



## Ardmore Race Rules

Auckland Blokart Club Racing will be run in accordance with the current IBRA Rules Edition 6.

This document highlights general changes and clarifications to the IBRA Rules for our Ardmore Venue. Subsequent changes made by the event specific NOR, sailing instructions or race briefing will take precedence.

### ***Competitors***

- All Competitors must be a current member of the NZBAI or other international blokart association.
- No sailing into or out of the car park through the road access
- No sailing past the cones on the eastern end of the runway
- All competitors must wear enclosed footwear. Gloves are recommended.
- Anyone sailing a club kart must wear both shoes and gloves
- Cruisers can receive verbal assistance while racing
- Competitors must attend all briefings. Individual briefings may be done subject to the availability of a race officer

### ***Course***

- All non-sealed grassed areas are an obstruction unless redefined at the briefing. The grass has a 3 metre overlap zone
- The “zone” is 20 metres unless changed in NoR, sailing instructions or briefing.
- A dial up direction and starting tack will be nominated during the briefing
- The course will be outlined at briefing and may be changed during the race day

### **Penalties**

- Any violation of the above rules may result in disqualification from a race following successful protest from another competitor, or at the discretion of the race committee
- A competitor who fails to start on the correct tack must return to the dial-up side of the line by sailing around the end of the start line as directed during the briefing. In doing so they must not interfere with any other competitor and will not be deemed to have started until they cross the start line in the direction of the first mark and on the correct tack.

### ***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 earlier races.

### ***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. Race numbers are to be assigned by ABC Race Management.

### ***Emergency Action***

- Ardmore is an operational airport. The Ardmore airport siren (or 3 blast of the race horn) indicates an emergency situation and all competitors must immediately cease racing, remove their blokart from the track, tip it over, and await further instructions.
- When the extended runway is in use then all blokarts must be removed to the Northern side of the runway.
- Any racing in progress will be abandoned, and the race may be re-run.