



Auckland Blokart Club Inc.
Ardmore Race Rules

Competitors

- Must belong to the NZBAI
- Competitors must not sail in to or out of the car park
- There is no sailing past the cones on the runway
- Anyone sailing a kart without a POD must have enclosed footwear
- Anyone sailing a club kart must have shoes and gloves
- Cruisers can receive outside help while racing
- Everyone must attend all briefings or be briefed specifically depending on availability of a race officer

Course

- The grass is an obstruction unless redefined at the daily briefing. The grass has a 3 metre overlap zone

Series Scoring:

- Casual entries will receive a placing, but not points towards the series. Casual entrants can become a series entrant on payment of the series fee and will have DNS points awarded for casual entries.

Start

- If a competitor is over the loop at the start (based on the timing system if being used) they must return to the correct side of the line by sailing around the cone at the end of the start line. In doing so they must not interfere with any other competitor and will not be deemed to have started until they cross the start loop
- All competitors must be on the correct side of the start line with 20 seconds to start
- The sound of a horn will indicate the countdown and start. If this fails, then flags will be used.
- A dial up direction will be indicated during the briefing

Equipment

- A blokart must have a clearly visible race numbers of 150 mm minimum placed on the port side of the sail above the middle batten or in the clear panel at the rear of the sail