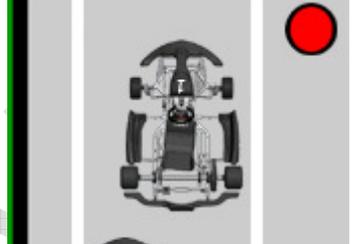
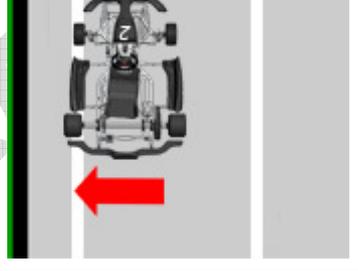
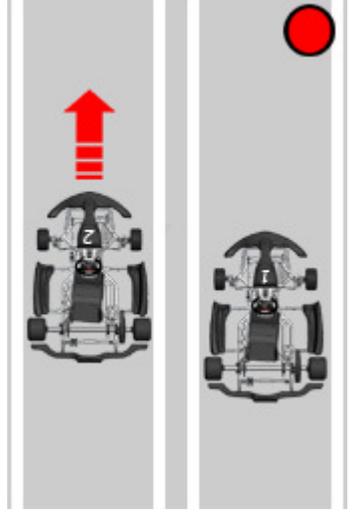
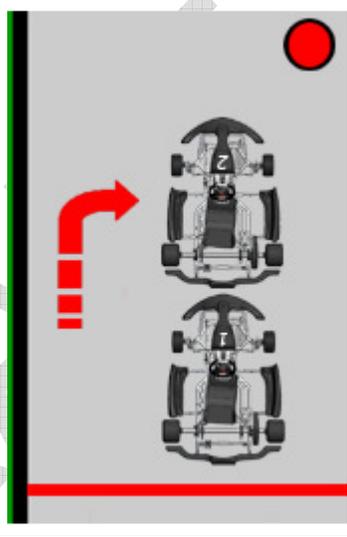
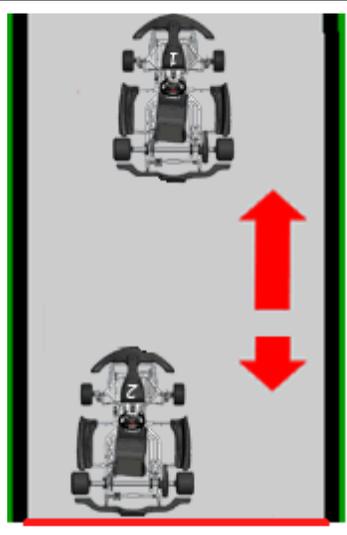
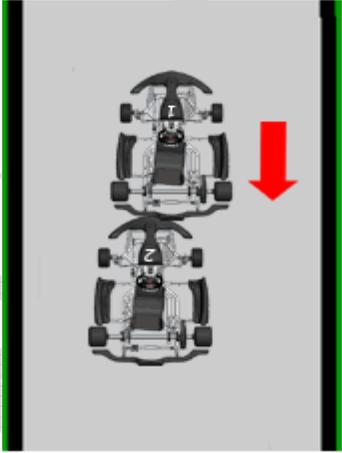
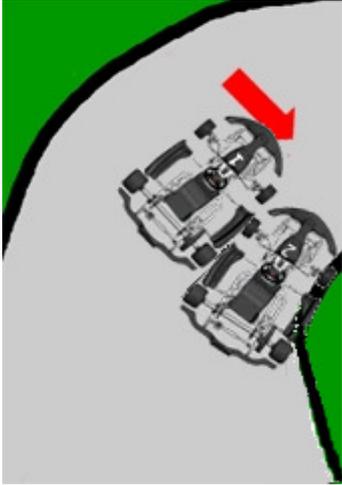
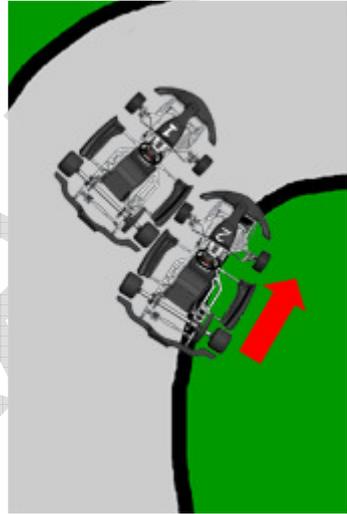
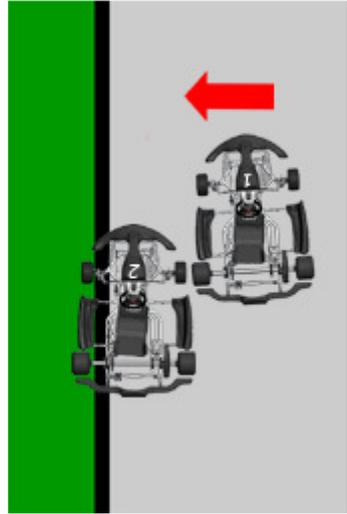


