

## 2010 Volta Grand Prix Championship Rules

The 2010 Volta Grand Prix (VGP) Washington DC Karting Championship consists of a total of 14 events. The first seven events will count toward the Spring Championship, and the final seven events will count toward the Fall Championship. The overall season championship will consist of all 14 events.

### 1. Schedule

Round	Date	Venue	Drivers' Mtg	Starts	
1	Sat Feb 27	AGP	2:30 PM	3:00 PM	<b>Spring Series</b>
2	Sat Mar 13	AGP	2:30 PM	3:00 PM	
3	Sun Mar 21	AIK	10:30 AM	11:00 AM	
4	Sat Apr 17	AGP	2:30 PM	3:00 PM	
5	Sat May 1	SPK	11:30 AM	12:00 PM	
6	Sat May 22	AGP	2:30 PM	3:00 PM	
7	Sat Jun 5	SPK (night race)	7:00 PM	7:30 PM	
8	Sun Jun 27	AIK	10:30 AM	11:00 AM	<b>Fall Series</b>
9	Sat Jul 17	AGP	2:30 PM	3:00 PM	
10	Sun Jul 18	SPK	11:30 AM	12:00 PM	
11	Sun Aug 8	AIK	10:30 AM	11:00 AM	
12	Sat Aug 14	SPK (night race)	7:00 PM	7:30 PM	
13	Sun Sep 19	SPK	11:30 AM	12:00 PM	
14	Sat Oct 16	AGP	2:30 PM	3:00 PM	

AGP – Allsports Grand Prix, Sterling, VA

AIK – American Indoor Karting, Fredericksburg, VA

SPK – Summit Point Kart, Summit Point, WV

June 5<sup>th</sup> – Spring Championship awards after-party on-site at SPK.

October 23<sup>rd</sup> – Fall & Overall Championship awards dinner (location TBA).

### 2. Event Eligibility

Any one age 16 and over on the day of the Event with a valid driver's license, who meets the criteria required by the Event venue, is physically able, and registers with VGP in advance will be eligible to compete.

All Drivers are to attend the Drivers' meeting for each Event in which they compete. Drivers who do not attend the meeting will be required to start from the back of the grid for Race 1 of that Event, regardless of qualifying time. Roll call will be taken.

### 3. Championship Eligibility

Drivers registered for the Championship are eligible to score championship points in each Event, receive priority registration, discounted registration rates and to be awarded prizes.

### 4. Classes

Each Driver will be assigned to one distinct Class based on race weight (drive + helmet + gear) at their first Event. Drivers may elect not to weigh in and be assigned to the GT1 class.

Drivers will then remain in their Class for the duration of that year's Championships. Each Driver will score points in his assigned Class only.

Classes may run simultaneously. Drivers shall apply colored tape in an "X" pattern on the back of their helmets to designate which Class they are competing in.

- GT1 – Blue (Under 162 lbs)
- GT2 – Green (162 to 194 lbs)
- GT3 – Yellow (195 to 226 lbs)
- GT4 – Red (over 226 lbs)

## 5. Run Groups

Run Groups for each Race are assigned by qualifying speed: A, B, C and so forth, depending on the number of Drivers and how many karts can be on-track at one time. Groups can be made up of Drivers from multiple Classes.

## 6. Kart Assignments

For each Race, karts may be assigned randomly or by estimated kart speed, depending on the venue. Where possible, karts will be assigned to grid positions ahead of time for purposes of randomization (e.g. specific karts will be drawn and assigned to each grid position, such as kart 14 gets assigned to P3 for Race 2).

In the event of technical problems, best efforts will be made to provide a replacement kart for that Driver during the session, but organizers are not liable for any lost track time. ~~Drivers should not drive the same kart in two consecutive sessions. In the event such assignment is made, Drivers should bring that to attention of track official.~~

## 7. Track Sessions

Each event consists of four track sessions: Qualifying followed by three Races.

Each Driver's fastest lap time during Qualifying determines his starting position for Race 1. Likewise, each Driver's fastest lap time during Race 1 determines his starting position for Race 2, and so forth.

### 7.1 Qualifying

Qualifying sessions are used to determine the starting grid of each Race. The starting order for Qualifying is based on Class and Championship standings. Classes will be arranged from lightest (GT1) to heaviest (GT4). The order within each Class will be arranged by points in descending order, meaning the points leader in each Class goes first.

If two or more Drivers post identical Qualifying lap times, the second fastest times of those Drivers in that session are used as tiebreakers, and so forth.

