



Bathurst Rules

Driver Changes

1. Each team must do a minimum of ____ driver changes. *(See Driver Change Formula below).*
2. When it's time for your team mate to pit hold up to "pit card" in the spectator area as they pass you. *(We recommend that you do at least one more whole lap before pitting and making the driver change).*
3. Before entering the pits, you must move to the right as soon as you exit the hair pin at the bottom of the track.
4. When entering the pits, you must enter the pits at a controlled speed. **No brake lock ups, drifting or loss of traction.**
5. Only one kart in each lane can pit at any time. You must pit in between the Blue cones. *(Unless more than 8 teams then two karts per lane per permitted).*
6. You are not allowed to push your kart out of the pits. *(no pushing what so ever)*
7. Next drivers are not allowed to cross the yellow line in the pits, to jump in a kart until it has completely stopped.
8. Before exiting the pits, you must have your helmet and seatbelt correctly fitted. **If either of these are incorrectly fitted you will be forced to take a compulsory driver change.**
9. When exiting the pits, you must give way or merge into oncoming traffic. **Any cause of crash will result in a penalty!!**

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|------------------------------|--|
| Driver Change Formula | Formula: <i>The number of people per team (2), times 3 drives each per driver, minus (1) = 5 (2 x 3 - 1 = 5)</i> |
| Number of people per team | |
| Based on 2 people per team | $2 \times 3 - 1 = 5$ (5 driver changes) |
| Based on 3 people per team | $3 \times 3 - 1 = 8$ (8 driver changes) |
| Based on 4 people per team | $4 \times 3 - 1 = 11$ (11 driver changes) |
| Based on 5 people per team | $5 \times 3 - 1 = 14$ (14 driver changes) |
| Based on 6 people per team | $6 \times 3 - 1 = 17$ (17 driver changes) |

Blue flags

1. A Solid **Blue flag** is means, be aware you have someone behind you.
2. A Waving **Blue flag** means, move to and stay in a lane.

If you do not respond to our flags you will receive a warning!!

Penalties

Anytime you infringe you risk getting a team penalty, by infringing in the pits, making contact with another kart, blocking, cutting off or deliberately causing another team to crash.

1. **White Card Penalty, when you receive a White card penalty you must pits immediately.** If you do not pit within two laps, we will force you pits by slowing you right down.
2. **Black Card Penalty, when you receive a Black card penalty you must also pits immediately, and your team will have to complete one more driver change before the end of the race.** If you do not pit *within two laps, we will force you pits by slowing you right down.*

The driver who receives the penalty will also get a cross marked on their wristband, if you get Two crosses on your wristband, you will no longer be allowed to race.

Penalties

You will get a **White Card** team penalty, by infringing in the pits, making contact with another kart, blocking, cutting off another kart.

Black Card penalties are given for continuous contact, deliberate blocking, deliberately causing another team to crash or disrespecting our track staff.

Live Results and Driver Changes

When the race is running the screens inside the building show live results updating every lap and counting down your laps, we also have a screen displaying up to date Driver Changes.

When the race finishes

When the race finishes you will receive the chequered flag, once you have received the flag please finish the lap you are on and then re-enter the pits into the left lanes.

The first team to complete ____ laps and all your driver changes win, the drivers of the winning team will each receive a trophy.

Additional for Trade Challenges, Bathurst 300 & 350

Shoot out

- For our annual Bathurst's 300 & 350 we run a shootout after the practice, each team getting a one lap to try and get the fastest lap for pole position.
- We start with the slowest team from the practice to the fastest.
- Each team gets one warm-up lap from the pits to the start finish line then they get a Green flag and one lap only to get the fastest lap time possible, when the driver crosses the start/finish line again they will receive a chequered flag, that indicates the shootout is completed. *(The driver should then complete the second lap and re-enter the pits)*

Warnings

- After lap 50 we will no longer give out White Card Penalty. Only Black Card Penalties will be given.
- Teams will receive white flag warnings first during the first 50 laps, unless the infringement cause another kart to crash. Then you will go straight to a black flag.
- **With 20 laps to go, there is no contact what so ever!!**

| Event Laps Formula | 40 Laps per driver | 50 Laps per driver | 60 Laps per driver |
|----------------------------|--------------------|--------------------|--------------------|
| Number of people per team | | | |
| Based on 2 people per team | 80 Laps | 100 Laps | 120 Laps |
| Based on 3 people per team | 120 Laps | 150 Laps | 180 Laps |
| Based on 4 people per team | 160 Laps | 200 Laps | 240 Laps |
| Based on 5 people per team | 200 laps | 250 Laps | 320 Laps |
| Based on 6 people per team | 240 Laps | 300 Laps | 380 Laps |