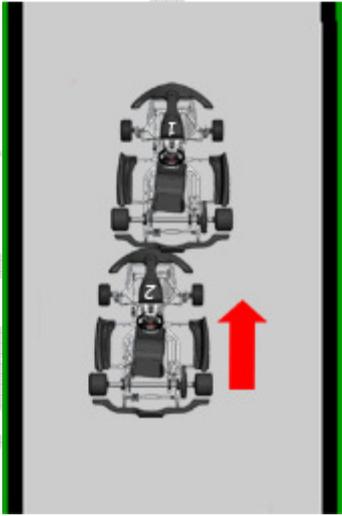
IRREGULARITY	EXPLANATION	SKETCH	PENALTY	
R01 FALSE START	/A	<p>"FALSE START Type A" means Kart 2 leaves the marked corridor during the launch phase (after the steady speed line) with at least two tyres before the start has been released. Leaving = the tyres are on or outside the corridor line.</p>		General
	/B	<p>"FALSE START Type B" means Kart 2 leaves the marked corridor during launch phase with all four tyres before the signal to start has been given. Leaving = the tyres are on or outside the corridor line.</p>		/A: 3 Seconds /B: 10 Seconds
R02 JUMP START	JUMP START means that Kart 2 accelerates during launch phase leaving Kart 1 behind before the signal to start has been given. It is irrelevant whether the start is repeated afterwards or not.		General	
			10 Seconds	
			Without advantage	
			Not relevant	
With advantage				
Not relevant				

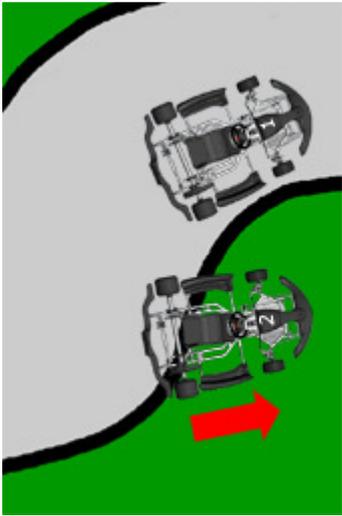
<p>R03 FORMATION- FAULT TYPE A</p>	<p>FORMATION FAULT TYPE A: if Kart 2 improves it's starting position, unforced during the formation lap after having crossed the steady speed line and before the signal to start has been given.</p>		<table border="1"> <tr> <td>General</td> </tr> <tr> <td>Exclusion</td> </tr> <tr> <td>Without advantage</td> </tr> <tr> <td>Not relevant</td> </tr> <tr> <td>With advantage</td> </tr> <tr> <td>Not relevant</td> </tr> </table>	General	Exclusion	Without advantage	Not relevant	With advantage	Not relevant
General									
Exclusion									
Without advantage									
Not relevant									
With advantage									
Not relevant									
<p>R04 FORMATION- FAULT TYPE B</p>	<p>FORMATION FAULT TYPE B: if Kart 1 does not remain close to kart 2 (should be less than 1 kart length) after having crossed the steady speed line and before the signal to start has been given. Karts must be 'bunched up' before the start to avoid speed differences.</p>		<table border="1"> <tr> <td>General</td> </tr> <tr> <td>5 second penalty</td> </tr> <tr> <td>Without advantage</td> </tr> <tr> <td>Not relevant</td> </tr> <tr> <td>With advantage</td> </tr> <tr> <td>Not relevant</td> </tr> </table>	General	5 second penalty	Without advantage	Not relevant	With advantage	Not relevant
General									
5 second penalty									
Without advantage									
Not relevant									
With advantage									
Not relevant									

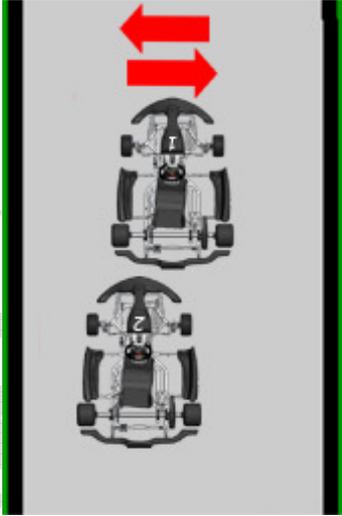
<p>R05 BRAKE TESTING</p>	<p>BRAKE TESTING means that Kart 1 brakes beyond the apex of a turn causing kart 2 to bump into the rear of Kart 1 and thus be delayed. This applies during the starting phase after crossing the steady speed line as well. Neither the reason nor the intensity of the contact is relevant. Only the consequences of the impact are relevant to judge an advantage, not the impact itself.</p> <p>An advantage is gained if (either/or):</p> <ul style="list-style-type: none"> - Kart 2 loses a position as a result of this action - Kart 2 suffers a position loss or drops out on the same lap as a result. 		General
			Not relevant
			Without advantage
			Warning
			With advantage
10 Positions			

