

DAYTONA 

MK July Enduro 2022

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Milton Keynes July Enduro 2022

Timetable

Sunday July 17th 2022

- 14:30 Arrival, Briefings Begin
- 15:15 Final Briefing
- 15:30 Verbal Pit Lane Briefing
- 15:45 40min Practice Starts
- 16:25 Practice Finishes
- 16:35 DMAX Qualifying
- 16:50 N35 ST Qualifying
- 17:15 Race Start
- 20:15 Chequered Flag & Awards Ceremony

Technical Rules

RR1. ENTRY

- a. Entry for this event is on a first come, first served basis. Entries are confirmed only when full payment has been received by Daytona Milton Keynes. The Race Organisers have the right to refuse an entry for whatever reason.
- b. Only experienced drivers aged 14+ in N35 ST or 16+ in DMAX will be eligible to race.
- c. The classes will compete at the same time for separate trophies.
- d. Entry fees are non-refundable and non-transferable.
- 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 See the event timetable above



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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 Drivers Risk Awareness Declaration.
- b. Any team/driver who has not attended the mandatory drivers briefing will not be permitted to take part in any of the event.
- c. Any driver who has not completed one flying lap during the official practice or qualifying session will not be permitted to race.
- d. Any team who attempt to enter a driver into the race, who has not completed the full sign-on procedure will face expulsion from the race. It is each Team Captain's responsibility to ensure all of their drivers have completed the three stages of race preparation (sign-on, briefing and practice). You must wear and be ready to display all 3 wristbands to be to take part in the event.

RR4. QUALIFYING

- a. The Pit Lane will open at 16:35 signalling the start of the DMAX kart 10-minute qualifying session. At 16:50 the N35 ST 10-minute qualifying session commences. Teams may use the full 10 minutes to qualify or choose to remain in the pits to conserve fuel and only complete a minimum of one flying qualifying lap. Once the chequered flag is shown signalling the end of qualifying all drivers must return to the pit lane.
- b. Any teams who fail to register at least 1 qualifying lap will start from the pit lane once the last kart on circuit has completed one lap.
- c. During qualifying, any team that commit 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; Multiple contact or track limits boards.



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RR5. RACE FORMAT

- a. Practice will be of 40 minutes' duration. During this time, all registered drivers must complete a flying lap.
- b. During practice, any team that commits any race offences may be penalised to start the race from the back of the grid.
- c. The refuelling bay will be open for the duration of practice. When the chequered flag goes out to signal practice is over, any team not in the queue for fuel will not be refueled. The fuel bays will then reopen 10 minutes into the race, and close 15 minutes from chequered flag. Note: - karts will NOT be refueled after practice; it is up to the teams to ensure that they have sufficient fuel to qualify and start the race.
- d. The karts are randomly allocated. Teams may not select their own karts. Once a team starts the race, it will be assumed that they are satisfied with the performance of their kart.
- e. 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. You may not overtake before the start line.
- 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 driver may not overtake any karts prior to the race start. If a team is not in their correct grid position, Organisers retain the right to start the race.
- h. During the rolling laps, drivers in trouble should raise a hand. Following drivers may overtake competitors obviously in trouble. 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. 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. If a kart suffers a component failure or is subject to Accident damage the kart will be repaired and returned to the team. In the event that the damage is catastrophic, such as a broken chassis, Daytona Motorsport Management may elect (solely) to replace the kart. In this event the kart will serve a 15-minute hiatus before being permitted to re-join the race. This only applies in the event of a catastrophic failure, and in all other instances the kart will be repaired. The repair will take as long as it takes. In the event that the repair is complicated and or leads to further issues Daytona Motorsport Management may still elect, at any time, at their sole discretion, to change the kart. Whenever a kart is changed a minimum time penalty of 15 minutes will be applied. If the repair has already taken 15 minutes once the decision is taken to change the kart the kart may re-join the race immediately. If not the kart will be held for the balance of the 15 minutes.

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RR6. ACCIDENT DAMAGE

During the race, if a team sustains obvious crash damage, they will have to wait for the kart to be repaired.

RR7. KARTS/TYRE PRESSURES

The karts are set up by Daytona and sealed. Anyone found to be tampering with the kart settings will be disqualified. Tyre pressures are fixed and set by the organisers. Any team found to be adjusting tyre pressures will be disqualified.

RR8. RED FLAG PROCEDURE

- a. (i) In the event of a red flag, all drivers must come to a controlled stop immediately. **NO OVERTAKING.** Any drivers that fail to stop promptly or pass another kart before stopping will be black flagged and serve a time penalty after the race has restarted.

