

Real Racing

Driver Training

Greg Newson
Race Director

SUDBURY
KARTSPORT

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Training Program

- Fees and Licensing
- Schedules and forms
- The Kart
- Racing Safety
- Rules and regulations
- Race line
- Drivers Test
- On-track orientation/practice

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Fees

- Real Racing Membership: \$99.00
 - Real Racing League
 - League members receive complementary training (\$88.50 value)
 - Deposit of \$106.20 required at training (2 race deposit)
 - Race Competitors are required to complete 10 races. Races 9 and 10 will be paid from their deposit. Competitors who do not complete 10 races will forfeit their deposit.
 - The Race fee of \$53.10/race includes:
 - Practice session (15 laps)
 - Qualifying session (10 laps)
 - Real Racing session (20 laps)
 - Real Racing Experience (Practice only)
 - Experience members must pay \$88.50 for training
 - Practice fees: \$53.10 for 3 sessions or \$75.22 for 5 sessions
 - Practice session (15 laps)

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Licencing Requirements

- Membership
 - Membership - \$99
 - Sudbury Kartsport Waiver
- Licence
 - Licence options
 - Option 1: League Licence - Deposit \$106.20
 - Option 2: Experience Licence - Fee \$88.50
 - Medical self-declaration
 - Vision – color, correction
 - Parental Consent
 - Insurance waiver(s)
- Classroom Training
- Drivers Test
- On-track Training
- Licences issued at your first race/practice

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Event Schedule

Tuesday's

5:30 PM – 8:00 PM

Registration/practice

5:30 - 6:00pm

Drivers Meeting

6:00 - 6:10pm

Event Practice

6:10 - 6:30pm

Qualifying

6:30 - 7:00pm

Race

7:00 – 8:00pm

***All times approximate**

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Event forms

- The following forms must be completed prior to event start time:
 - Registration
 - General Waiver
 - Minor Waiver
 - Parental Consent

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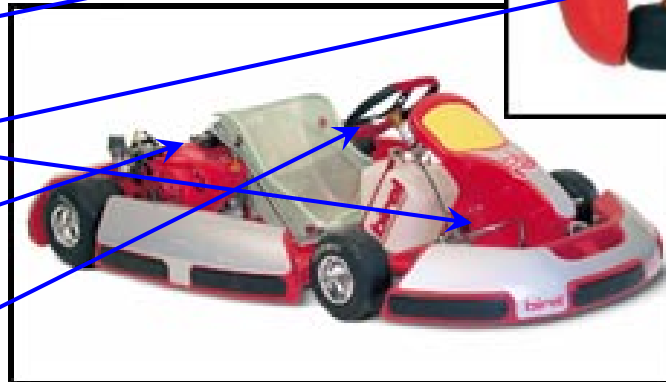
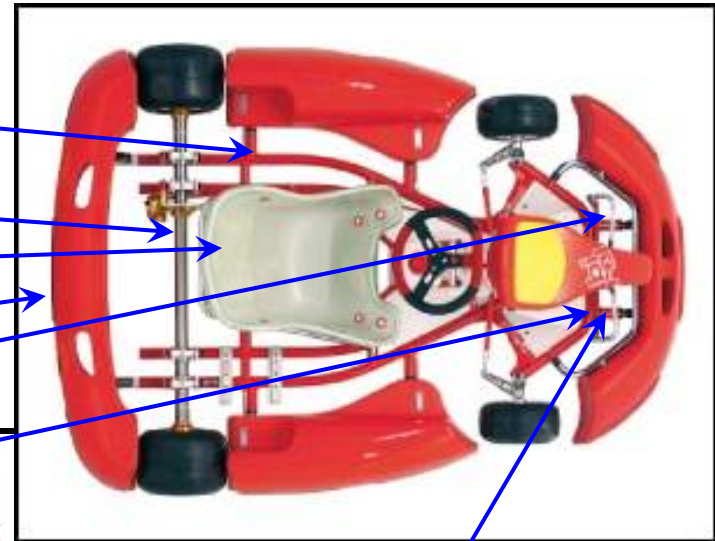
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The Kart