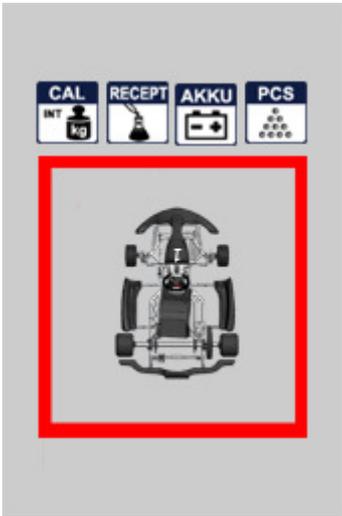
<p>R06 CUTTING IN (DANGEROUS DEFENDING)</p>	<p>CUTTING IN means that Kart 1 constricts the driveable section towards the apex (curve centre) forcing Kart 2 to leave the driveable section either partially or completely. It is irrelevant if the Karts have touched each other or not. A prerequisite is, however, that Kart 2 has to be at least 2/3 (front tyres next to the side pod) next to Kart 1.</p> <p>An advantage has been gained if (either/or):</p> <ul style="list-style-type: none"> - Kart 2 suffers a position loss or drops out. - Kart 2 suffers a damage leading in a position loss or drops out on the same lap. 		General
			Not relevant
			Without advantage
			5 Seconds
			With advantage
10 Positions			

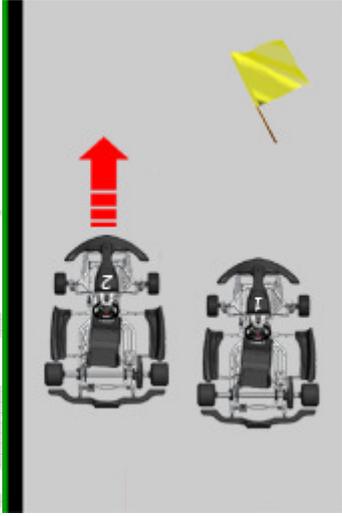
<p>R07 EDGE INTO (DANGEROUS OVERTAKING)</p>	<p>EDGE INTO means that Kart 2 drives next to Kart 1 (e.g. in order to start an overtaking action) when there is not enough driveable track partially or completely off the track (including riding over kerbs). It is irrelevant if Kart 2 is completely or partially next to Kart 1 or if Kart 2 is completely or partially off the track.</p> <p>An advantage has been gained if (either/or):</p> <ul style="list-style-type: none"> - Kart 2 gains a position. - Kart 1 suffers a position loss or drops out. - Kart 1 suffers damage leading to a position loss or drops out on the same lap as a result of this. 		<table border="1"> <tr> <td>General</td> </tr> <tr> <td>Not relevant</td> </tr> <tr> <td>Without advantage</td> </tr> <tr> <td>10 Seconds</td> </tr> <tr> <td>With advantage</td> </tr> <tr> <td>10 Positions</td> </tr> </table>	General	Not relevant	Without advantage	10 Seconds	With advantage	10 Positions
General									
Not relevant									
Without advantage									
10 Seconds									
With advantage									
10 Positions									
<p>R08 RUN WIDE (crowding out)</p>	<p>RUN WIDE means if Kart 1 constricts the driveable section towards the edge of the track forcing Kart 2 to leave the driveable section either partially or completely. It is irrelevant whether the Karts have touched each other or not. A prerequisite is however, that Kart 2 has to be at least 1/3 (front tyres next to rear tyres) next to Kart 1. This applies both on straights and corners and it is irrelevant as to which kart was attempting to overtake.</p> <p>An advantage is gained if (either/or):</p> <ul style="list-style-type: none"> - Kart 2 suffers a position loss or drops out. - Kart 2 suffers a damage leading to a position loss or drops out as a result of this 		<table border="1"> <tr> <td>General</td> </tr> <tr> <td>Not relevant</td> </tr> <tr> <td>Without advantage</td> </tr> <tr> <td>10 Seconds</td> </tr> <tr> <td>With advantage</td> </tr> <tr> <td>10 Positions</td> </tr> </table>	General	Not relevant	Without advantage	10 Seconds	With advantage	10 Positions
General									
Not relevant									
Without advantage									
10 Seconds									
With advantage									
10 Positions									