(ii) In the extremely rare event of a lighting failure at night, please come to a controlled stop as soon as possible.
- b. Any kart that is being fueled at the time the Red Flag is called, will continue to be fueled. Once completed, refueling will then stop for the duration of the stoppage on circuit. If the Red Flag is called and the fueling process has not started on a kart (e.g. fuel cap is off, but fuel is not flowing into the tank), the cap will be replaced until the end of the Red Flag period.
- c. Any karts in the pits will not be released onto the track and all technical repairs to karts will be suspended for the duration of the red flag.
- d. The race clock will continue to run throughout any red flag incident.
- e. If any driver(s) require(s) medical attention they can be replaced by a qualified driver (signed in, briefed and has completed practice). 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 and the pit lane will reopen. Refueling and engineering work will recommence.
- g. **GREEN** – Once the Race Director is happy to restart the race, the green flag is waved and racing recommences.

h. RR9. MINIMUM WEIGHT LIMIT + BALLAST RULES

Each time that a kart enters the Pit Lane, they must stop on the weigh-bridge before proceeding into the Pits. Kart plus driver must weigh at least:

- i. **DMAX** - least 219kgs (134kg kart + 85kg driver).
- j. **N35 ST** - least 219kgs (145kg kart + 74kg driver).



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- k. Any Team failing to achieve the minimum weight limit will incur a 5-lap penalty on each occasion they fail, or if they do not stop on the weighbridge. If a damaged kart is recovered to the pitlane, then the kart and driver do not need to stop on the weighbridge.
- l. It is the team's responsibility to source their own ballast should they need it.
- m. Daytona has a limited supply of ballast, this must be pre-booked (subject to availability) with Rob Tearle rob.tearle@daytona.co.uk a printed email will be required as proof of booking. This will be signed in and out at reception, failure to return all of the ballast to reception will result in a charge of £30 per kilo that is missing.
- n. All kart ballast must be properly attached to the kart, using the weight posts or an approved weighted seat insert. Teams cannot carry loose ballast on their person or under a seat insert (lead flashing etc). Teams may not drill holes into the seat or any other part of the kart to attach ballast. All weighted seat inserts must be approved by the Daytona Motorsport Engineering Department.
- o. **It is the team's responsibility to assign and remove ballast from their own kart, the current and incoming drivers must do this, no other team members can assist.**

RR10. KART MODIFICATIONS

Teams are not permitted to make any modifications to their kart without the approval of the Daytona Motorsport Engineering Team.

If any teams are found to have made any unauthorised modifications to their kart, they will be held in the pit-lane until the modifications have been rectified. If parts/labour are required to affect repair of the modifications, the team will be required to pay for these before the start of the race.

Sporting Regulations

SR1. GENERAL

- a. Fuel Stop Windows: There are no fuel stop windows. The fuel bays will open 10 minutes into the race and will close 15 minutes before the end of the race. Refueling can occur at any time between these times.
- b. There will be a mandatory minimum of 5 driver changes per team. If you are racing in teams of less than 6 drivers, you are able to complete a dummy stop at any point during the race which will count as one of your stops. A dummy stop will consist of the team returning to the Pit Lane, getting out of the kart and running around the perimeter once, then continuing out of the Pit Lane and rejoining the circuit.
- c. Teams may change drivers before fuel stops on the kerb.

There are 2 fuel bays; one for the Birrel N35 ST karts and one for the DMAX karts. It's absolutely paramount that teams drive up to the correct fuel bay.

When approaching the Fuel Bay for refueling, drivers must not touch or attempt to unscrew the



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kart's fuel cap. This is solely the responsibility of the Daytona Fuel Bay crew. If any driver is seen to do so, once their fuel stop has been completed they will be wheeled out of the fuel bay and held for a 30-second penalty.

What constitutes a minimum requirement for a fuel stop?

* **Full Tank.** When refuelling a full tank of fuel must be filled into the kart unless a splash and dash stop is stated before the stop starts. Chain lube must be applied.

* **Splash and Dash.** The fuel marshal will insert the fuel hose, 1 completed turn of fuel will be added to the tank. Chain lube applied. Teams must state to the fuel marshal before the stop that they require a 'splash and dash' stop.

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

1 st offence	Track Limits and/or 1 st warning flag
2 nd offence	2 nd warning flag or black flag
3 rd offence	Black flag

e. Deliberate use of contact is prohibited. Warnings will be issued in the event of ANY contact 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 (and for all subsequent offences)

f. Drivers who gain a position advantage by contact will receive a black flag. Penalty – Stop Go (minimum 30 seconds).

g. 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.

h. 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).

i. If a team receives a black flag on the last lap of the race. The team will be deducted 1 lap in place of a timed penalty.

j. The Race Director has the right to make post-race decisions after an inquiry.

k. 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.

l. Suits, helmets and gloves must be worn correctly. Drivers will be black flagged if they fail to comply with this rule. Tinted visors are not permitted once the track lights have come on, this will happen at the discretion of the Race Director. A time will be communicated during the pit lane briefing at that the time announced anyone remaining on circuit will be black flagged and asked to swap their visor.

