**Code of Driving Conduct on Kart Circuit**  v1.1 26.08.2023

**Geelong Kart Club**

**The Flag/Light Signals All Drivers must abide by them.**

**The following standards will apply:**

**1 Careless driving**

Departing from the standard of a competent driver.

1. Reckless driving

Any unintentional action by a driver which creates serious risk to others.

1. Dangerous driving

Any intentional action by a driver which creates serious risk to others.

**2 Use of the track**

1. Drivers must use the Track at all times.
2. The white lines defining the track edges are considered to be part of the track

but kerbs are not.

1. A driver will be judged to have left the Track if no part of the kart remains in

contact with the track.

**3 Overtaking during a race**

1. A kart alone on the track may use the full width of the track. However as soon as it is caught by a kart which is about to lap it the driver must allow the faster driver past at the first possible opportunity.
2. If the driver who has been caught to be lapped does not seem to notice that another driver wants to overtake him/her, the flag marshal will display blue flags to indicate that the faster driver wants to overtake.
3. Overtaking according to the circumstances may be carried out either on the right or the left.
4. Manoeuvres liable to hinder other drivers such as more than one (1) change of direction to defend a position, deliberate crowding of karts beyond the edge of the track or any other dangerous change of direction are strictly prohibited.
5. Should a driver gain position as a consequence of having left the track they will immediately when safe to do so allow the karts that they were trailing at the time of leaving the track to overtake them.
6. Should a driver gain a significant relative track position on the kart in front of them, but not having passed another kart, they will immediately when safe to do allow the kart in front of them to regain the approximate gap that they held prior to the driver leaving the Track.

**4 Defending your position**

1. While blocking is not tolerated there may be an occasion to defend your position.
2. You may move once, however you must give racing room and should there be an overlap then you must allow a Kart width to the edge of the track.
3. Consistently defending your position on the last lap of a competition will be tolerated. This defending must not involve more than one change of direction per corner.

**5 Inappropriate driving**

1. Repetition of serious mistakes or the appearance of a lack of control over the kart (such as leaving the track) may incur a penalty.
2. The following actions may be considered inappropriate driving and may incur a penalty.
3. Any manoeuvres liable to hinder other drivers such as more than one (1) change of direction to defend a position.
4. Running any kart off the track as you overtake.
5. Deliberate crowding of any kart beyond the edge of the track.
6. Weaving while racing on the straight
7. Braking unexpectedly on the straight
8. Deliberate rapid deceleration of a kart on the straight
9. Any other dangerous change of direction or driving.

**6 Start procedure**

1. From the moment the grid marshall signals for the karts to be released, the drivers are under “Starter’s Orders” and may not receive any outside assistance to repairs or other adjustments to their equipment while on the track. From the moment the start procedure commences race conditions apply.
2. Whenever a kart is on the track it is forbidden to receive any assistance other than to remove the Kart to a place of safety. This does not apply prior to the official start of the race ( roll around laps ).
3. The restarting of a kart on a track is only permitted if the kart is fitted with an electric on-board starting device and can be restarted by the driver alone without external assistance. This does not apply prior to the start of the race ( roll around laps ).
4. Drivers will proceed around the track lined up in two (2) lines, at a reduced and constant speed (40-50%) with no unnecessary acceleration and/or deceleration, towards the control line. Drivers will comply with officials requests re starting speeds at all times.
5. The Starter will give the start signal as the drivers approach the control line and only if they are satisfied with the formation and speed of the karts.