

RULES and REGULATIONS

PLACE: Kartódromo Granja Viana – São Paulo - Brazil

DATE: Sunday July 21st 2024 | 2 pm (Briefing)

ENTRY FEE: Eur 725,00 | BR\$ 4.000,00.

PAYMENT: Please contact poul@kwcsports.com.br

Once we receive your entry, we will officially announce your team online!

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I – TEAMS: Up to 60 teams with 2 to 5 drivers each.

II – TEAM DRIVERS: At least two drivers maximum 5 drivers. Every team must have a captain. It is not mandatory that the team captain is a driver. Driver can only drive for ONE TEAM. A Leg wrist with the team number will be handed to each driver and checked by the crew every time there is a driver change. At least 50% of the drivers must be from the represented country/state. Children under 13 years old are not allowed to participate unless they get a waiver from the kart track.

III – TEAM NAME: Starts with the country identification, if it's a local team then two letters for the state may be added after the country and then a maximum of 20 digits for team name.

IV – DRIVERS MINIMUM WEIGHT: Every driver must weigh 90 Kgs when he leaves the kart. Kart Track can provide up to 25 Kgs of ballast to be fixed into the karts. Drivers may bring personal weight and must have those weights approved by the race crew.

V – RACE DURATION: Grid formation plus 5 hours and 50 minutes.

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VI – GRID FORMATION:

- a. If more than 40 teams sign up the teams will be divided into two groups, A and B. The best timed lap from both groups will be the pole sitter. As an example, let's say the best time set was from GROUP B, then the best time from GROUP A will start 2nd, the second best time from group B will start third, the second best time from group A will start fourth and so on. Timing session will last 5 minutes for each group. Untying result is who scored first in the timing session.
- b. The same driver that runs in this session will have to start the race.
- c. Kart changes will not be allowed during the grid formation session.
- d. If an accident during the grid formation session happens and one or more karts break down, kart changes will be allowed but the driver that caused the accident will be substituted for race start and the team will receive a 40 second penalty to be served in the track.
- e. If a driver requires a kart change during or after the timing session claiming his kart is broken, he is gambling. A track official will drive the kart and decide if it's suitable for Racing or not. If the kart is in fact not suitable to start the race, it will be substituted by a draw inside the pit area. It isn't mandatory that the driver or a teammate is present at the draw. It is mandatory that the draw is done in front of at least two witnesses. Recorded laps will be used for starting grid position. Driver will not be allowed to restart his grid formation procedure nor test the new kart. Tyres will be warmed rapidly by a crew member. If the track official says the kart can race the team keeps the kart, starts last and will receive a 40 second time penalty to be served during the first ten laps.

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VII – PRIZE: Three best teams will earn trophies for each driver, and the drivers from the winning team will be exempt from paying next year's NATION CUP. These are untransferable.

VIII – CHRONOGRAM:

A) Sunday at 14:30 - Briefing.

B) Sunday – 15:30 - Kart draw.

C) 16:00 – 5 minute grid formation.

D) 16:15 – Race start.

E) 22:15 – Race ends. 2 F) 22:30 – Podium.

IX – SAFETY: Every driver must wear a helmet, race suit, racing shoes, and gloves. Karting Helmets only. Motorcycle helmets are not allowed. If a driver is found to be driving constantly 7% higher than the leader he will be removed from the track for safety reasons. Drivers are allowed to use rádios and Go Pro Cameras fixed to their helmets.

X – KART DRAW: According to the chronogram.

XI – RACE START: LE MANS style.

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XII – BALLAST: Every driver must weigh a minimum of 90 Kgs.

- a. If a driver, when leaving his Kart is found to be under the established minimum weight in up to 1 Kg he will receive a 60 seconds time penalty.
- b. If the difference is higher than 1 Kg then the team will receive a five minute penalty.
- c. If lack of weight above 10 Kg is found the team is disqualified from the event.
- d. If a driver is found extremely underweight (“c” above) and uses this situation to push another team into driving faster laps, both teams will be disqualified from the event.

XIII – DRIVER & KART CHANGES: Everytime a driver comes into the pit HE HAS TO CHANGE THE KART AND THE DRIVER.

