

COMPOTEMENT – RULES ON THE KARTING TRACK SAFETY FIRST!

1. **Anyone who does not follow the rules may be removed from the track!**
 - Blood alcohol limit: 0.0 ‰
 - Always start by driving slowly
 - Get to know the kart and the track before causing an accident and injuring yourself or others
 - Each participant drives at their own risk and under their own responsibility!
 2. **Yellow Light / Yellow Flag**
 - Slow down immediately / lift off the throttle
 - Walking speed
 - Absolute no-overtaking rule on the entire track!
 3. **Blue Light / Blue Flag**
 - Move to the side / to the outside (use the red zones)
 - Reduce speed, do not stop!
 - Let faster drivers pass!
 4. **Pushing, bumping, shoving is FORBIDDEN!!!**
 - Karting is a non-contact sport and not bumper cars
 5. **Before 180-degree corners, speed must be reduced / braking is required**
 6. **Always remain seated, never get out of the kart on the track!!!**
 - Always drive with both hands, one-handed driving is prohibited
 - Keep the chin strap of the helmet closed at all times
 - Keep arms and legs inside the kart
 - If you need help, signal clearly with your hand
 7. **In case of nausea, dizziness or fatigue, leave the track immediately**
(go to the pit lane)
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THE MOST IMPORTANT POINTS AT A GLANCE

Yellow: Slow! No overtaking!

Blue: Let others pass

No contact, no bumper cars, always stay seated,
brake before 180° corners

Respect all other safety instructions in the hall and on the track

RULES FOR A RACE

Blue is shown ONLY during an overtaking manoeuvre.
In race mode, blue is only shown when lapping slower drivers.

Procedure

- After qualifying, the starting grid is formed on the track
- The race begins with a standing start and a light signal
- Overtaking is possible at any time, but without contact!
 - The race ends with the chequered flag
 - Drive fairly and safely