



## Lime Rock Karting Challenge 6-Hour Arrive-and-Drive Rules

### Flags

- Green Flag -
  - The race has begun
- Yellow Flag -
  - There is an incident upcoming and the driver should be aware
    - There is NO passing through a yellow flag zone
    - Drivers who pass should give the position back, even if the kart is a lap down. Failure to do so may result in a black flag.
- Black Flag -
  - Used in cases of aggressive or extreme careless driving.
    - This does not count towards one of your pit stops
- Mechanical Flag "MeatBall" -
  - Used to signify mechanical issue, or a request to have conference with the driver for minor issues
    - This flag DOES count towards pit stops
    - A team receiving more than 5 meatballs in the race will receive a blag flag
- Red Flag -
  - There has been an incident on the course that requires medical attention
  - Severe weather has affected the running of the race as determined by the race director
- White Flag -
  - One more lap to go
    - This flag is given to the current leader of the race first
- Checkered Flag
  - Given to the leader at the conclusion of 6 Hours of Racing
- Pointed or Furled flags
  - This is a way for the corner worker make visual contact with a driver when given a warning.

### Driver Etiquette

- Drivers should be courteous to all drivers on track
- Drivers should be aware of all flags at all times during the event
  - Failure to yield to a flag can result in a Black Flag penalty
- It is the passing driver's responsibility to make a clean pass
- Aggressive driving will not be tolerated,
  - Drivers who are driving aggressive will be warned and asked to change their driving style
    - Should a driver fail to adjust, they will be parked for their stint.
    - Should a driver continue to have issues after being parked once, they will be are parked for the remainder of the event.
- No Blocking!!
- Never drive the opposite direction of race travel
- Never stop on track
  - Should there be an issue with the kart and it is still drives, drive it to the pits.
- Drivers will be held in pitlane during driver/kart swaps for time penalties accrued on pitlane. Penalty Flags may be appealed, but final decision must be served immediately.

## Equipment

- During event, any driver on track needs to have these pieces of racing equipment properly installed.
  - Helmet Snell 2010 or newer
  - Neck Brace
  - Gloves
  - Racing Jacket (if wearing Jeans) or full Racing Suit
- Drivers have the option of renting or wearing a rib protector, which is highly recommended.

## Pit Road

### Driver Weight

- Drivers must weight at minimum 200lbs when driving for all classes except Big Boy. (weight boxes and 40 lbs of weight blocks are available per driver. Inquire about additional weight.
- Big Boy drivers must weigh at minimum 225lbs when driving
- Drivers must have the correct weight in their kart as marked in their team roster at the beginning and end of each stint.
- Drivers found to be underweight will have their team assessed a penalty of 1 lap per 10 lbs.
- Team will be DQ'd from the event if it they knowingly run short of weight.

### Drive Time

- Teams must make a total of **15 stops** (resulting in 16 driver stints) on pit road during the course of the 6 Hour event.
- Drivers are not required to exit the kart during this stop.
- Meatball Flags will count towards one of your stops, Black Flags will not.
- There are no stint time limits, however a driver showing signs of being weary will be called in for a mandatory driver change.

### Driver Changes

- Each stop on pit road will be timed to 20 seconds
- During the 20 second stop, the pit official will confirm the weight in the kart is correct for the driver in the kart, or the driver getting in.

### Fuel Stops

- A kart swap will act as a fuel stop and will be a timed stop of 3 minutes.
- A kart swap/fuel stop counts as 1 of the 15 required stops.
- No more than 4 karts may be in the swap station at any one time.
- Drivers will enter the kart as instructed by the pitlane official.
- A driver change may occur during a kart swap.
- The fuel windows are anticipated every 2:00 to 2:30, but that will be confirmed or modified at the Drivers' Meeting.
- 3 total teammates may be in the kart swap station.

## Qualification

- Qualification is determined by the fastest lap turned 1 lap after the 60 minute practice session ends.
- Practice is **60 minutes** in length.

### **Disqualification**

- Any member of your team found to be in operation of a kart while intoxicated
- Cheating of any kind by a single driver or entire team will result in a DQ and no refund.
- Failure to return equipment at the end of the event
- Physical altercations between other teams and members

### **Awards**

- The top 3 teams in each class will receive a trophy.
- Medals for Fastest Time in class and Fastest Overall Time