- a. **DRIVERS CHANGING ORDER:** Free choice for each team.
- b. **MANDATORY NUMBER OF STOPS:** Every team must perform at least six stops. There is no maximum number of stops. There is no minimum stint for each driver. Every team must control its own stop. The organization will check that every team has performed at least 6 laps within 4 minutes from the time he crossed the line opening the lap, to the time he exits the pit.
- c. **PENALTY FOR PERFORMING YOUR PIT STOP FASTER THAN 4 MINUTES:** If a team performs a stop with 3 minutes and 45 seconds for example, the team will serve a time penalty with the double of the time he gained in the pit. In this case the team gained 15 seconds and will serve a 30 second time penalty. All penalties are served on the

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track. If a driver stops to pit before he serves the penalty, then the penalty will be extended to the next driver coming in.

- d. KART CHANGE PROCEDURE:** Always raise your hand when you intend to enter the Pit. When a driver comes into the pit to effect a kart/driver change, a crew member will allow the next driver to come in and draw the new kart from a line with 3 karts. After the draw, the new driver coming in will fix his ballast, while the driver coming out will hand him the number plate and the leg wrist containing the kart sensor. Then he may come back and weigh himself. The new driver will slowly leave the kart changing area and will drive the complete length of the pit being able to compliment his teammates but not be allowed to stop for any reason. Then he will park at the pit exit and wait til it´s time to rejoin the race. A teammate counting the time is allowed to stay near the pit exit, advising the driver when he should rejoin the race. Teams should be aware that if many teams come in at the same time the pit exit may become hectic and teams may lose time in lines. When leaving the pit respect the preference of the driver in Racing lines.
- e. PIT OPEN / PIT CLOSED:** Pit will only open after 5 minutes from race start. Pit will be closed 15 minutes before the Checker flag. Driver to be shown the White flag (5 minutes to go) completes two laps. Teams that choose to make their Kart changes towards the end of the race must be aware that they run the risk of finding the pit closed. Every driver will have his weight checked. After the weight check, the public will be allowed into the track. PIT will be closed during a red flag situation.
- f. LACK TO PERFORM A PIT STOP:** Team is disqualified from the event.

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- g. PENALTIES:** All penalties are served in the track. If a penalty is shown after the fifteen minutes signed to the end, the penalty plus 15 seconds will be added to the finish time at the end of the race.

XIV – CHANGING KARTS FOR MALFUNCTION OR BREAKDOWN DURING

THE RACE: If a driver finds that his Kart has some kind of mechanical malfunction he shall proceed to the Kart changing pit area and proceed as a normal Kart change. If a driver breaks down his Kart in the track and is unable to continue, he must stand by his kart in a safe position towards other drivers in Racing mode. Yellow flags should diminish the risk, as drivers close to the incident are aware that no passing is allowed and speed must be reduced. A crew member will bring a new underpowered kart that will allow the driver to safely proceed to the pit and effect a kart change. The four minute Countdown will be observed, and the driver MUST drive carefully while crossing the pit and make a full stop at the pit exit despite the time spent. Causing an accident in the pit or pit exit will be severely punished, and if involves running over a third party the team might be dq'd from the race.

XV – FLAGS AND PENALTIES: We will have as many marshalls and flagmen as necessary all spreaded out and equipped with radio transmitters. They will do their best for a fair result. The following attitudes will be punished accordingly:

- a. PENALTIES:** MILD – 10 seconds in the pit box / HARD – 30 seconds in the pit box.

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- b. WARNING FLAG** (BLACK AND WHITE FLAG) - Hit the Kart in front of you repeatedly - Overtake the Kart in front of you on an illegal or over aggressive maneuver and return the position gained - Complaint Gestures towards other drivers or race officials as interpreted by race directors. - Not respecting a blue flag. Two warning flags in a 20 minute period is a mild TP.
- c. TP FLAG** (Black with orange ball). TP´s will consist of stopping the kart in the TP PIT BOX and serving the time indicated by the type of penalty shown. If the penalty is detected after the fifteen minute to go mark, time will be added to your finishing time plus 15 seconds that is the estimated loss of time by breaking and rejoining the race.
- d. BLACK FLAG** (RACE DISQUALIFICATION):

- Running over another driver or race staff for mishandling, or irritability. Driver may not be punished if race directors feel he's not to blame.