- Frame
- Axle
- Seat
- Bodywork
- Brake
- Throttle
- Motor
- Steering



Adjustable
throttle and
brake position

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Racing Safety

- Facility Layout
- Drivers Briefing
- Off Track Safety
- Safety Inspections
- Driver Safety Reminders
- Flag Signals

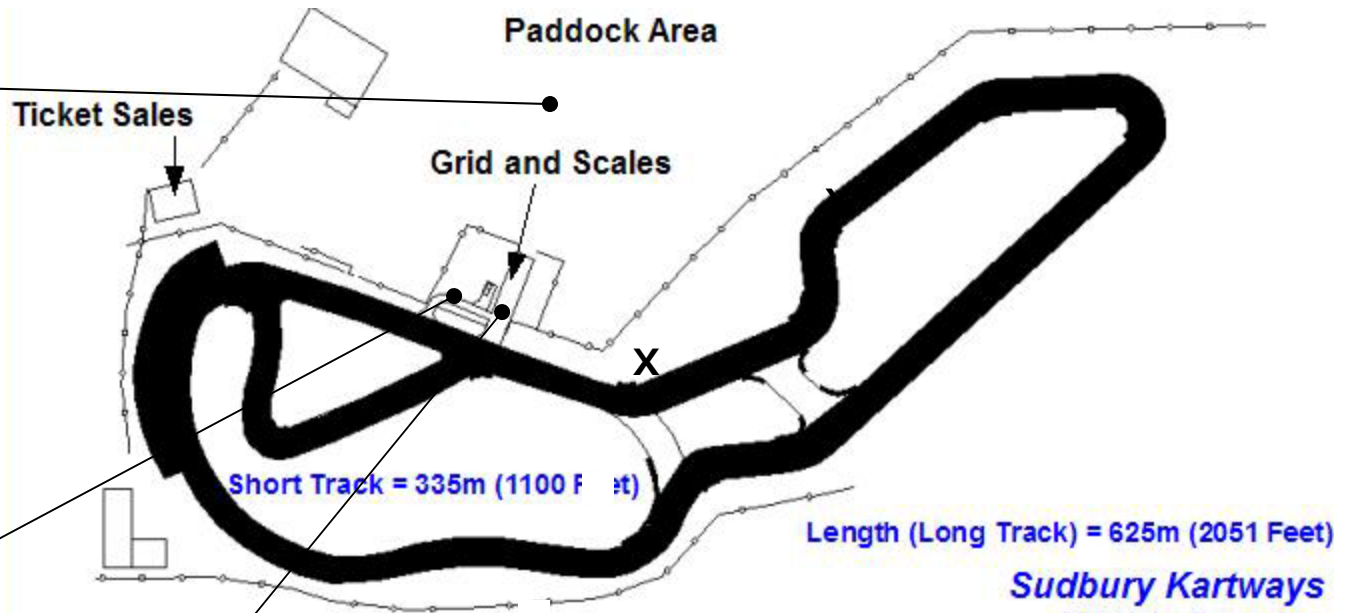
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Facility Layout



Sudbury Kartways
850 Notre Dame Ave.
Sudbury, Ontario
P3A 2T4



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Drivers Briefing

- All drivers must attend the drivers briefing
- Conducted by the race director
- Held prior to any event activities
- Review of flags, safety reminders and rule changes

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Pre-race Safety Inspections

- Personal Safety Equipment
 - Snell 2005 helmet or better and visor
 - Approved racing suit and Rib Protector
 - Approved abrasion resistant gloves and shoes
- Kart Inspection
 - Karts are inspected prior to racing by Sudbury Kartsport.
 - Drivers must verify steering, throttle and brake function prior to leaving the pre-grid.

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Driver Safety Reminders

- Only drivers/officials are allowed on the grid/track
- Do not venture on or near the racing surface during a race or practice
- You must wear all of your safety equipment during practice and racing.
- Drivers are responsible to safely put their kart on the track after a spin. Officials will not assist drivers.
- Stay in a safe position behind the tire barrier near your kart and leave your helmet on if you retire from the race.
- Working on karts is not allowed under any circumstances.



