

DRAFT

**RUNNING A
PARAKART RACE**

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***A NAPKRA guide to putting on
a successful Parakart race***

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INTRODUCTION

Welcome to the official North American Parakart Racing Association's guide to running a Parakart race. These guidelines are to assist you in organizing and conducting a safe, fair and fun Parakart race.

We have pooled our knowledge of racing over the past ten years to provide you with a comprehensive guide that hopefully addresses all aspects of conducting a Parakart race. Although we have tried to cover all aspects of Parakart racing situations will dictate the adjustment of these guidelines to suit the needs of the conditions. Therefore, deviation from these ideas is not only permitted but encouraged. If you find a simpler and more efficient way of performing these same functions then please use them. Then let us know at NAPKRA of these new techniques so that we may pass that knowledge along to all of our members.

This guide addresses many if not all of the aspects to running a race. It will cover equipment and personell requirements, pre race meetings, race conduct and score keeping, This guide is based on the FISLY rules currently in wide use in Europe. Therefore, much of the equipment and conduct will be lifted straight from those rules.

We hope that this guide provides not only the knowledge but also the insight on conducting a Parakart race. This is a daunting task that requires attention to detail, dedication and perserverance.

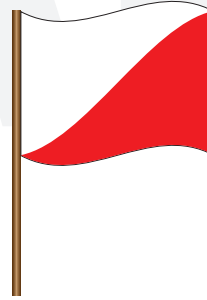
Thank you for your interest in this exciting sport.

EQUIPMENT

The following list of equipment is necessary to running a Parakart race. Many substitutions for the equipment specified here can be made. Much of it can be created inexpensively or purchased outright. We hope in the future to provide race packages that contain all of the equipment listed here to aid in the race process.

Turning Markers

Turning markers are necessary to establish the course layout. they can be as simple as a traffic cone or can be constructed from stuff found at a home store. FISLY rules provides for a flag that indicates the turning mark.



Whistle or Horn

A Whistle or horn is needed to alert racers of meetings, start the race or grab the attention of a specific racer. Whistles are inexpensive and last forever. Air horns are louder but are more expensive and short lived.



Timer

A watch or timer is needed to start and if necessary to time the race.

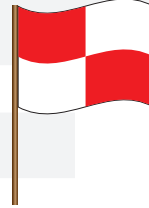


Flags

A set of flags will assist the Judge or Marshal with passing information to pilots.
Pre-race meetings, Start and finish of race, Corner indicators,

Class 8 Flag (optional)

Indicates a FISLY Class 8 race is in progress.
This is an optional flag.



Race Management Flags

Briefing Flag

Indicates that all racers should come to that place for a race briefing. Sound horn or whistle also.



Start flag

This flag has two uses. First, it may be used to start the race. Second, it may also be used to pause the race.



Starting a race:

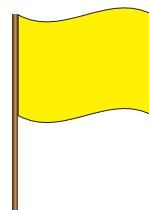
1. Marshall: At 1 minute, before the start of the race, raise flag overhead.
Racer: When seen held over the Race Marshals head, during the start, the race starts in 1 minute. (Optional: All racers should be moving when this flag is shown.)
2. Marshall: At 30 seconds, before the start of the race, hold flag parallel with the ground.
Racer: When seen held parallel with the ground, during the start, the race starts in 30 seconds. (Optional: All racers should be moving when this flag is shown.)
3. Marshall: At the start of the race, hold flag to the ground.
Racer: When seen held to the ground, THE RACE STARTS!

Pausing the race!

Marshall: Raise flag overhead, during the race, to indicate to all racers that they should stop immediately. (Optional: Sound horn or blow whistle) Lower flag to ground to start race again. (Optional: Sound horn or blow whistle.)
Racers: When seen held to the ground again, start racing again.

Return to Start Flag

This flag is used to start the race over.
Marshall: Raise flag overhead. (Optional: Sound horn or blow whistle.)
Racer: When seen return to start.



EQUIPMENT CONT.

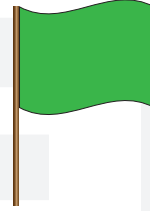
Flags cont.

Last lap flag

This flag is used as the last lap flag. It may be used during either a timed or lap race to indicate to the lead racer and all following racers that they have one more lap to go. It may also be used to shorten the race. This may be due to a change in conditions or for other reasons.

Marshall: Show this flag to racers

Racer: When seen at finish line, you have one lap to go.



Checkered Flag

This flag indicates the end of the race.

Marshall: Wave flag at each racer, as they pass the finish line.

Racer: When seen at the finish line, exit the course. The race has ended!

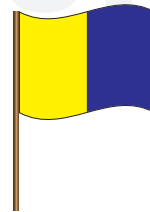


Warning Flag (Optional)

This flag is used to stop a single racer. This flag is optional.

Marshall: Show flag to a racer as they pass the finish line

Racer: When seen at the finish line stop off the course and wait for instructions from the Race Marshall.