- Offending or attacking anyone involved in the race.

- Second time penalty in less than 20 minutes.

- e. YELLOW FLAG** (Passing is not allowed) - When a Yellow flag is shown in a certain place, slow down as there has been an accident or some kind of obstruction ahead. Passing is not allowed. If you did pass, return your position immediately and avoid a TP and get away with a warning. Of course if you pass a driver that has crashed or has a broken down Kart this does not apply.

- Full course yellow flag. Raise your right hand and slow down. Pitting is not allowed. The pace Kart will enter the track and rejoin the Karts. Race will restart on single file rolling, respecting the current positions.

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The pace Kart will leave the track a few moments before the race restarts. The race leader will be allowed to race when the green flag is waived by the race director. If the race director feels that the Karts are not close enough he may give another lap without the pace Kart. Teams will not regain lost laps.

- f. BLUE WITH A RED BALL** - Your kart has some visible mechanical trouble. Please stop in the pit area and change your kart. It may be considered one of the mandatory Kart changes. If the team has already performed all of the demanding pit stops it will be race hard luck, and the team still has to perform the pit as a mandatory pit.
- g. BLUE FLAG** - When a driver is shown the blue flag means that the leaders are approaching. When a driver receives a waving blue flag he has two corners to give away his position. Under race directors' decisions a driver may be penalized for not letting pass the leaders. After four corners with waiving blue flags is surely a Time Penalty. BLUE FLAGS will be shown to P1, P2, and P3. RD´s may choose randomly another driver to show the blue flag if the driver is one or more laps down and constantly interfering with another best ranked and faster driver.
- h. RED FLAG** - Race has been interrupted. Bring your Kart to the straight slowly with your right hand raised. Stop and wait for a race crew to instruct you. Drivers are not allowed to leave the KART without permission of the race director. If a driver refuses to serve a black flag, a red flag will be shown and the team disqualified. If this attitude had the clear intention of helping out another team, the marshalls may choose to apply a penalty on the benefitted team. The time spent during the red flag will not be extended at the end of the race. Race

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will restart in single file according to Racing positions in the last recorded lap.

i. SOME ACTIONS THAT MAY CAUSE A TIME PENALTY:

i1- Hit, intentionally or not behind the mid part of a Kart spinning or pulling away from the track line the kart right in front and overtaking it for a position or overlapping.

i2- Hit, intentionally or not behind the mid part of a Kart spinning or pulling away from the track the kart right in front and prejudicing the front driver towards other drivers coming from behind, independently from returning the position.

i3- Deviate karts normal trajectory with the intention of pressing a driver off the track not leaving space for the passed driver.

i4- Not respecting the half kart on the inside lane of a curve when being overtaken and pressing the opponent out of the track.

i5- Hit one driver ahead of you with the intention of helping him overtake, and/or crediting himself with an accident.

i6- Team´s misbehavior on the stands. Track invasion. A driver may be punished for his teammate's misbehavior.

i7- Trying to make adjustment changes in the kart such as tyre pressure, choker, cables...

i8- Jump start or cut the track length.

i9- Not respecting a blue flag after 4 corners.

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i10- Getting two warning flags in less than 15 minutes.

i11- If one driver behaves in an over aggressive manner and receives more than one TP in a 15 minute period he will be black flagged and definitely removed from the race. The team will be allowed to rejoin the race with another driver. If the new driver also receives a TP in less than 15 minutes after he rejoined the race, the team will be black flagged and not allowed to continue in the race.

The perfect race is a race with no penalties and the desire of all involved. The perfect storm is a race full of penalties and interventions. Keep in mind that nobody gains with this second option. Drivers, race directors, organizers and the public in general want to see a clean race. Race director has the right to interpret any maneuver, to aggravate punishment or to allow a certain maneuver according to race situations. Difficult decisions will be most likely decided after the race including the involved drivers testimony and point of view. Keep in mind that arguing at an educated level and respectability is the first issue in order to study a call change. These rules may be slightly changed in order to adapt to Kart Track conditions. Any changes to these rules will be communicated in the briefing. Be present at the briefing! ALWAYS!!!

MAY THE BEST TEAM WIN!