Any blocking or weaving will result in the BLACK flag and your expulsion from the track.

6. END OF RACE

The **chequered flag** will be waved. You will then be on your slow-down lap which means SLOW down to half pace AND no overtaking. THIS IS A SLOW DOWN LAP TO COOL THE ENGINE! Return to pits (entry to pits is located at the start finish line.) Enter here at SLOW speed! (walking pace).

Remain in your Kart until all drivers have had their engines turned off by our track marshalls. Keep hands well clear of the rear of the kart as there are very hot items such as exhaust, engine and a very hot disc brake. Remain seated with HELMETS ON until instructed to GET OUT OF YOUR KART.

Leave your helmet ON until you are on the carpeted area in the fenced off changing area. YOU may then remove your helmet and please hand it to the attendant. **Remember your kart number.**

7. BRAKE AND ACCELERATOR PEDALS

NEVER USE BRAKE AND ACCELERATOR PEDALS AT THE SAME TIME!!! Use only one pedal at a time! Either the brake or the accelerator. Never use both pedals together or you will burn out the clutch and slow yourself down. Keep your heels firmly on the floor tray, using them as your pedal pivots.

RACING TIPS

Always brake in a straight line! If you do not, the Kart may spin. Go karts have rear brakes only!

- Safely use up the entire track to negotiate each turn!
- Brake <u>early</u> and accelerate <u>early</u>. IN SLOW OUT FAST. If you go in too fast you will come out SLOW, and then slide to a near halt. You will then have lost all your momentum and lose valuable time.
- If you slide, correct the problem by the next corner. Drive smoothly and steer with precision to enhance better lap times.
- Use up the entire track in each corner; (creating the largest radius arc possible) from the widest part of the track going into the corner, across to the inside of the corner (apex) and then back to the outside of the track on your exit of the corner. This will give you maximum speed.
- Squeeze the accelerator rather than flooring it. This way you will have better control until you get used to the kart's handling. It is possible to spin the kart if power is applied too early.
- USE YOUR OWN BRAKES. DO NOT USE SOMEONE ELSE'S BRAKES!

QUALIFYING TIPS

Remember, during your Qualifying session, you only need <u>one good lap to earn pole position.</u> Remember your kart number.

Use most of this session to familiarize yourself with both your Kart and the Track.

If you are held up by a slower kart we suggest that you drop back to give yourself a clear track to maximize your opportunities. Racing one-to-one will slow both drivers down, and a top lap is nearly impossible.

THE ACTUAL RACE. (STANDING START)

For the actual race, complete TWO laps without overtaking. Remain in the same order as when you left the grid. Do not overtake! On reaching the main straight of the second lap, slow right down while the track marshals grid you in your correct position ready for the race.