



RULES & REGULATIONS ENDURANCE SERIES 2010

RR1. ENTRY

- a. Entry for each event is on a first come, first served basis. Entries are confirmed only when accompanied with full payment. Entries must be received by the Wednesday prior to the event. Entries received after the deadline will not be accepted.
- b. You can enter by phone by calling our dedicated team on 0845 644 5504 or by post to:

Daytona Motorsport Ltd
Sandown Park
More Lane
Esher
Surrey
KT10 8AN

- c. Entries will be accepted on a first come, first served basis up to the maximum number of 30 drivers. The Race Organisers have the right to refuse an entry for whatever reason.
- d. Entry fees are non-refundable.
- e. The Race Organisers may cancel the event if the number of entries is insufficient to make the event worthwhile, or due to any other circumstances beyond the control of the organisers.

RR2. EVENT FORMAT

Please check www.daytonamax.com for each event's specific schedules.

RR3. SIGNING ON / BRIEFING

- a. Teams/drivers will not be permitted to take part in any of the event if they have not completed the signing on procedure and signed the indemnity form.

- b. Any team/driver who has not attended the mandatory drivers briefing will not be permitted to take part in any of the event.

RR4. WEIGHT

- a. The lightweight minimum weight is 77.5kg. When determining the weight of a driver, all relevant race clothing including helmet, suit, gloves, boots, knee pads and seat insert may be weighed. Drivers under the 77.5kg limit will have to 'weight up' to the minimum. The recommended procedure is to use a seat insert with the correct amount of ballast built in. There are also lead posts fitted to the karts where competitors may place their own lead.
- b. Entry level for Heavyweight drivers will be 87.5kg. A driver is not allowed to use their seat insert to achieve this 87.5kg minimum. Any driver not making this limit will **not** be allowed to race in the Heavyweight class.
- c. Drivers who weigh between 80-87.5kg will have the choice to compete in either class, but must weight up to the 87.5kg minimum if they wish to compete in the heavyweight class.
- d. Random checks will be made throughout the day during the season on both weight categories. Any driver found to be lighter than the required weight will be excluded from that race.
- e. For ladies racing in the Lightweight class, the minimum weight will be **72Kg**.

RR5. POINTS ALLOCATION

Points will be awarded per round as follows:

Position	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th
Points	50	45	40	35	33	31	29	27	25	23	21	19	17	15	14
Position	16th	17th	18th	19th	20th	21st	22nd	23rd	24th	25th	26th	27th	28th	29th	30th
Points	13	12	11	10	9	8	7	6	5	4	3	2	1	0	0

RR6. QUALIFYING.

- a. There will be a session of 15 minutes qualifying practice. All laps will be timed and the fastest lap time during the session will be counted as your qualifying time.
- b. Any driver who fails to register at least 1 qualifying lap will start from the back of the grid.

- c. During qualifying, any driver that commits the following offences will start the race from the back of the grid:
- Advantage by contact
 - Overtaking under a yellow flag
 - Losing control (spinning out) under the yellow flag
 - Failure to acknowledge (raising hand) the yellow flag
 - Multiple contact or kerbing.

RR7. RACE FORMAT

- a. Qualifying practice will be of 15 minutes duration.
- b. The race will be 1 hour duration
- c. During practice, any driver that commits any of the offences listed in rule 6.c will start the race from the back of the grid.
- d. The karts are randomly allocated. Drivers may not select their own karts. Once a driver starts the race, it will be assumed that they are satisfied with the performance of their kart.
- e. Despite the best efforts of the organisers, each kart is hand built therefore each and every kart will be slightly different. During the first 10 minutes of practice, if a team finds a serious fault with their kart, they should return to the pits where the kart will be tested and/or repaired or allocated another kart.
- f. Grid formation for the race will be 2 by 2.
- g. It is the responsibility of each driver to start in his/her correct grid position. However, if a driver spins during the rolling laps, the team must start from the back of the grid. If a team is not in their correct grid position, organisers retain the right to start the race anyway.
- h. During the rolling laps, drivers in trouble should raise a hand. Following drivers may overtake competitors obviously in trouble. Drivers are not allowed to overtake the pace kart. Any driver overtaking the pace kart will receive the black flag once the race has started.
- i. The driver on pole position will control the pace as the pack approaches the start line. No other driver may overtake the pole sitter before the start line. Any driver jumping the start will be black-flagged. This includes any drivers breaking formation and/or driving up alongside drivers ahead of them prior to the start.
- j. During the race, drivers suffering the following circumstances will be allocated another kart if there is one available:
- Engine seizure
 - Complete ignition unit failure
 - Complete carburettor failure
 - Complete brake failure (unless sustained by driver error)

- Complete failure of a major mechanical component (unless sustained by driver error)
- k. No replacement kart will be allocated to a driver that becomes involved in any accident, either sole or multiple, that renders the kart inoperable.

