



Notice of Race

New Zealand Blokart Association Inc.

2016 Teams Racing Weekend

Ardmore Airport, Auckland

Date and times:

Sunday 7 August 2016 – Teams race day

- 8.30 set up:
- 9.30 am briefing (compulsory attendance)
- Race start: as soon as practicable after briefing
- 4.30 pm approx. race finish. Aim to complete full rounds to ensure fair points are awarded
- 5.00 Prize giving in the tent or conference centre at Ardmore
- Times are flexible depending on race conditions
- 6.00 Barbeque

Teams racing entries:

Enter your 5 person team by email to russell.harray@aut.ac.nz , with the following information

- Team name
- Sailors name
- Transponder numbers (or “hire”)
- Entries Close Thursday 4 August, 2016 at 5 pm
- If you have fewer than 5 sailors in your team, let Russell know early so other team members can be assigned to create a composite club team.
- Club teams should be even in ability

Entry fees:

Teams Racing (Saturday)

- \$20 per person paid as a team on the day.
- \$5 per transponder hired

Ardmore (Sunday)

- Track fees apply

Course and start rules

Will be outlined at the briefing

Teams Race Format and Rules:

- A change of rules at the briefing takes precedent over these written rules
- A team will consist of up to 5 blokart sailors
- Only the first 4 finishers of each team count for points in each match
- A team will match race 2 other teams for each match
- All teams will race every other team in a round robin format

- Finishers will not re-cross the finish line once the chequered flag is up and must exit the course as soon as possible.
- Re-crossing the finish line will result in DSQ of that sailor
- After the first four blokarts in each team have finished, the race may be stopped
- Keep talking, common sense and sportsmanship prevails
- A sailor may sail another competitor in the same match away from the mark if executed in a safe manner and within the rules

Racing will be in accordance with the IBRA Rule Book Edition 5 Amendment 1 (Published 11 Feb 2016). This can be read on the NZBAI website at <http://www.bai.co.nz/blokart-sailing/rules/>.

- a) The sailing course and start sequence will be explained at the briefing and may be changed during the day. A dial up direction will be advised during the briefing. Competitors must start on the tack specified during briefing. Competitors must be behind the line with 20 seconds to start
- b) Competitors will be advised of any changes to the sailing course or start sequence in a briefing
- c) Electronic timing may be used by sailors and all blokarts will have a transponder located as per instructions.
- d) Prior to each team's first race all karts will go over the timing loop when requested to check transponders
- e) Race officials will make the decision whether to start a race or not.
- f) The race officials may shorten or abandon a race after it has started.
- g) Sails and equipment must not be changed once in the designated pre-start area and blokarts may not leave it until called to the start line. At the discretion of the race officials, sail or equipment changes may be permitted.
- h) Dial-up will be 2 minutes, and races will run for a minimum of 5 minutes (may be changed at discretion of race committee).
- i) The "zone" (see Appendix A of IBRA Rules) is 5 metres or as advised at a briefing. The zone may be extended depending on wind strength.
- j) The grass is not an obstruction unless redefined at a briefing.
- k) Provisional results will be posted as quickly as possible after each race and the posting time will be noted on the results sheet. Competitors have 30 minutes after provisional results have been posted to advise a race officer in writing of any observed discrepancy. A Results Discrepancy Advice form will be available.
- l) Protest fee: \$10 returned to protester if the protest is upheld
- m) Protest panels will be made up of race officers and experienced sailors as needed
- n) Competitors may be called upon to do marshalling duty. A schedule will be advised prior to marshals being required.

Updated rules for event:

Venue specific obstructions and safety rules will be covered at briefing

- B.5.7 Race Numbers – IBRA Rule B.5.7 is reworded to the following:

Race numbers are not required. Coloured pulley whip flags to identify each will be supplied

- C.3 Safety Equipment – IBRA Rule C.3 is reworded to the following:

Competitors must wear helmets, enclosed footwear, and gloves while the blokart is in motion.

- C.6 Briefing – IBRA Rule C.6 is reworded to the following:

Briefing will be held prior to commencement of racing each day and further briefings may be carried out at a central point for all competitors or in the start area with each racing group advised immediately prior to their race. Competitors must attend each briefing and no competitor may sail on the race track unless they have been briefed.

- E.8 Upwind / Downwind – IBRA Rule E.8 is reworded to the following:

Blokarts heading downwind must give way to blokarts heading upwind.