Course Flags

Turning mark flag (optional)

This flag is used to indicate a turning mark. It may be used by itself, with a traffic cone or other turning indicator or not at all.

This flag is optional.



Note: Orange Zone flags will not be discussed here.

EQUIPMENT CONT.

The Timed Race

A timed race is different in that the racers is scored by the number of laps completed and the place they come in.

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	US02	US03	US04	US01	US05	US02	US03	US04	US01	US02	US05	US03
US01	US04	US02	US05	US03	US01	US02	US04	US03	US02	US01	US05	US04
US03	US01	US02	US04									

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	X	X	X	X	X	X	X					
US02												
US03												
US04												
US05												

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	US02	US03	US04	US01	US05	US02	US03	US04	US01	US02	US05	US03
US01	US04	US02	US05	US03	US01	US02	US04	US03	US02	US01	US05	US04
US03	US01	US02	US04									

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	X	X	X	X	X	X	X					
US02	X	X	X	X	X	X	X					
US03												
US04												
US05												

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	US02	US03	US04	US01	US05	US02	US03	US04	US01	US02	US05	US03
US01	US04	US02	US05	US03	US01	US02	US04	US03	US02	US01	US05	US04
US03	US01	US02	US04									

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	X	X	X	X	X	X	X					
US02	X	X	X	X	X	X	X					
US03	X	X	X	X	X	X	X					
US04												
US05												

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	US02	US03	US04	US01	US05	US02	US03	US04	US01	US02	US05	US03
US01	US04	US02	US05	US03	US01	US02	US04	US03	US02	US01	US05	US04
US03	US01	US02	US04									

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	X	X	X	X	X	X	X					
US02	X	X	X	X	X	X	X					
US03	X	X	X	X	X	X	X					
US04	X	X	X	X	X	X	X					
US05												

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	US02	US03	US04	US01	US05	US02	US03	US04	US01	US02	US05	US03
US01	US04	US02	US05	US03	US01	US02	US04	US03	US02	US01	US05	US04
US03	US01	US02	US04									

Race #: 1 Start Time: 12:00 End Time: 12:17

Pilot#	Lap 1	Lap 2	Lap 3	Lap 4	Lap 5	Lap 6	Lap 7	Lap 8	Lap 9	Lap 10	Place	Points
US01	X	X	X	X	X	X	X				1	0
US02	X	X	X	X	X	X	X				2	2
US03	X	X	X	X	X	X	X				3	3
US04	X	X	X	X	X	X	X				4	4
US05	X	X	X	X							DNF	6

Note: US05 quit race before time was up

EQUIPMENT CONT.

Filling out the final Score sheet.

After each race is scored, the points from each race should be transferred to the original sign up sheet. In this example five races were completed. therefore, one race score can be dropped. Notice that the highest points are for each race is crossed out and not used in the final point total.

NAPKRA CLUB #: _____ Location: _____ Date: _____

Description: _____

Race Officials _____

Judge: _____

Scorer Keeper: _____

Corner Judges: _____

Pilot#	Name	P O I N T S							Total	Place
		Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7		
US01	Racer 1	0	2	0	0	2			2	1
US02	Racer 2	2	0	3	2	2			6	2
US03	Racer 3	3	3	2	4	3			11	3
US04	Racer 4	4	5	4	3	3			14	4
US05	Racer 5	6	4	5	5	5			19	5

Race #: 1 - 5

Pilot#	Lap 1	Lap
US01	X	X
US02	X	X
US03	X	X
US04	X	X
US05	X	X

12:17

10	Place	Points
1	0	
2	2	
3	3	
4	4	
DNF	6	

1:17

10	Place	Points
2	2	
1	0	
3	3	
5	5	
4	4	

2:17

10	Place	Points
1	0	
3	3	
2	2	
4	4	
5	5	

3:17

10	Place	Points
1	0	
2	2	
4	4	
3	3	
5	5	

4:17

10	Place	Points
2	2	
1	0	
3	3	
4	4	
5	5	

The number of officials required to run a race can vary alot. At least a Race Marshall and Score Keeper should be used to run any race. Although Corner Judges and additional Helpers are optimum, personall restrictions may prevent one from thaving them on hand.

Judge or Marshall - Oversees the running of the race. Flags and timing of the race.

Score Keeper - The Score Keepers job is one of the most important to an a curate result. It cannot be stressed enough that the Score Keeper is forcus on what they are doing. Distractions should be kept to a minimum!

Corner Judges/Helpers - Additional help in the corners can halp a race run very smothly by assisting racers in relaunching or notifing racers of a hazard or downed racer.

PRELIMINARY PREP

Keep these items in mind when preparing for a race. Planning ahead will help not only yourself but also the racers to understand what to expect.

An announcement should be made approximately 30 days before the race. This announcement should include:

- Date
- Time
- Location
- Type of race(s)
- Conditions (predicted wind and surface)
- Meeting & Race times
- Contact Info

RACE MEETINGS

Overall Meeting

An overall meeting should be held before any races take place. This meeting should cover, at least, the following topics:

- Any questions regarding the rules
- Any rules that will not be enforced
- What time the start of the first race is and what audible signals can be expected.
- Course layout & direction of race, where the start and finish lines are, including the starting area is.
- Any obstacles to watch out for
- Approximate time between races
- Where the results are to be posted.

