

Standing Start Procedure

(as used in Super One Series but adaptable to any race meeting)

The start line area on the track needs to be marked to the MSA guidelines.
(See Drawing number 7.5.1 Page 376 2014 MSA Yearbook)

Club supplementary regulations may need to be reviewed for any current regulation stating that rolling starts are to be used, and amended prior to obtaining a permit, or a valid bulletin issued. See Yearbook U7.6.1

Start Procedure

(A Clerk of the Course should be on hand to observe the start along with the Starter (Judges of Fact) to make any decision on a jumped start or warn any driver who starts their engine prior to the red light.)

1. Assemble karts on their grid position on the dummy grid as normal.
2. One rolling lap to be in formation at a slow pace before they reach the line. (they do not need two laps as this gives more chance of getting out of formation). Two grid Marshals should direct them to their grid position.
3. Rotax & X30 must stop engines as they take their grid position. Honda, IAME and Comer must leave engines running. Beware of drivers trying to rev their engines against the brake on the run up to the grid (in order to heat the clutch).
4. One Grid Marshal walks to the very back of the grid and raises the Green flag to the starter making sure all Rotax engines or X30 are off.
5. Starter then shows the Red light which is the signal for drivers to start their engines. Optionally a board displaying 'Start Your Engines' can be displayed. Very soon after the Red light is displayed, it is then extinguished which is the signal to start the race. Drivers can overtake from this point.
6. Note that if the Red light out is not switched from red to off fast enough (max 2 seconds) the drivers will start abusing the clutches. Do not false start if someone does not start this is just unfortunate for the driver or drivers in question. (There will be much fewer instances of a stall or failure to start than there would be race stopping incidents at the first corner).