



TERMS & CONDITIONS.

IIKC 2015-2016

Valid from 1.10.2015.

Chief organizer: Slovak kart association, c.a.

Director of the race: Simon Krasňanský

Chief commissioner: appointed separately for each race

Sporting commissioner: appointed separately for each race

Mechanical commissioner: Roman Ochaba

Administration hall/entry fee: Adam Hedera, Mike Krasňanský

Communication with drivers/registration: Simon Krasňanský, simon@kartarena.sk

INFORMATION

·Deadline for race:

| | |
|----------------------|------------|
| 1 st race | 31.10.2015 |
| 2 nd race | 21.11.2015 |
| 3 rd race | 12.12.2015 |
| 4 th race | 16.01.2016 |
| 5 th race | 13.02.2016 |
| 6 th race | 12.03.2016 |

Order of race:

5:30 p.m. to 9:00 p.m. (00:00 p.m)



The races are held in KART ONE ARENA, 82 Kopčianska st, 851 01 Bratislava

Applications deadlines for individual races

1st race 24.10.2015
2nd race 14.11.2015
3rd race 05.12.2015
4th race 09.01.2016
5th race 06.02.2016
6th race 05.03.2016

The deadline is always on the same day of the lap until 11:59 pm. All of these applications need to be sent to simon@kartarena.sk

Each team manager is required by this date and time to send an application and then after a confirmation the application is accepted and valid.

Applications must contain the following data:

Team name:

The names of drivers:

1. TERMS & CONDITIONS OF PARTICIPATION IN RACE

1. It can be only registered a team, not a single driver. Each team must meet the following conditions.

2. Nomination of the team manager. Team manager (hereinafter referred to as the manager) is the person responsible for your team. Manager ensures communication with the race organizer. Manager arranges registration of the team for the race with organizer. Nominated team manager sends this information via email to simon@kartarena.sk

3. Manager pays the entry fee for the race of 240- EUR. Team consists of 3 (three) drivers whose final roster must be submitted at registration. **Drivers can't change teams through season.** Each team has unlimited number of substituted drivers.

4. Each team manager is required automatically without being called upon to inform their drivers of updates received from the organizer.

5. The organizer has the right to use photos and audio / video documentation taken during the race for promotional and other purposes.

6. The team is eligible to use in their team title the name of their potential sponsor, the final name of the team manager is required to report at the registration.



2. RACE ORGANIZATION

1. The organizer of the race is Slovak Kart Association, citizens community, (hereinafter referred to as the organizer).
2. Only SODI karts will be used for the race (with reweighing) with Honda engine 270GX, on which is not allowed before and during the race to make any adjustments or settings.
3. There will be a team of engineers and chief mechanic on the track during the entire race. The chief mechanic has the authority to make a decision of changing go- karts.
4. The authority of ensuring abiding by the rules are Marshals, led by the chief commissioner.
5. In case of doubts, questions, complaints, or filing a protest proceed as follows: Team manager contacts only the chief commissioner, then waits for his decision. The Commissioner is authorized to call upon the managers of other teams or marshals during the inquiry and deliver a final verdict.

The decision of the chief commissioner does not appeal!

3. RACE RULES

1. Qualification consists of three different seven- minute qualifying runs. Karts will be assigned to single runs to each team based on drawing. Each team member must take part in qualifying run with reweighing. Winner of qualification is the team with lowest time average achieved together in individual qualifications. The qualifications are awarded by points (see article 5). Based on the points the best drivers will be evaluated and awarded after the season..

2. Start of the race takes this order "Flying Start", ranking on the base of qualification behind a (Safety Car).

3. Each team will have exactly the specified time changing (refueling) go-karts, for which they receive instruction from the pit. For changing (refueling) precise specified time is required (1:00 min, or 60 seconds). Timing will be based on digital timekeeping (chronometer) located in the PIT. Team has to come to changing (refueling) not later than 1 lap after signalling. That is after driving approx. 1.5 hours, the individual teams will be called for mandatory changing (refueling) go-karts. When changing go-karts driver stops at designated area (in front of a weight) and after checking the prescribed weight go-kart goes at slow speed to the place designated for changing (refueling) . During changing (refueling) go-karts is forbidden to change drivers. Violation of these rules is punished by penalization Stop & Go.