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Regulations

- Series governed by:
 - Sudbury Kartsport Racing League Regulations
 - Provided at training
 - Available on-line
 - www.realracing.ca

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Flag Signals

- Familiar to race fans
- Some exceptions

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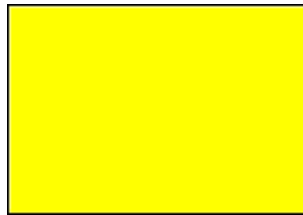
Green Flag



- Used by the Starter to start all practice sessions, qualifying & final races.
- Also used to resume racing after a caution period.

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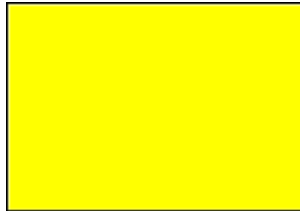
Yellow Flag



- Any YELLOW flag is a signal of danger of any nature at or beyond the station displaying the flag.
- There are a few variations

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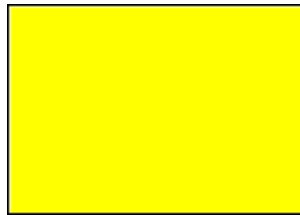
Stationary Yellow



- **Danger Ahead, Slow down, Use Caution.**
- No passing from the flag until past the emergency area.

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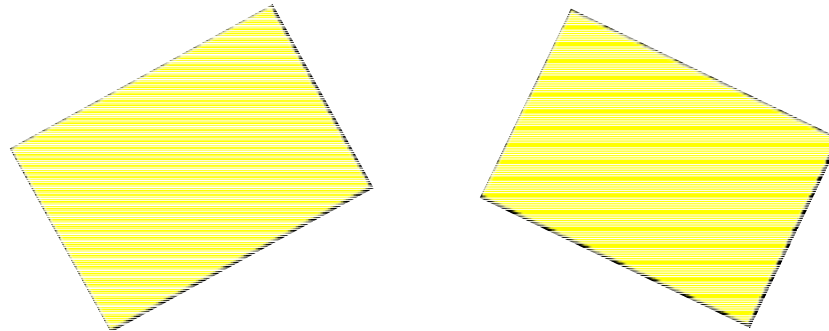
Waved Yellow



- **More Serious Incident Ahead, Slow down, Use Caution.**
- Be prepared to stop.
- No Passing from the yellow flag until completely past the emergency areas.
- There may be multiple karts involved, or single kart stopped on track.

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Full Course Yellow



- Starter displays two(2) yellow flags
- Waved yellows at flag marshal positions
- No passing anywhere on track.
- Race leader slows, the rest fall in behind leader.

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Black & White Triangles with Kart Number



- Shown only at Starters Stand
- Warns the driver of unsportsmanlike or unsafe conduct and that a penalty may be pending. Used once per driver per on-track session

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Black Flag with Kart Number

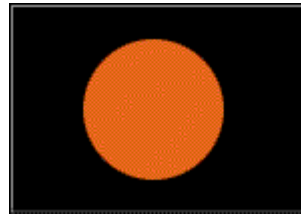


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- Shown only at Starter Stand
- Informs the driver to complete current lap and stop for consultation at the pits.

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Black Flag with Orange Disk

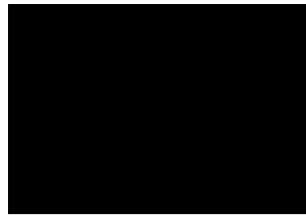


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- Shown only at the starter stand.
- Informs the driver of a equipment problem likely to cause danger.
- Reduce speed and return to pits to address problem.

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Black Flag



- Informs drivers that an on track activity (practice, heat or final race) has been halted because of a reason other than accident or incident (i.e. rain)
- Will be displayed at the Starters Stand and simultaneously by each corner marshal
- Drivers will complete current lap and proceed to the pit.

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Red Flag



- Informs drivers that an on track activity (practice, heat or final race) has been halted because of an accident or incident.
- Displayed at the Starters Stand and simultaneously by each corner marshal.
- Drivers must raise their hand, immediately slow down, stop racing, no passing is allowed, exercise extreme caution, be prepared to stop if instructed to do so, proceed to the start/finish line and STOP. Karts must stay in single file.

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Blue Flag



- Shown by corner marshal:
 - You are being followed closely
- Shown by the starter:
 - You are about to be lapped. Move over, let leaders pass you. Starter will indicate number of karts passing.