When blokarts are approaching from opposite directions, the blokart heading upwind must make full and predictable tacks from one edge of the grass to other edge of the grass. The blokart heading downwind must take to the grass when necessary to avoid a collision.

The upwind and downwind legs may also be nominated by the organisers at a start line briefing.

E.9 Marks and Obstructions Overlapped – IBRA Rule E.9 is reworded to the following:

When blokarts with the wind coming from the same side and overlapped enter the zone;

- An outside blokart shall keep clear of an inside blokart
- An inside blokart shall sail their proper course around the mark or obstruction.
- If the overlap is broken or the blokarts are required to tack or gybe inside the zone, the blokart that was on the outside shall continue to keep clear of the blokart that was on the inside.
- After passing the mark or obstruction this rule ceases to apply, however, the blokart that becomes the right of way blokart must give the other room to keep clear under rule E.6.
- When blokarts have the wind coming from the opposite sides, rule E.1 applies, even if the blokart required to keep clear must miss the mark to do so.

E.17a Start Cones and Line – Attention is drawn to this rule for starting:

Start cones have no overlap zone and Rules E.9 and E.10 do not apply for the start sequence. The start line is used as a timing gate each lap, and at the finish. The cones are considered an obstruction and E.9, E.10 and E.11 do apply during racing.

E.17e Start Sequence – IBRA Rule E.17e is reworded to the following:

The start sequence shall be as follows:

- 5 second countdown to the Two (2) minute – preparatory signal
- One (1) minute – green flag raised vertical
- Thirty (30) seconds – Green flag held horizontally
- Zero (0) – race start, green flag dropped

Sound signals take precedence over flag signals and / or verbal countdowns and/or any other visual signals, which are for assistance only and the failure of such systems will not be cause for redress. If the sound system fails, then the flags will be used

E.17f Other Race signals – IBRA Rule E.17f is reworded to the following:

Black flag – race abandoned or general recall

Orange flag – race shortened

Chequered flag – race finish

There is no individual recall nor a flag for it

F.2 Penalties - IBRA Rule F.2 is reworded to the following:

The penalty for a competitor who does not follow Part B, C or E of these rules (excluding E.16 and E.17d) shall be disqualification (DSQ) by the protest committee following a protest by another competitor. A DSQ will score the number of starters plus 1 for that match.

F.2(b) Race officers may disqualify a competitor for breaches of the Part C and Rules E.14, E.15, E.17b, & E.17 c, without hearing. Competitors who believe the race officers have made an error in their action may request redress. The DSQ will score the number of starters plus 1 for that match.

F.2 (c) Scrutineers can disqualify competitors for a breach of Part B.

G.8 Redress – IBRA Rule G.8 is reworded to the following:

A request for redress shall be made on the redress request form and must be lodged within one hour of the race for which redress is requested, or 30 minutes after the posting of that race's results, whichever is later. A request for redress may be because a competitor's finishing place in a race has through no fault of their own been made significantly worse by

- An improper action or omission of the race officers
- being disadvantaged by the action of a competitor that was breaking a rule of part E
- Giving help to another competitor

See appendix F for the form. Forms are to be lodged with the race officers or other nominated person in the sailing instructions or at a briefing.

Competitors may apply to the race committee with any exceptions.

Trial blokart International equipment may be allowed on request.

Protests:

A competitor shall inform the other party they are to protest if possible.

If a protest proceeds (no penalty taken) then the race officer/s will receive a written submission on a protest form from the protesting competitor along with a fee of \$10 within 20 minutes of the race finishing. The \$10 fee will be refunded if the protest is abandoned or upheld. A conference will follow with both parties but if no easy remedy is obtained then the protested competitor will respond in writing and a decision will be made by the end of each day by the race officer/s or a senior sailor after consultation with both competitors. No other comments will be taken into account unless asked for.

Scoring System

Team points for each match in a 3 team race:

- win 5
- draw for first 4
- second 3
- draw for second 2
- third 1
- DNC 0

Bonus points:

1, 2, 3 finish, 1 bonus point

Team places overall will be based on the cumulative points over the event. If a full round is not completed (not all teams have sailed the same number of races) then the average points for the teams will be used to determine the placings.

If there is a draw between teams at the end of racing then the winner of the final round robin match will take the highest placing. If this doesn't decide the winner then the team with the highest points of the first round robin will be the winner.

The idea for this event is to bring blokart sailors together from different areas for a fun day but within a competitive environment.

Enjoy yourself.