### 7.2 Races

#### (a) Starting Grid

Each Driver will be directed to his appropriate position on the starting grid. The race is underway once the starter waves the green flag.

The starting grid for each Race is based on the order of fastest Qualifying times, with the fastest Driver starting first. If you spin or do not get to the proper grid position within a reasonable amount of time, you may lose your starting position and have to start from further back. Don't do anything foolish, **especially** on the formation lap.

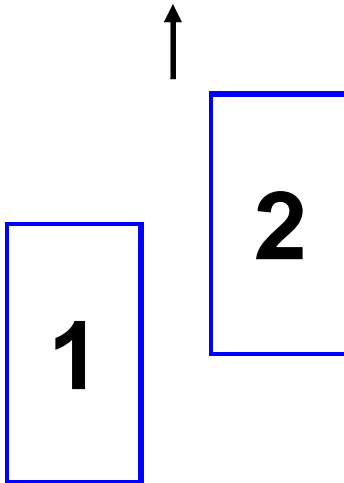
#### (b) Racing & Passing Guidelines

There should be no contact between karts. It is the responsibility of all Drivers to be aware of others around them. It is the responsibility of the overtaking Driver to pass cleanly, and that of the overtaken Driver not to block or collide with the other kart. Both Drivers are responsible for not making contact. Always.

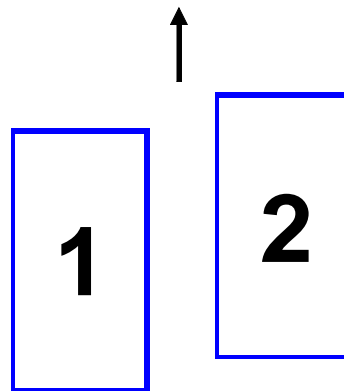
Blocking is defined as moving off the racing line more than once for the purpose of impeding competitors and is not permitted. For example moving left to right is one move. Weaving left to right and back is blocking.

Each Driver must yield a minimum of one kart width to the edge of the track (or painted line if no track barrier) when another kart has some overlap alongside another. A pass is defined as complete when one kart pulls ahead of another by more than a half a kart length.

At that point the leading kart has the racing line and the following kart should yield the line.



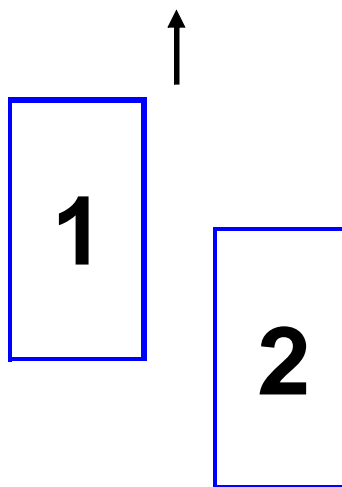
**Figure 1**



**Figure 2**

Driver 2 has the racing line over Driver 1 (**Fig. 1**) if he is ahead by half a kart length or more at the turn in point for a corner. Driver 1 is responsible for making a clean pass.

No Driver has the racing line (**Fig. 2**) if neither kart is ahead of the other by more than half a kart length. Each must yield the other a minimum of one kart width because there is overlap.



**Figure 3**

Driver 1 has the racing line (**Fig. 3**). It is now up to Driver 2 to retake the position cleanly (reverse of Fig. 1).

### (c) Contact

If contact is made during a pass, the overtaking Driver should, in the spirit of fairness, yield the position back to the overtaken Driver even at the risk of losing additional positions. This is to encourage clean passing. **Intentional or repeated contact is not permitted** and could result in penalties being assessed.

### (d) Lapped Traffic

Drivers who are being lapped are encouraged to point overtaking Drivers by. Point which side the overtaking Driver should pass on, generally the inside line for the upcoming turn. This slows each Driver the least.

### (e) Finish

Each Race ends when the race leader completes the full race distance (number of laps) or when the race duration has reached the time limit, whichever occurs first. If the race reaches the time limit the final lap counted is the first one completed by the race leader after the time limit is reached. Slow down once past the checkered flag.

In the event two or more Drivers complete a race in the exact elapsed time, the Driver with the faster Qualifying time for that race is classified as finishing ahead.

Results of all races are unofficial pending any penalties issued or protests lodged with the organizer within 15 minutes of the end of the final track session of the Event.

## 8. Track Configurations

For any given event, VGP may elect to run an alternate track configuration without prior notice.