Between Races Meeting

Meetings may be necessary in between races to discuss course changes or any other new information since the overall meeting

RUNNING THE RACE

Here's a list of things to keep in mind while running a race:

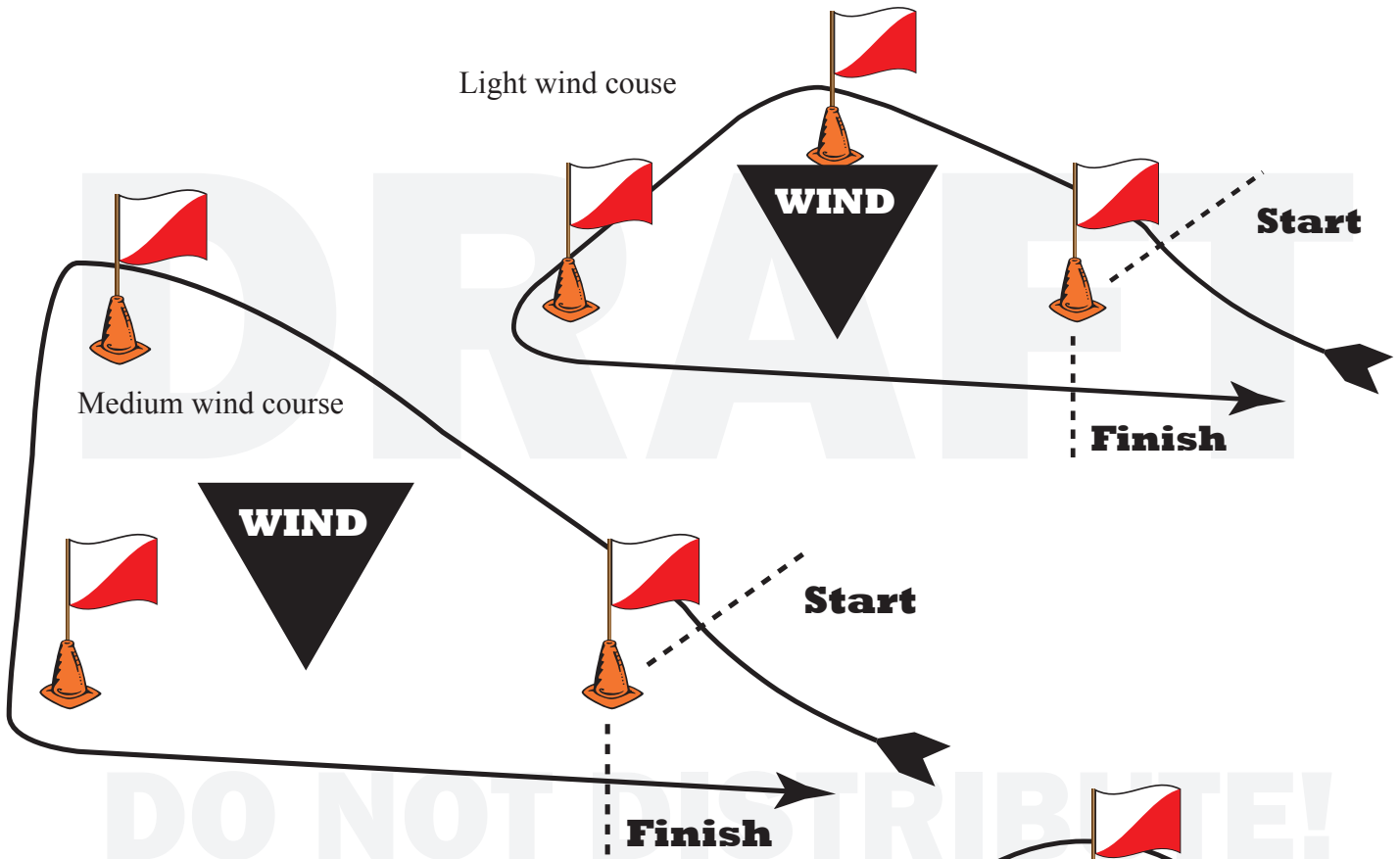
- 5 minutes before the race start time sound a preliminary warning.
(optimal: wave start flag to add a visual cue also)
- 1 minute before the race raise the start flag overhead
- 30 seconds before the race lower the start flag parallel to the ground
- 15 second before count down 15...14...13...12... to 0
- * When reaching 0 lower the start flag to the ground
- Assist Score Keeper during race and watch for problems
- Keep the last lap and Checkered flag handy as the race comes to an end
- Flag the last lap
- Then Flag the finish as the racers come around from the last lap

AFTER THE RACE

If possible racers should see the results of each race before the start of the next race.

The results should be posted at the end of the day.

COURSE SUGGESTIONS



these are just suggested courses and should be adjusted for conditions.