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- m. Any driver losing control of their kart under a yellow flag situation will receive a black flag.
- n. Competitors are responsible for the behaviour of their supporters, family and friends.
- o. Competitors are reminded that anyone using foul language or threatening behaviour will be excluded from the meeting.
- p. As there will be two classes running in the same race, it is important that competitors are aware of the different speeds for the two types of kart and are respectful of this. The two classes are racing in separate categories for separate prizes therefore it is vital for drivers to pick their passing places to ensure the safety of themselves and all competitors.
- q. Daytona is covered by its own public liability insurance. Competitors are responsible for any personal accident insurance.

SR2. FLAGS AND LIGHTS

The following flags/Lights must be adhered to:

Green/Lights	Race start or end of Full Course Yellow. Green flags will be waved at all marshal posts simultaneously.
Red	Race stopped. See RR9
Waved Yellow	Incident ahead, caution advised. Slow to half speed. No overtaking allowed until past incident
Static Yellow Flags	Full Course Yellow. Single File, Half Race Speed, No overtaking until Green flags are shown. ANY DRIVER WHO FAILS TO ACKNOWLEDGE A YELLOW FLAG BY 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
Black/White Diagonal	Warning for contact, track limits, aggressive driving, blocking or obstruction
Black	Driver penalty, return to pits for a minimum 30 second stop/go penalty, failure to do so in a timely fashion may result in further penalties
Chequered	End of race, return to pits.

SR3. PIT LANE SPEED



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The Pit Lane speed limit is “Walking Pace” at all times. This is so that it can be easily judged and if necessary, a member of Daytona Staff can demonstrate the appropriate speed by walking next to the kart.

We do this for everyone’s safety and please remember it is the same for every kart!

SR4. CLOTHING

Drivers must wear suitable protective clothing whilst racing, complying with current MSA standards. All clothing must be in good condition free from holes, tears, etc., and to the satisfaction of the Race Organisers. Drivers are advised to wear under garments that provide fire resistance. Race suits must be securely fastened and must be properly done up whilst racing. Waterproof over-suits may be used provided they are over an approved race suit.

Proper racing boots are recommended, all footwear should provide ankle protection. Gloves, either fabric material or leather, must be worn. Neck braces and rib protectors are recommended.

Drivers must wear a crash helmet that fits correctly (with all padding in place, the lining and strap must be free from chafing and the shell undamaged) and complies with current CIK (Snell, FIA or SFI) or NKA safety standards (BS 6658 Class B or equivalent European standard) and is correctly fastened at all times. Competitors are required to keep their helmets on, fastened and their other protective clothing in place at all times whilst on circuit, and may only be removed once out of their kart in the safety of the driver’s enclosure.

Competitors must not carry bum bags, tools, weighted belts or the like. In your own interests, you are advised to remove from your person whilst racing; watches, coins, combs, jewelry or the like, and in particular earrings.

Daytona will provide race suits, helmets and gloves to any driver that requires them.

THE SEASON

Season Schedule

The season will be contested over 5 rounds, with a driver’s best 4 scores counting towards their final Championship Standings. Both N35 ST and DMAX Karts will race at the same time.

Round	Date	Time	Format
1	1 st May 2022	09:00am	6 Hour
2	17 th July 2022	14:30pm	3 Hour
3	28 th August 2022	10:00am	3 Hour
4	9 th October 2022	09:00am	6 Hour
5	20 th November 2022	11:00am	3 Hour

ROUND POINTS

1st – 50 points	6th – 36 points
2nd – 45 points	7th – 34 points
3rd – 42 points	8th – 32 points



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4th – 40 points

9th – 30 points

5th – 38 points

10th – 29 points

And so on down, minus one point for every position.

A bonus 3 points will be awarded per class, per round, for Pole Position.

A bonus 4 points will be awarded per class, per round, for the Fastest Lap in the Race (in the heats Fastest Lap bonus only available for the final Race)

Teams who do not complete the Race will not be eligible for points, and will be attributed zero points for the round. (Serious mechanical failure will not be counted as a DNF).

All points that a driver scores during the meeting will be added together and this will be the score for the day. At the end of the season, a driver's best 4 scores will be added together to determine the Championship Standings.

Please note that any driver who has broken any rule or who has demonstrated bad behaviour on or off the track may face points being deducted.

At the end of the season, should two teams be on equal points, the driver who has the most Round wins across the entire season will be placed first. Should this not split the teams it will then fall to second place finishes, and then third place finishes if they are still not split. In a situation where this still does not determine a winner, then it will fall to the most 'Fastest Laps' across the season.

For more information: Call us on 033 033 27870.

The event organisers/Daytona have the right to amend any rule without notice. However as much notice as possible will be given.

Alistair Pringle will be your customer liaison throughout the event please direct any questions to him during the event

Good Luck to you all,

Team Daytona

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