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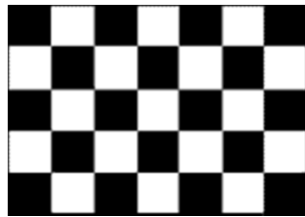
Last Lap

**Last
Lap**

- Displayed at the Starters Stand, used to notify drivers that they are beginning their last lap of their race

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Checkered Flag



- Shown only at the Starters Stand
- Racing must stop after passing flag
- Once past, slow immediately and return to pits.
- Final race winner complete one more lap to pick up flag for 'victory Lap'

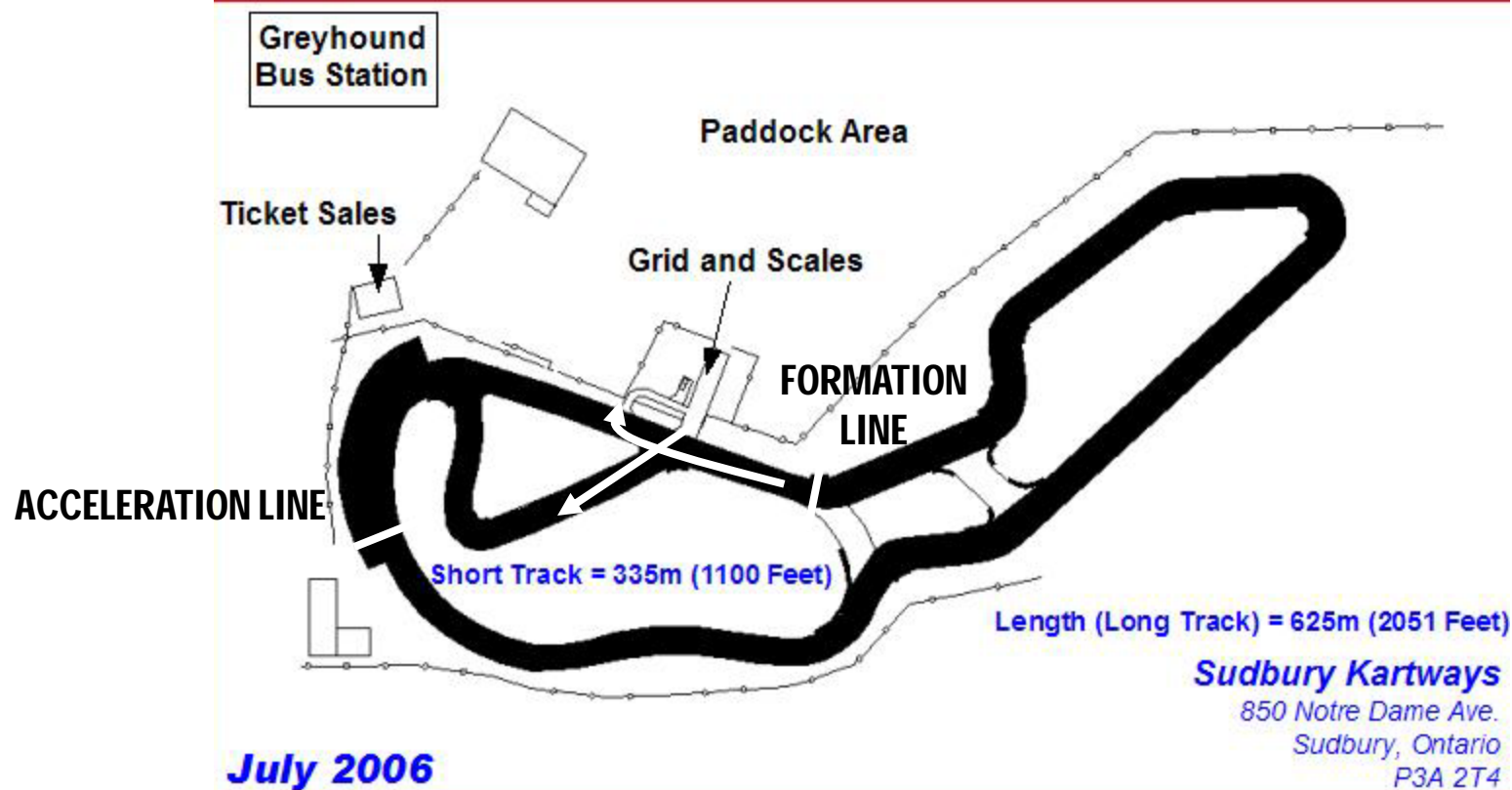
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Entering and Exiting



