



NEW DRIVER ORIENTATION

Driver Name: _____ Age: _____ Racing Class: _____

Prior Race experience if any and where _____

Hello and welcome to Snake River Karters. We hope that this orientation will help get your racing experience off to a good start. This orientation is intended to help introduce you or your new driver to track etiquette, process and race day safety. We're all about fun. We want to give you as much help as possible for a positive, safe and competitive start in Kart racing. Please don't hesitate to ask questions or for help from senior members, track officials or your fellow racers. SRK members are here to help you have fun and be safe!

Please bring with you to orientation your helmet, first aid kit, fire extinguisher, suite or jacket, shoes, gloves, neck brace, chest protector (see rules for age appropriate gear).

By signing at the bottom of the form, you acknowledge that you have completed this orientation and it is not intended to replace good judgement, knowledge of the rules and regulations of SRK and it's governing body. You will read, review, and have a copy of the Snake River Karters rule book available in print or electronic while at the track, that you understood the instruction given for basic on track, facility and kart safety, will abide by all sanctioning body and Snake River Karters rules/regulations.

Instructors comments (note helmet rating and any changes that are needed from following pages checklist)

Notes _____

Driver Signature: _____ **Date of Orientation:** _____

If Minor, Gardian Name _____ **Sign:** _____ **Date:** _____

Orientation Given by: _____ **Sign:** _____ **Date:** _____

Instructor to turn in this page and driver to keep the remainder of the packet!

Can we improve or add material to this orientation that may help others in the future? If so please comment below.

TURN IN THIS PAGE TO REGISTRATION OR RACE DIRECTOR AFTER COMPLETION



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Remaining pages for driver to keep..

Safety First

Where can I get the rules? Answer: www.snakeriverkarters.com from the web page you can access SRK rules, IKF rules and Briggs & Stratton engine rules. The website is the leading resource for all your club info.

Personal Safety Equipment.

Helmet Rating: _____ This is under the padding on the inner shell of the helmet. See below for current regs. Pass or Fail? Note on First page.

105.1.6 Driver Protective Clothing:

105.1.6.1 Head Gear: Full coverage (full face) helmets designed for competitive motorsports use are mandatory and must comply with one of the following:

Snell Foundation Specifications	Legal Until
CMS 2007 (youth helmet)	12/20/19
CMR 2007 (youth helmet)	12/20/19
M 2010	12/20/2021 Not approved for Champ Karts
SA/K 2010	12/20/2021
CM 2016	12/20/2026
K 2015	12/20/2026
M 2015	12/20/2026 Not approved for Champ Karts
SA 2015	12/20/2026

Note: All models of Snell 2000 and 2005 Helmets are no longer legal.

SFI Specifications	Legal Until
24.1/2010 (youth helmet)	12/20/2021
31.1/2010	12/20/2021
41.1/2010	12/20/2021 Not approved for Champ karts
24.1/2013 (youth helmet)	12/20/2024
31.1/2013	12/20/2024
41.1/2013	12/20/2024 Not approved for Champ karts

Note: All models of SFI specification helmets prior to 2010 are no longer legal.

Note Items pass fail below. Note any fails on the first page.

Suit or Jacket/pants _____ Shoes(high top) _____ Neck Collar (Under 18, recommended for all) _____

Chest protector _____ See Below.

☞ 105.1.6.3.6 Chest Protection: All drivers in all Kid Kart, Junior 1, Rookie, and Cadet classes in all Divisions, are required to present for pre-race tech inspection, a chest protection device with a Specification 20.1/1 SFI Certification (ages up through 8) or Specification 20.1/2 SFI Certification (ages 9-12). These ages are guidelines for proper sizing.

Long hair must all be under the helmet.



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Kart Safety

Refer to SRK and IKF rules for a full detailed list of needed kart safety equipment. Below is the quick basics.

Pre-tech worksheet filled out after race registration and turned in before drivers meeting.

Don't start your kart unless you're in it. Ask anyone for assistance to help you start your kart.

Make sure you check bolts, clips and safety wire before any practice or race.

Don't fuel up on the grid or while the engine is running.

Don't push the kart while on the kart stand with the engine running.

No pit bikes allowed in the pits. No Driving karts or bikes through the pits.

Instructor, If kart is available, please pre-tech kart with driver and/or parents with standard self tech form.

Flags, Per IKF Rule Book

*******Instructor, Show Driver Flags if available*******

109 FLAGS

Each IKF competitor is responsible for the knowledge of and adherence to the following flag signals (*please refer to your division of racing for specific information*):

109.1 Green Flag - Start: course is clear.

109.2 Yellow Flag - Caution: reduce speed immediately and maintain your position.

109.3 Red Flag - Stop: race is halted. A red flag is mandatory when any kart rolls over or any driver is ejected from his kart.

