

Picton Karting Track 24hr Rule Book

24 HRS Non-Stop Racing!





24



General Requirements

Picton Karting Track is hosting a nonstop 24 hour endurance race! TO ENTER the event you must have experience driving our 18HP karts with lap times under 39 seconds. We also encourage all drivers to have competed in one of our 3HR endurance race as a practice.

These rules and regulations are specific to Picton Karting Track's 24hr 2027 event. No specific rules can be applied without the approval of the promoter and the organiser. There will be a total of 16 Teams Racing. A minimum of 6 drivers - maximum of 10 drivers. The race will start at 12PM on Friday and finish the next day at 12PM on Saturday. All the karts will start the race on brand new tries. At the half way point there will be a front trye change performed by our team during kart swaps. A team of mechanics will be available for assistance during the race. They will also be in charge of maintaining the karts throughout the course of the 24hr race.

Rules Table (Quick Info)

Drivers Per Team	6 - 10ppl
Minimum Age	16years
Kart	TBKART 390cc
Power	18HP
Quailfying	8 Minute
Starting Procedure	Grid Start
Race Start	12PM Friday 28th of May
Race Finish	12PM Saturday 29th of May
Pit Stops	12
Kart Swaps	20
Total No. Of Stops	32
Maximum Drive Time (in one stint)	60 minutes

Penalty Table

Jump Start	5 Seconds
Take Out 1 st Offence	5 Seconds
Take Out 2 nd Offence	15 Seconds
Take Out 3 rd Offence	30 Seconds (last warning)
Take Out 4 th Offence	Removal from the track
Unsafe Pit Entry	5 Seconds
Unsafe Pit Exit	5 Seconds
Refusal To Stop	30 Seconds
Driving for over an hour	80 Seconds
All four wheels over the white lines	30 seconds

1. REGISTRATION

Registration for the event must be made through the registration form on the website : <https://pkt.net.au/24hr-endurance-kart-race/>

The price for participation in PKT's 24hr event is:\$4320

Discounted practice races included for all drivers and teams that have signed up. (Public 10 minute races only \$45)

2. ETHICAL CONDUCT

Maximum safety, fair play and sportsmanship waivers are required of all participants taking part in the event. By signing the waiver of Liability and the Code of Good Conduct all participants accept :

- Total respect for operational and organisational staff
- Total respect for other participants and any assistants
- Total respect for the infrastructure and equipment available for the event

Failure to comply with these minimum rules may lead by PKT to penalise the participant up to and including definitive exclusion from the event.

Each driver and their companions are responsible for their own actions.

Anyone may be expelled if they do not comply with the rules set out above.

PKT may also apply sanctions for any behaviour that damages the image of the event.

Should one or more of the above situations occur, the participant will not be entitled to any financial compensation.

3. PROGRAM

Friday

- Arrive 10am to sign on
- Safety Briefing 10:45am
- Qualifying 11:45am
- Race Start 12pm Friday
- Race Finish 12pm Saturday
- Presentation

The Rules

Qualifying

Qualifying is approx. 8 min. Team with the fastest lap will determine the race position. Grid will start with the fastest to slowest times.

Teams not can swap drivers in qualifying.

Once you receive a red light, slow down and stop at the corner 'hot lap'.

Leave a gap between karts to allow for other drivers to get around.

Race Start

The karts will then be sent straight to the grid in order of your qualifying.

Once karts are all gridded the lights will be red, once the light turns green or the green flag drops the race will start.

The Race

Throughout the 24hr race there will be 32 stops. 20 of which are kart swaps, 12 for driver swaps. Each team will drive a number of different karts throughout the event. Drivers are not permitted to enter the pit on their own accord, any team that comes into the pit without being called in will be sent straight back out resulting in loss of a lap. There will be a designated drivers waiting bay. Teams must give their correct kart number to staff, we will then hold up their kart number to signal their driver into the pits. Kart numbers will change throughout the race, so teams will need to give the kart number that their team is currently racing with, rather than the number of the kart they began the race with. Once the current driver receive the signal they must complete their lap and then make their way into the pit on their next lap. Driver's must acknowledge that they have seen it. This can be done by giving a thumbs up or a head nod. If a driver fails to acknowledge the sign for 2 laps, the driver will be sent to the back of the queue so we don't hold up other teams. For drivers on the track, if you are unsure of your kart number, look at your steering wheel. When entering the pit come in at a walking pace or receive a 5 second penalty. As soon as the driver stops the kart, the new driver may make their way into the kart. Staff will then give guidance. To buckle in put your hands in the air and staff will do it. Do not re-enter the track until staff tell you to. Teams must follow the blend line when exiting and entering the track.

The Rules

Driver Behaviour

We do not tolerate bumping, corner diving, cutting across the track and/or running off the track. We will be giving out 5 second stop-go penalties if needed. If a stop 5 second penalty is received more than twice you will be removed from the circuit.

Corner diving in go-karting is an overtaking technique where a driver brakes very late and steers sharply down the inside of a corner to try to pass another kart just before or during turn-in. Instead of following the normal racing line, the driver attempts to “dive” into a small gap. When executed poorly, it often leads to contact or forces the leading driver off their line, which is why it can sometimes be seen as unsafe or unsportsmanlike depending on the situation.

Spinning is also dangerous and must be avoided, it can result in getting yourself or other drivers into an accident.

Staff will stop anyone who they feel needs driving tips, staff will direct where to stop if they pull you up. Tips will be provided for accidental bumps, corner dives, driving lines and spins.

Race Finish

The team that completes the most amount of laps in 24hours will be the winner. The chequered flag will be waived to all drivers. Once the chequered flag is dropped the karts will be all slowed down. Please complete one slow cool down lap and then make your way into the pits.

Code of Conduct

PKT is committed to providing a safe, fair, and inclusive environment for all participants. As part of our mission to deliver responsible and high-quality motorsport experiences, we recognise that our sport's reputation can be affected by the behaviour of those involved. For this reason, we require all drivers to uphold strong standards of conduct.

Our Code of Conduct is based on the following core values:

- Act professionally and represent PKT and the sport with integrity at all times.
- Follow both the rules and the spirit of motorsport.
- Show respect and courtesy to all participants, staff, and spectators.
- Prevent and avoid any form of discrimination or harassment.
- Prioritise the safety, health, and well-being of everyone involved.
- Support and encourage participation across all areas of the sport.

Failure to meet the expected standards outlined in this Code of Conduct may result in disciplinary action where necessary.

All drivers must read, sign, and agree to this Code of Conduct. Those who do not will not be allowed to enter the track under any circumstances.

First Name:

Last Name:

Signature:

Date:

Please Print This Form And Submit It To The Counter On The Day