4. Changing divers is mandatory and teams get instruction in pit from the chief mechanic for changing Team is required to do changing to the 6 lap from signalling for changing (Blackboard BOX). The entire starting field is simultane only called for changing. The mandatory changing is every 30 minutes. Mandatory changing has the limit 40 sec. The team manager is checking the time limit. Given limit starts from the stop point before the weight (or behind the go-kart for another team). After a given limit of 40 sec. a team receives the signal from the manager of the team of possible exiting the pit.



When changing drivers, driver stops at specified positions (in front of a weight) and after checking the prescribed weight goes in slow speed for the changing. Changing is allowed only in the pit. When changing

drivers and reweighing is forbidden assistance of a third part. It isn't allowed to put the weigh on the ground but throughout the entire changing a driver is holding it in his hands and may put it down only in a specified place. A driver who finishes driving a 30 minutes turn, can drive again after 60 minutes. Each driver of the team can drive maximum 60 minutes total time of the race. Violation of these rules is punished by penalization Stop & Go. Team can change drivers outside the mandatory changing, while abiding with the rules like mandatory changing, except for timing of given time limit.

5. "Joker Lap "

During the main race, each team will have the option to use "Joker Lap" (shortening track distance at a designated area). This advantage has each team only 1x throughout the race. Joker Lap is open after 5.lap from the start of the race and closed five laps before the end of the race. All teams will be informed(navigated) about the open / closed Joker Lap with sign (blackboard BOX) . "Joker Lap" can not be used during the period of changing drivers (designated 6laps) . The driver during the driving(exiting) of restricted area is required to ensure the safe exit onto the track and in no way to limit the driver in a regular lap.

Violation of these rules is punished by penalization Stop & Go for the team.

6. Race will be completed in 3 hours by checkered flag.

7. Drivers are required to behave on the track as not to endanger neither their health nor opponents health (see. Article 4 - Security). Mainly intentional bumping into go-karts opponent and failure to provide sufficient space for safe driving (overtaking) is forbidden. Violation of these rules is punished by penalization Stop & Go.

8. It's required to clear the track for faster driver by slower driver(overtaken by lap, NOT IN ORDER) supervised by Marshals (blue flag- blue light).

9. Whenever the driver enters the pit he's required to raise his hand to signal his intention to other drivers. At the entrance to the pit the driver is required to significantly reduce speed and be prepared to stop safely in a designated area (in front of a transit scale). Violation of these rules is punished by penalization Stop & Go.

10. Drivers are required throught all time of the race to watch signalling marshals and follow their signalling flags, where:

I. Blue flag: indicates that the slower driver is required to allow the faster driver safe overtaking. The driver is required to follow the blue flags not later than one lap of hanging out the first blue flag.

II. Yellow flag and warning(hazard) beacons: indicates danger on the track, crash, etc.. The driver is required to reduce speed. Not to overtake !!!

III. SC + yellow flag warning(hazard) beacons :When Safety Car enters the track the driver who is first in the current position will follow it and the other behind him as they are lined up on the track follow the SC with minimal clearence. Overtaking is forbidden !!! Changing drivers is forbidden !!!



IV. Red flag: indicates an immediate end to the race for safety reasons. The driver is required to slow down almost to a 0 speed and with the step-pace drive into the pit.

V. Black Flag + number go-karts: signal the penalty / disqualification of "driver". A driver is required, not later than three (3) laps of hanging out the first black flag to drive into the pit where he will be informed about the way of punishment by penalization. Team manager is entitled to hear from the chief commissioner reasons for the punishment. A decision on punishment does not appeal.

VI. Checkered flag: indicates the end of the race, the driver will reduce speed and drives safely into the pit.

11. The Chief Commissioner always decides about giving penalization and his verdict does not appeal. According to the seriousness of punishment, given punishments are divided as follows:

I. Level 1: Warning: for minor violation the Chief Commissioner can give the team warning and then he inform the team manager about it. Such a warning may be given eg. If the driver does not raise his hand when driving into the pit, etc..

II. Level 2: Penalization Stop & Go: such a penalization gives the Chief Commissioner for eg. the repeated violation of the first level, not respecting the blue flag or yellow flag, for causing the collision, or in the case of other serious sport or safety breach of rules eg. the incorrect karts reweighing, unsecured reweighing pit while driving, etc..

