

12-HOUR LEMANS ENDURO



12 Hours of Dromo 2010 – RULES

(Note that all rules are subject to revision prior to the race based on the discretion of Dromo One officials.)

- 1 | The following rules have been designed to ensure that the 12 Hours of Dromo provides the most sporting and competitive atmosphere possible. As always, Dromo One strives to provide the most level playing field possible to enable the team with the most skill and strategy to be crowned champions at the conclusion of the race. The rules for the event are as follows:
- 2 | Teams must comprise of between 4-to-8 drivers.
- 3 | A 10-minute qualifying session prior to the start of the race will determine the order of the starting grid. Note that the driver who is selected by the team to qualify will not be required to be the driver who starts the race for the team.
- 4 | The race will feature a "le mans" style start with karts lined down the front straightaway on one side and drivers lined down the other side. When the order is given, drivers will sprint to their already running karts, jump in, and go.
- 5 | Each team member must complete a minimum of 1 lap at any point during the race.
- 6 | There will be no restrictions on maximum drive time – part of each team's strategy will include fuel management.
- 7 | A standard 10-second delay will be implemented on every pit stop made. Just as in automotive endurance racing, time in the pit will cost you time on the track.
- 8 | Teams will be penalized 30 seconds either in the pit lane or in the penalty box on track for exchanges that are made within 30 minutes following their previous exchange. (This is an endurance race – drivers should be able to complete 30 minutes minimum.)
- 9 | Teams should be aware that several teams trying to make exchanges at the same time will cause delays since only 1 team will be able to pit at a time. Teams need to keep this in mind and understand that if they wait until the last minute to make an exchange, and this scenario occurs causing them to run out of fuel, they will face the consequences!
- 10 | When a driver pulls into the pit lane for a kart exchange, another team member must enter the track for the team. Drivers will not be allowed to pull into the pits and get into a new kart and go straight back onto the track.
- 11 | In the event of a mechanical failure, a new kart will be brought to the driver on the track and race officials will add laps to the team's total to get them as close as possible to where they were running prior to the malfunction. Note that the timing system is not equipped to add partial laps, so teams that suffer a mechanical failure may still lose position in such a scenario.
- 12 | Multiple full course cautions will be thrown during the course of the race to allow track personnel to push track barriers back into their proper positions. A pace kart will be implemented and will pull out in front of the race leader to slow the entire field behind him. Once the track personnel complete the adjustments, the pace kart will pull off, and racing will resume at the drop of the green flag.
- 13 | Standard rules on contact will apply. Drivers must overtake cleanly by establishing half a kart position on the inside prior to entering the corner. Infractions will result in slowing down the offender's kart for between 5-15 seconds, or a black flag penalty of between 5-30 seconds depending on severity.
- 14 | No pace kart will be used in the event that a caution is incurred due to a driver who has become stuck or is experiencing a mechanical malfunction, however, the caution lights will be used to signal that there is a safety issue on the track. These will be treated as "local cautions" requiring drivers to slow as they approach, however, no overtaking anywhere on the track will be allowed while the yellow lights are flashing. The extinguishing of the caution lights will signal that the track is back open for racing.
- 15 | Drivers will not be able to select their karts. Drivers will "draw" from the first three karts in the pit lane. Only a pre-existing mechanical issue with a kart will warrant that kart being taken out of use. Once through the pit gate, drivers MUST proceed to their "drawn" kart. Any driver refusing their "drawn" kart will face disqualification.
- 16 | "Standing Yellow" used under outdoor conditions deemed hazardous by race officials: all drivers will be required to drive at half speed on the entire outdoor section from building exit to building entrance. Drivers will not be allowed to pass. If a driver spins out/loses control while under outdoor "standing yellow", drivers will be waved past (no penalties). If a driver passes another driver while under outdoor "standing yellow", penalty will be consistent with standard rules for passing under caution, i.e., a black flag penalty will be incurred.
- 17 | "Radio/Electronic Communication" will be permitted during the race. However, any interference with officiating radios, or obvious use to gain an unfair advantage, will result in an immediate ban of radio/electronic communication equipment/devices. In addition, depending on circumstances, additional team penalties may be incurred.

GOOD LUCK TO ALL TEAMS PARTICIPATING ... and remember, while this is a highly competitive event, we are racing for a worthy cause, and good sportsmanship is expected from all competitors.

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