



Auckland Blokart Club Inc.
Ardmore Race Rules

Competitors

- Must belong to the NZBAI
- All competitors must attend the briefing for the day, prior to racing
- If a competitor is late to a race day, they may be individually briefed at the discretion of the race officer
- When unattended all blokarts must be tipped over
- Competitors must not sail in to or out of the car park

Course

- The course will be outlined at the briefing and will be set by using cones and natural marks
- All marks of the course must be passed on the correct side and in the correct order
- Race/course length will vary according to the wind but would normally be a minimum of 5 minutes
- The race may be abandoned or shortened at the discretion of the race officer/s
- Races will be started at the discretion of the race officer/s
- The grass is an obstruction unless redefined at the daily briefing. The grass has a 3 metre overlap zone (exception to E12)

Series Scoring:

- Series points will be calculated as per corrected placings without casual entries
- Series Points will be as followed, 1st = 1pt, 2nd = 2pts, 3rd = 3pts and so on.
- DNF equals number of series starters + 1
- OCS equals number of series starters + 1
- RTD equals number of series starters + 1
- DNS equals number of series entries +2
- DSQ equals number of series entries +2
- Casual entries will receive a placing, but not points towards the series. Casual entrants can become a series entrant on payment of the series fee and will have DNS points awarded for casual entries.
- In the advent of a tie the tie will be decided by looking for the competitor with the most 1sts, if equal then the most 2nds, and so on, excluding drops. If still equal then the competitor who had the best placing in the last race will get the lower placing

Start

- A race is started using a 2 minute dial up (circling in one direction)
- A dial up direction and starting tack will be indicated at the briefing for both sides of the start line (timing loop or start line) and should be a reasonable sized circle so competitors will not be sailing head to head at any time
- A cone may be used as part of the dial up but will not be a mark of the course once the race is started
- Start cones have a 3 metre overlap zone for the start sequence
- All competitors must be stationary in the start area prior to the 2 minute signal
- Sound signals will be at: 2 min, 1 min, 30 seconds, start
- A green flag may be raised vertically at 1 minute, may be lowered to horizontal at 30 seconds, and may be dropped at

start

- Competitors can only sail through the start line in the normal race direction (towards the first mark)
- To return to the starting side of the line competitors must sail around the cone at the end of the start loop
- Everyone must stay behind the start line in the last 20 seconds of the start sequence
- If a competitor is over the loop at the start (based on the timing system if being used) they must return to the correct side of the line by sailing around the cone at the end of the start line. In doing so they must not interfere with any other competitor and will not be deemed to have started until they cross the start loop

Equipment Rules:

IBRA rules apply plus:

1. A blokart must have a clearly visible race number of 150 mm minimum size placed on the port hand side of the sail above the middle batten. Black sails must have a clearly visible number on both sides or on the clear panel at the back of the sail.
2. Trial blokart International equipment may be allowed with prior approval from the Race Officer/s

Sailing Rules (based on IBRA)

E.1 A competitor shall compete safely in compliance with recognized principles of sportsmanship and fair play. A competitor may be penalized under this rule only if it is clearly established that these principles have been violated.

E.2 By participating in a race conducted under the ABC rules, each competitor agrees:

- to be governed by these rules, which may be updated by the Notice of Race. Any final rule changes will be advised at the pre race briefing
- to accept the penalties imposed and other action taken under the rules;
- with respect to such determination, not to resort to any court or other tribunal not provided for in the rules;

E.3 Each competitor is responsible for his/her own decision to participate or continue to participate in any event.

E.4 When blokarts are on opposite tacks on the same leg of the course, give way to your right.

E.5 Rule E.12 takes precedent over Rule E.4

E.6 When blokarts are on the same tack and overlapped, a windward blokart shall keep clear of a leeward blokart. Blokarts are considered overlapped when they are on the same tack and any part of the front wheel of the aft blokart is level with or further forward than any part of the forward blokarts rear wheel. Blokarts cannot make sudden changes of course to force another sailor to windward.

E.7 When blokarts are on the same tack and not overlapped, a blokart clear behind shall keep clear of a blokart that is clear ahead. Blokarts should sail a steady course.