109.4 Black Flag - Stop next lap at pits for consultation. Drivers, who in the opinion of the Flagman or Race Director, clearly ignore the black flag signal and do not stop at the pits on the next lap after the signal has been given, will be penalized, in that no laps will be officially credited following the lap in which the signal was first given. The decision as to whether the black flag was ignored is not protestable.

109.5 Black/Orange Flag - Black with orange ball (Meatball flag) - Stop at pits next lap, you have a mechanical problem.

109.6 Blue with Orange Diagonal Stripe - The lapping driver is attempting to pass, give him consideration.

109.7 Blue: Faster competitor trying to overtake you, make room. This pertains to all classes, all divisions, including Road Race. See 210.9.3 and 210.8.3 for special Blue Flag conditions at Sprint races.

109.8 Yellow and Red Flags Waved: Restart. Road Racing drivers return to grid. Sprint and Speedway drivers reform pack for restart at a slow pace.

109.9 Yellow with Diagonal Red Stripes: For Road Racing, a debris flag. Watch for debris on track.

109.10 Checkered and Black Flags Waved: Finish under protest. Used to end the competition if suspicion of or reports of foul, rough or illegal driving, or unsportsmanlike conduct are present. It shall then be considered that the competition was finished under official protest by the Race Director or Starter. After checking with corner personnel and the race committee, the Race Director shall state findings or rulings to the entrant(s) involved if an infraction of the rules occurred.

109.11 White Flag - The leader has commenced his last lap.

109.12 Checkered Flag - You have completed the race when you receive the checkered flag at the finish line.

Don't forget... No passing at local yellow caution. Signal with hand up in local yellow if safe to do so.

Red flag, Raise a hand, SLOW and steady to a stop, DON'T smash the brake.



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On Track Safety

When entering track from grid, take direction from grid steward, hand UP high, stay far right when entering.

Flagman will indicate green condition and indicate 2 for warm up laps.

Always look at the flagman every time you pass the start finish during warm ups or racing.

Flaman will indicate formation, slow up to and take your position. (give example)

NO scrubbing tires during warm up and formation.

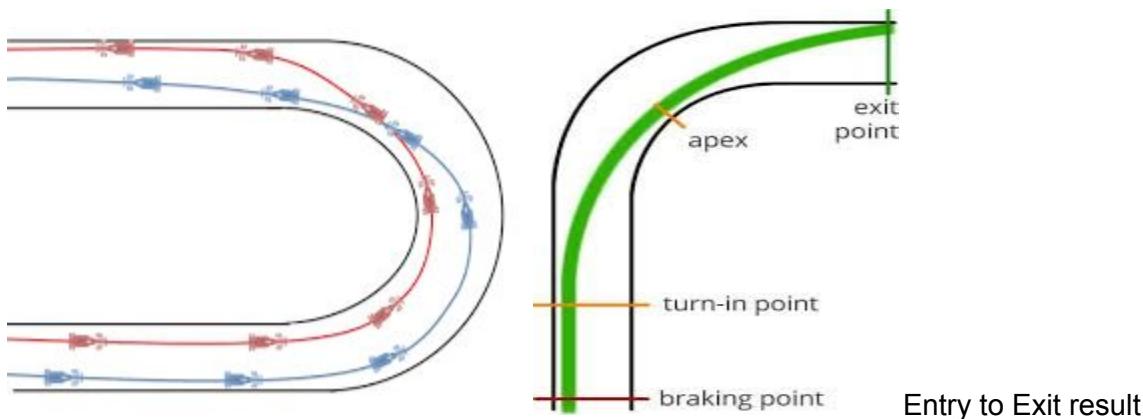
Avoid contact with other drivers. This is a no contact sport, or as much as we can make it!

When you're behind a kart during live track conditions, you are expected to race safely, just as you would want a kart behind you to race clean, you should as well. Race hard, have fun but keep each other safe on track.

If you're shown blue with a yellow stripe flag indicating your being lapped, hold your line, DON'T hit the break or move over suddenly. More experienced drivers will find their way by if you are not running the middle of the track.

Raise your hand (when safe to do so) if you are having an issue or if there is an on track incident, local caution or exiting the track.

Race line and safe corner entry



When trying to overtake/pass in a corner, karts should be **“Wheels Parallel”** or **side by side** so that the kart being challenged can see you before or at the corner entry. If your karts front bumper isn't at least to a competitor's front wheels, you will spin that kart. It is recommended that wheels are parallel. Uncontrolled or flagrant/rough driving can result in penalties.

We hope that this orientation has shed some light on some of the unknown. Again, if you have any questions please don't hesitate to ask. Rule #1...HAVE FUN!