<p>R09 BUMPING</p>	<p>BUMPING means that the front of Kart 2 bumps into the rear of Kart 1. Neither the reason nor the intensity of the contact is relevant. Only the consequences of the impact are relevant to judge an advantage, not the impact itself.</p> <p>An advantage is at hand, if (either/or):</p> <ul style="list-style-type: none"> - Kart 2 wins a position and the previous order cannot be restored within the same lap. - Kart 1 suffers a position loss or drops out. - Kart 1 suffers a damage leading to a position loss or drops out within the same lap. 		General
			Not relevant
			Without advantage
			Warning
			With advantage
10 Positions			

<p>R10 SHORT CUT</p>	<p>SHORT CUT means that Kart 2 leaves the track completely and returns to the track at a different section. It is irrelevant why Kart 2 has left the track.</p> <p>An advantage is at hand, if (either/or):</p> <ul style="list-style-type: none"> - Kart 2 gains a position or gains time which cannot be balanced within the same lap. - Kart 1 or any other is handicapped by the return of Kart 2. - Kart 1 or any other suffers a position loss or drops out as a result of the return of Kart 2. 		General
			Not relevant
			Without advantage
			Warning
			With advantage
10 Positions			

<p>R11 WEAVING</p>	<p>WEAVING means that Kart 1 changes the driving line more than twice on a straight track section by more than a kart width. It is irrelevant how far Kart 1 is ahead of Kart 2 or if Kart 2 would have been able to overtake.</p> <p>An advantage is gained if (either/or):</p> <ul style="list-style-type: none"> - Kart 1 acts this way more than once within the same race. 		General
			Not relevant
			Without advantage
			Warning
			With advantage
	10 seconds		

<p>R12 TECHNICAL non-compliance</p>	<p>TECHNICAL non-compliance is if the Kart does not comply with the technical regulations in every way. It is irrelevant if the technical non compliance is discovered before, during or after the race. It is also irrelevant whether the technical non conformance would have led to an advantage or not. The only relevant aspect is the technical condition at the time of examination.</p> <p>Typical examples for a technical lack are:</p> <ul style="list-style-type: none"> - under weight - wrong setup values eg too wide - wrong fuel, oil, coolant, - modified parts - Incorrect or treated tyres. <p>Possible exceptions are:</p> <ul style="list-style-type: none"> - Minor offences eg: wrong size numbers, where no possible advantage could be gained and no danger was caused, may be dealt with in accordance with the GCRs 		General
			Exclusion
			Without advantage
			Not relevant
			With advantage
	Not relevant		

<p>R13 FLAG- DISREGARD</p>	<p>FLAG DISREGARD is at hand, if the driver does not carry out the flag instructions given by either the track personal or clerk of the course. It is irrelevant which flag is in question, why the flag has been disregarded or if the violation would have led to an advantage or not.</p> <p>Typical examples of a flag disregard are:</p> <ul style="list-style-type: none"> - Overtaking under yellow flag. - Continuing to race after receipt of black/orange flag. <p>Possible exception: If a competitor did not see the yellow flag before starting an overtaking manouver and immediatly slows and gives back the position gained, this penalty may be waived.</p>		General
			Exclusion
			Without advantage
			Not relevant
			With advantage
Not relevant			

Participants, who commit an irregularity, will be punished with a disciplinary penalty according to the above regulations.

Moreover the involved participant will receive a BYR-point (where B=blue for the first, Y=yellow for the second, R=red for the third irregularity), which will stay valid for the whole season.

If a participant has received RED, he will be excluded for the following event in the series. The point-standings as well as the penalties can be observed by the public on the internet.

The following penalties may be applied by the Stewards of the event

CONTEMPT	EXPLANATION	COMMENT	FINE
B01	Spilling fuel on the circuit or surrounding area	Witness required	R 5000,-
B02	Driving in paddock with motor vehicles when the facility rules or SRs prohibit this.		R 1000,-
B03	Non-attendance at drivers briefing		R 500,-
B04	Parking in paddock with automobile or caravan without permission from organizers		R 1000,-
B05	Blocking storage space in paddock	Except of track-owner/-staff	R 1000,-
B06	Noncompliance to directives of officials or circuit staff		R 2000,-
B07	Intentionally damaging property	Witness/evidence required	R 3000,-
B08	Leaving any type of rubbish	Witness/evidence required	R 3000,-
B09	Verbal threats/insulting other people	Witness required	R 3000,-
B10	Assaulting other people	Witness required	R 5000,-

Further penalties over above these may be imposed by MSA. No future participation will be permitted until outstanding fines are paid.