## 9. Championship Points

Points are awarded in each Race to the first ten finishing competitors entered as follows:

<b>Position</b>	1	2	3	4	5	6	7	8	9	10	11	12
<b>Points</b>	16	14	12	10	8	7	6	5	4	3	2	1

If there are 12 or fewer competitors in a Class in a Race, each Driver will score points provided he finishes the Race. One point is also awarded to the Driver in each Class with the fastest race lap of the entire Event. Fastest race lap is determined upon available data provided by the Event venue (i.e. track).

A Driver has the option to declare prior to participation in a given Event that he not be awarded points for Race results from that Event.

## 10. Championship Standings

Final Championship rankings are in descending order of highest to lowest scores.

For the overall Championship, each Driver is classified based on his 30 highest points finishes throughout the season. For the Spring and Fall Championships, each Driver is classified based on his 15 highest points finishes in that series.

Drivers with equal points at season's end will be classified according to their number of wins, then number of second place finishes, then number of third place finishes, and so forth from Events entered that season.

In the exceptional event that those Drivers' standings cannot be distinguished in this manner, they will be shown as tied for position in the final standings.

## **Disqualification/Suspension**

Any Event or Race from which a Driver is disqualified or suspended, ~~those Race(s)~~ will count as zero points scored and may not be dropped from that Driver's final Championship standings.

### **11. Prizes**

Spring & Fall Championships

- Trophy for top Driver in each Class for each Championship.
- Trophy for top female Driver in each Championship.

Overall Championship

- Trophies for Top 3 Drivers overall in each Class.
- Trophy for top female Driver.

### **12. Sportsmanship**

#### **12.1 Driver Issues**

You are racing your friends and are expected to behave on and off the track as such. Be clean, have fun.

Drivers may be suspended from competition if blackflagged by a course worker or a complaint is lodged with VGP by another Driver competing in the same session.

Any penalties that may be issued are at the discretion of VGP and organizers of the MeetUp Karting group, and may include disqualification or suspension from one or more sessions of an Event. VGP reserves the right to ban or suspend drivers at any time, at its discretion, for dangerous or unsporting behavior.

Drivers will be required to sign and agree to a Code of Conduct to be eligible to participate.

#### **12.2 Kart Issues**

While you may not like a particular kart it does not mean someone else won't. Don't prejudice the opinions of others. See tenets 1 and 4 in the VGP Code of Conduct. If every gripe becomes a priority then there is no prioritization.

Over the course of a season some races will be better than others. The best drivers will come out on top because they will be able to adapt better.

If you have a valid safety concern, see the appropriate track point of contact (POC).

### **13. Waiver & Code of Conduct**

Motorsport is a dangerous activity. By participating in VGP events members, drivers, and competitors acknowledge they have read, understand, and agree to abide by all rules stated herein, and will abide by all the rules of each race track, per management.

Prior to competing all Drivers are required to sign a waiver for each track, and one that holds Volta Grand Prix, LLC harmless from any loss or injury that may occur. Drivers will also be required to sign the Code of Conduct.

## 14. Penalties

In the vast majority of events there should be no problems, and everyone should have fun. For when there is a problem here is the range of penalties:

**Blackflag** – On-track time penalty assessed or revocation of racing privilege by courseworkers.

**Disqualification** – Immediate loss of track privileges for the duration of the Race (DQ, Race) or the Event (DQ, Event), and loss of points from final Race completed at that Event.

**Suspension** – Driver **is** not allowed to participate for some number of Events. Can carry over between racing seasons. Suspended Events cannot be dropped from Driver's Championship points total.

**Yellow Card Warnings** – Issued when a Driver violates the Code of Conduct and is considered probation. Each card is in effect for the duration of 3 events. A Driver who has two yellow cards on record at any point will be suspended for 3 races, effective immediately upon receiving the second card. After serving his 3 race ban, his record will be cleared of the yellow cards and reset. Races from which a Driver is suspended cannot be dropped from his Championship standings and will count as zero points.

**Probation** — ~~Notice sent via email, not publicly posted. Stewards and organizers will be copied for the next race.~~

**Points Deduction/Demotion** – Drivers may lose points as a result of egregious on-track activity resulting in positions being gained unfairly, or unnecessary and repeated contact.

## 15. Miscellaneous

All registrations are final. No refunds shall be issued. Events may be postponed (due to weather, etc). VGP reserves the right to use Driver names, images and likeness for promotional purposes without compensation.

VGP reserves the right to change or modify rules for safety reasons at any time during an event, and may change the rules for other reasons in between events.