III. Level 3: Penalization Stop & Go 10 seconds: such a penalization gives the Chief Commissioner for eg. the repeated violation of second level, causing the collision particularly a very serious one or another serious breach of sport or safety rules.

IV. Level 4: Disqualification of the driver (team) of the race: The Chief Commissioner is entitled to disqualify the driver (team) from the race for a particularly serious or repeated violation of the rules. This penalty is given for example when the repeated violation of the third level, ignoring the red flag, ignoring the black flag, causing a collision with injuries due particularly inappropriate / aggressive driving style, or of a particularly serious violation of the safety rules

12. While giving the penalization Stop & Go changing a driver is forbidden .

13. Each driver is required to take the penalization Stop & Go not later than 3laps from the warning. In case of violation of this rule driver is penalized by Level 3 Penalization Stop & Go 10 seconds. But the driver must suffer both penalties separately.

14. Reweighing drivers will take place before the race. Each driver weighs in complete gear/wear, including helmet and protective gloves.

15. The driver is reweighing into the weight of 85 kg. Weight is used to check the minimum weight of the driver. The organizer reserves the right to check the weight of driver at any time of the race. For underweight, the team will be given the penalization Stop & Go (10 sec).

16. It is forbidden to push karts.

17. All drivers are required to know, respect and follow all signalling flags and safety regulations valid for the particular kart track. They are also required to participate in the drivers' debate before the race, where are important information given to drivers. Ignorance of these informations or rules is no excuse!

18. What rules is not permitted is prohibited



4. SAFETY RULES

1. Each driver takes part in the race at his own responsibility. The organizer is not held liable for damage caused to health or property of drivers.
2. Each driver is required to the rules of the race.
3. Each driver is required to follow the instructions of the organizer, the marshals.
4. Each driver is required to use protective helmet integral type, gloves and overalls. Overall must be worn throughout the race and during the announcement of winners and results. It's allowed to take an overall off after the official end of the race. The race officially ends with announcement of winners and results.
5. It is forbidden to enter the track during the race. In case of technical problem, the driver must remain seated in the go-kart and signalize the breakdown by waving his arms raised above his head. Then he waits for the arrival of mechanic, who pushes him into the pit. It is forbidden to get out of go-karts and push it!
6. In any stage of the race a driver is not allowed to drive into the pit only the one that goes for changing. During changing at specified place is forbidden any kind of help from the third party. Weight exchange may only do the driver and changing driver. If there are any technical problems with exchanging weight, driver will ask for help pit staff members or a chief mechanic.
7. When exiting the pit, a driver ensures the safety and gives priority to drivers who overtake before exiting the pit. He must not endanger or somehow limit the exiting drivers of the pit.

5. EVALUATION OF INDIVIDUAL RACES

Points in individual qualifications are given as follows:

- 1st place: 16 points
- 2nd place: 14 points
- 3rd place: 13 points
- 4th place: 12 points
- 5th place: 11 points
- 6th place: 10 points
- 7th place: 9 points
- 8th place: 8 points
- 9th place: 7 points
- 10th place: 6 points
- 11th place: 5 points
- 12th place: 4 points
- 13th place: 3 points
- 14th place: 2 points
- 15th place: 1 point
- 16th place: 0 points



Points in each race are given as follows:

- 1st place: 16 points
- 2nd place: 14 points
- 3rd place: 13 points
- 4th place: 12 points
- 5th place: 11 points
- 6th place: 10 points
- 7th place: 9 points
- 8th place: 8 points
- 9th place: 7 points
- 10th place: 6 points
- 11th place: 5 points
- 12th place: 4 points
- 13th place: 3 points
- 14th place: 2 points
- 15th place: 1 point
- 16th place: 0 points

6. ANNOUNCING OF INDIVIDUAL COMPETITION WINNERS

The winner is the team that will as the first reach the most laps within the time limit. The other ranking is determined in the same manner, in order of the second place, third place, etc.

7. ANNOUNCING OVERALLWINNER SEASON

1. The overall winner is the team that reaches the most points in the sum of the individual races. Ranking 1st to 16th

2. At the equal point score in the total amount of each race, determines the number of better achieved rankings. When equal better achieved rankings, determines better rankings in individual qualifications.

8. ADVERTISEMENT

1. Drivers may wear on their overalls and helmets advertisement printed on them.

The organizer reserves the right to modify and change the rules!