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Practice/Qualifying

- Ensure transponder is installed
- Grid Marshal releases karts allowing space between karts
- Green flag shown at starter stand
- 15 lap practice / 10 Lap qualifying
- Checkered flag signifies end of session. Proceed past the start/finish line and follow the track to the pits.
- No Racing
- No Passing
- No Drafting

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Pre-Race Activities

- Grid Marshal or Race Director will notify the drivers to pre-grid.
- Drivers are responsible for installing their assigned transponder on the kart
- The Grid Marshal is responsible for making sure all the drivers are in their proper grid position.
- When all officials are ready and in place, the drivers are released onto the track in formation and are under “Starters Orders”.

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Formation Laps

- Yellow flags at all marshal posts
- Two warm-up laps, then the Starter will display the green flag to start the race.
 - First warm up lap single file. (warm tires)
 - Leader must slow on second lap to gather the field on the main straight well before the “formation line”.
 - Green Flag will be given if grid is properly formed at the “acceleration line”. If the green is not given stay in formation and receive the green on the next lap.

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Formation Laps

- Weaving from side to side or “scrubbing” the tires is not allowed.
- Getting out of grid position is not allowed.
 - If you are out of position after the grid passes the “formation line” you must start at the back.
 - The empty space will be filled by the karts in the same line after passing the formation line.

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Race Finish

- Race distance is 20 laps
- Stop racing, slow and raise arm after receiving the Checkered flag
- Karts continue to the pit and retire from the race, reporting to the grid marshal
- Do not shortcut the track on the pit lap
- Race winner may pick-up the checkered flag from the starter and have a victory lap before retiring

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Race Restart

- If a race has been stopped for whatever reason, and the officials have decided that the race will be restarted, the 'Race Restart' sign will be shown at the starter stand and red and yellow flags will be shown at marshal posts.
- If a sign is not available red and yellow flags will be shown at the starters stand.
- Start will be given next lap.

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Driver Behavior

- Only the **marked racetrack surface and any curbing** may be used by drivers during any track session.
- It is the responsibility of all drivers to **avoid physical contact** between karts on the racetrack. **No Bump drafting.**
- Drivers shall follow the marked track during a competition and shall **not gain an advantage from an off-course excursion.**
- **Any driver who has left the marked track** with all four wheels must respond so as to regain control of the kart, stop if necessary, and, without driving against the direction of the racetrack, **rejoin the track at the nearest point to that where the exit occurred,** compatible with safety, and obey the directions of the track marshals in the area.

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Driver Behavior

- A driver who goes off the marked track, in the presence of track marshals or not, and attempts to return to the track and in doing so **causes a disadvantage to another competitor is subject to penalty.**
- **The repetition of serious mistakes or the appearance of a lack of control** over the kart (i.e. leaving the marked track) may entail exclusion or other penalty of the driver involved.
- Before entering or exiting the track, **the driver must signal by raising an arm.**
- Raise two arms when stopped anywhere on the track. Penalties may be assessed
- Drivers must keep **one hand on the steering wheel at all times** while the kart is in motion.

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Passing

- First rule - it is the responsibility of **the driver initiating the pass to ensure that it is done safely.**
- Second rule - **blocking is illegal.**
- Third Rule - if another driver has legitimately placed his kart beside yours, **leave room for the other car to carry a line through the corner.**

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Decisions and Penalties

- The Race Director will issue all decisions and penalties. ASN Stewards may also issue penalties
- Any disagreements with the decisions or penalties are to be directed to the Race Director at the end of the event. Disagreements not directed in this manner will result in the exclusion from the race.
- Any disagreements voiced using abusive language will not be tolerated, and will result in the exclusion from the race.