RR8. ACCIDENT DAMAGE

During the race, if a driver sustains obvious crash damage, they will have to wait for the kart to be repaired. If the kart cannot be repaired within 10 minutes, another kart will be allocated to that team.

RR9. FLAGS

- a. The following must be adhered to:-

Green/Lights	Race starts
Red	Race stopped. See rule 13 .
Yellow	Incident ahead, caution advised. Slow down to half race speed, raise hand and no overtaking allowed until the incident has been passed.
Black/White Diagonal	Warning for contact, kerbing etc.
Black	Driver penalty, return to pits for a minimum 30 second stop/go penalty.
Blue	You are being lapped, give way to competitors behind
Chequered	End of race, return to pits.

- b. Yellow Flags

ANY DRIVER WHO FAILS TO ACKNOWLEDGE A YELLOW FLAG BY RAISING THEIR HAND AND SLOWING DOWN WILL BE SHOWN THE BLACK FLAG AND RECEIVE A 30 SECOND STOP/GO PENALTY. THIS RULE APPLIES AT ALL TIMES DURING THE EVENT

Should a driver overtake on yellow flags and realise the mistake, it is permissible for this driver to decelerate and signal for the other driver to re-pass. It is the responsibility of the other driver to re-take his/her position immediately or the first driver is at liberty to carry on racing without penalty.

- c. Penalties will be given to drivers who ignore these signals. **Ignoring the black flag will increase the penalty by 10 seconds each lap.**

RR10. GENERAL

- a. Deliberate and excessive use of rumble strips/kerbs is prohibited. Warnings will be issued as follows:

1 st offence	Kerbing board and/or 1 st warning flag
2 nd offence	2 nd warning flag or black flag
3 rd offence	Black flag

- b. Deliberate use of contact is prohibited. Warnings will be issued as follows:

1 st offence	Contact board and/or 1 st warning flag
2 nd offence	2 nd warning flag or black flag
3 rd offence	Black flag

- c. Drivers who gain a position advantage by contact will receive a black flag. Penalty – Stop Go (minimum 30 seconds).
- d. Drivers who attempt a manoeuvre that results in an accident may receive either a warning flag or the black flag depending on the severity of the incident.
- e. Drivers who fail to respond to the yellow flag (i.e. overtaking under yellow) will receive a black flag. Penalty – Stop Go (minimum 30 seconds).
- f. If a driver receives a black flag on the last lap of the race, they will be deducted 1 lap in place of a timed penalty.
- g. The Race Director has the right to make post race decisions after an inquiry.
- h. A team or an individual competitor may receive an official verbal warning. Any further misconduct by the competitor may result in his/her exclusion from the event or the whole series.
- i. Suits, helmets and gloves must be worn correctly. Drivers will be black flagged if they fail to comply with this rule. Dark visors are not permitted when it is dark and the track is floodlit.
- j. Any driver losing control of their kart under a yellow flag situation will receive a black flag. Penalty – Stop Go (minimum 30 seconds).
- k. Competitors are responsible for the behaviour of their supporters, family and friends.
- l. Competitors are reminded that anyone using foul language or threatening behaviour will be excluded from the meeting.
- m. **Daytona Max** is covered by its own public liability insurance. Competitors are responsible for their own personal accident insurance.

RR11. TYRE PRESSURES

Tyre pressures are fixed and set by the organisers. Any driver found to be adjusting tyre pressures will be subject to a **30** second stop/go penalty during the race.

RR12. CHAMPIONSHIP POSITIONS

All drivers best 8 results from 10 rounds will count towards the championship. In the event of a tie on points between drivers at the end of the season, the winner shall be the driver with the most first places. If the drivers are still tied, we go to second places and so on until a result is achieved. In the unlikely event of a tie at this point, the driver with the highest earliest race position will be crowned champion.

RR13. RED FLAG PROCEDURE

- a. In the event of a red flag, all drivers must slow down to half race speed and stop in SINGLE FILE where directed. NO OVERTAKING. Any drivers failing to stop in single file may be relegated to the back of the line.**
- b.** The race clock will continue to run throughout any red flag incident.
- c.** The race leader will be identified and any karts in front of the leader will be sent across the timing loop to join the back of the line.
- d.** Any karts in the pits will be released onto the circuit to join the back of the line.
- e.** Kart(s) which have been involved in the incident, but have not incurred any damage can join the back of the line. If the driver(s) require(s) medical attention they can be replaced. Any damaged karts will be returned to the technical area. Work will only commence once the race has restarted.
- f. YELLOW** – Karts will be started in single file. The pit lane will remain open. However, a kart requiring fuel may enter the pits, but will not be refuelled until the race has restarted.
- g. GREEN** – Once the RD is happy to restart the race, the timing loop will be reactivated on the restart rolling up lap. When the green flag is waved, refuelling will commence and the pit lane exit will be opened.