E.8 After a blokart passes head to wind, it shall keep clear of other blokarts until it is on its new proper course. If two blokarts are tacking at the same time, the blokart on the left shall keep clear of the blokart on the right.

E.9 A blokart shall avoid contact with another blokart if reasonably possible. However -

- a right of way blokart need not act to avoid contact until it is clear that the other blokart is not keeping clear;
- a right of way blokart shall not be penalized under this rule unless there is contact that causes damage or injury;

E.10 When a blokart acquires right of way, it shall initially give the other blokart room to keep clear, unless it acquires right of way because of the other's actions

E.11 When a right of way blokart changes course, it shall give the other blokart room to keep clear

E.12 When blokarts are about to pass a mark or obstruction a blokart that has an inside overlap at a zone 20 metres (or other distance as specified by the race committee) surrounding the mark or obstruction, may hail "room" and pass the mark or obstruction in a sportsman like manner taking no more room that is necessary to pass the mark or obstruction safely. Any blokart/s overlapped on the outside shall give the inside blokart/s room to do so. After passing the mark or obstruction this rule ceases to apply, however, the right of way blokart must give the other room to keep clear. When this rule is in effect rule E.4 (give way to the right) does not apply until such time as both blokarts are outside the 20 metre zone

E.13 When a faster blokart approaches a slower blokart within the 20 metre zone surrounding a mark or obstruction it shall pass on the outside unless it can safely do otherwise. If in doing so the blokart establishes an inside overlap for the next mark or obstruction it shall be entitled to room to pass the obstruction as per rule E.12. (or other distance as specified by the race committee)

E.14 see “Start”

E.15 No sailor shall exit their blokart on the track during a race unless it is to right their own blokart, render assistance to a competitor due to safety or they are directed to do so by the Race Officer/s

E.16 Bolkarts must be propelled only by the setting and trimming of its sail or by the sailor using their hands against the rear tyres. Sailors must not touch the ground with any part of their body in order to propel their blokart.

E.17 A blokart sailing on a downwind leg (as defined at the briefing) shall keep clear of a blokart sailing on an upwind leg.

E.18 A blokart must not make contact with a mark of the course at any time during a race

E.19 No other person may render assistance while a blokart is on the race area unless to right a blokart (if done safely) or in the case of a serious accident where the race will be abandoned

Penalty

A competitor will not be considered to have progressed in the race until the mark is rounded in the correct order in accordance with the racing course. (penalty: DNF by race officer/s)

A competitor who touches or allows his/her blokart to touch a course mark while rounding it must perform a 360° turn as soon as practical. (penalty: DSQ by race officer/s)

A competitor who is not behind the line during the last 20 seconds must perform a 360° turn as soon as practical. (penalty: DSQ by race officer/s)

A competitor who does not follow dial up rules must perform a 360° turn as soon as practical. (penalty: DSQ by race officer/s)

A competitor may take a penalty and exonerate a breach of the sailing rules by executing a 360° turn as soon as practical after the incident, except for crossing the start line early

A competitor executing a 360° penalty of the above penalties has no right of way under the sailing rules and must give way to all other competitors while completing a tack and gybe in quick succession. (penalty: DSQ by race officer/s)

A competitor who sails into the car park or fails to tip over an unattended kart may have points added to their last race

Protest (changed from IBRA rules)

If there is a protest then the race officer/s will receive a written submission from the protesting competitor within 20 minutes of the completion of the race along with a fee of \$5. Mediation will follow but if no easy remedy is obtained then the protested competitor will respond in writing and a decision will be made by the end of each day by race officer/s as selected. No other comments will be taken into account unless asked for.

The Race officer/s may impose any penalty they deem fit. It may include but is not limited to: -

- a warning
- penalty points
- a time penalty
- disqualification

Redress

The Race Officer/s can also make decisions on redress as needed. The decision to consider a written request for redress (use protest form and must be submitted within 20 minutes of the incident) shall be based on a claim or possibility that a blokart's finishing place in a race has through no fault of their own been made significantly worse by:

- An improper action or omission of the race committee
- Physical damage because of the action of a blokart that was breaking a rule of part E
- Giving help to another competitor
- An illegal action performed by another blokart
- A blokart upon which a penalty has been imposed under rule E.1