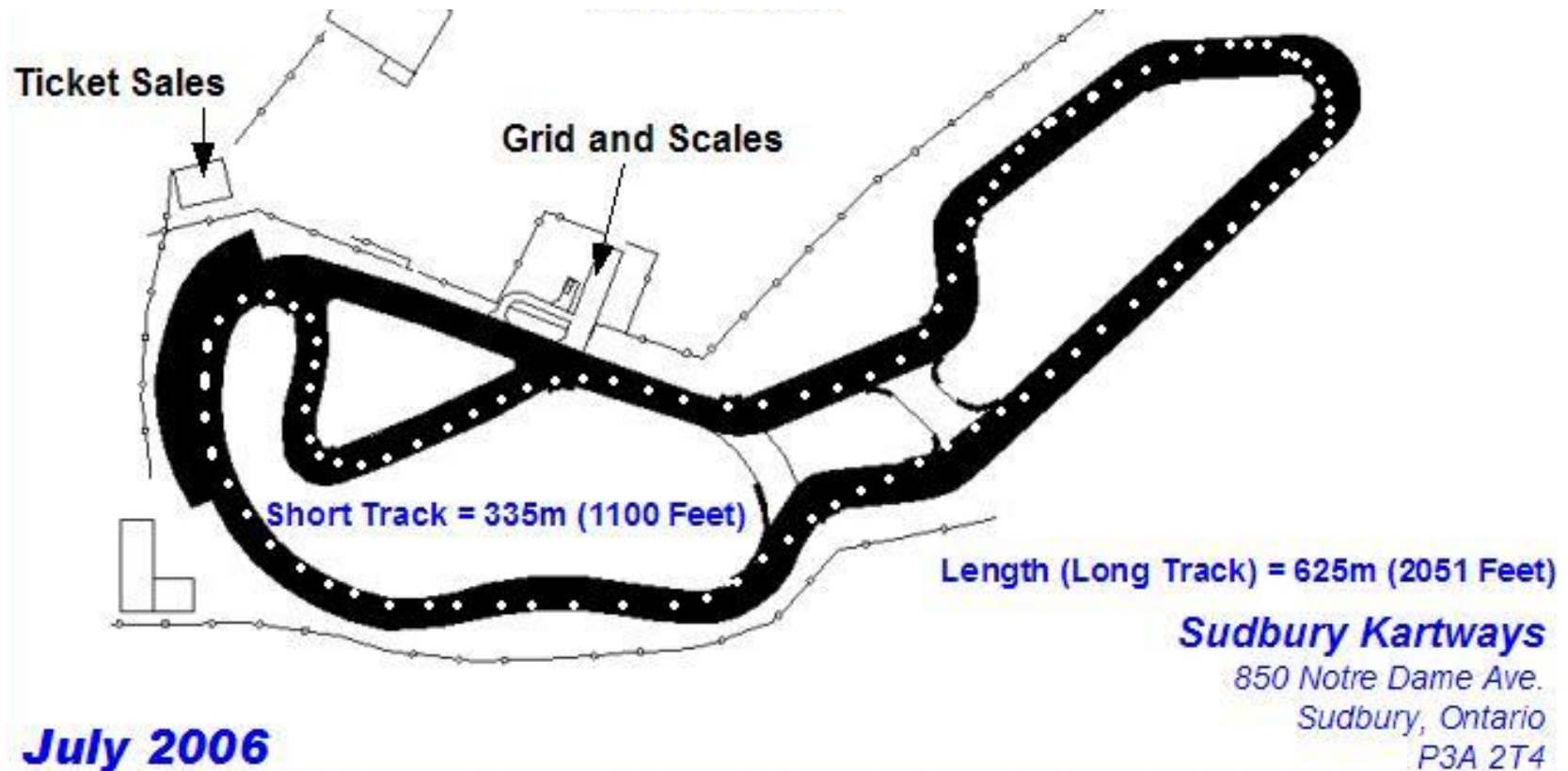
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Race line



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Drivers Test

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On-track training

- Kart operation
 - Adjusting the pedals and seat padding
 - Starting and stopping the engine
 - Entering and Exiting the Kart
- Race line practice (10 min session)
 - Entering, driving, passing, exiting
- Mock Racing (10 min session)
 - Practice Rolling Starts, Flags and Finishes
- Open practice (10 lap session)
- No racing allowed. No contact allowed

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