

SWATK RACING RULES

These maybe slightly different to PKA rules – we make no apologies

1 IN CHARGE

The Race Officer remains the sole judge. The Race Officer also has ultimate decision in all other matters, if you do not agree with this , do not race.

1.1 TOP 3 PILOTS

The top 3 pilots from the last race season (Those who finished 1st, 2nd & 3rd) will become Assistant Race Officer and help the Head Race Officer with setting the course, scoring and marshalling duties for 2 out of their 6 race days. Rota to be set by Head Race Officer

2 PILOT

The Pilot must be sitting in the Buggy steering it.

The Pilot is responsible for acting in a safe manner at all times

The Pilot must not fastened to the Buggy in any way (No Lapbelts)

The Pilot must have their Race numbers attached to their buggy

The Pilot if racing on discs, must have covers on them. If they do not have covers they will not be allowed to race.

2.1 REGISTRATION

Everyone must register and pay the racing fees on the morning of the race day before the pilots briefing. The only time race fees will be refunded to the pilot is when no racing has taken place and the has been cancelled by the race officer.

3 BRIEFING

The Race Officer will hold a briefing before each race, signalling it with a flag raised and a prolonged sound signal. All the pilots must be present at these briefings. If you miss the briefing you will not be scored for that days racing.

4 IDENTIFICATION NUMBERS

Identification numbers are to be clearly visible on each side and on the rear of the buggy. These can either be your K number or SWATK number. If your number cannot be seen you will not be recorded

5 CHANGING EQUIPMENT DURING RACES

Pilots may change equipment (buggy, kite and lines etc.) only in the Pit Area this operation must not obstruct other pilots and must not affect the race area

6 HELP

Assistance is not permitted on the course unless a) another pilot helps to untangle lines/kites or b) a marshal needs to assist a pilot for safety reasons.

7 WARNING SIGNALS

5 Minute Warning Signal : Red/Yellow Flag middle of start gate

1 Minute Warning Signal : Yellow Flag middle of start gate

10 seconds: Red Flag held up

Start Race Signal : Red Flag down

Stop / Cancel Race : Red/Yellow flag and 3 short blasts on air horn

Restart Race : 1 long blast on air horn

8 START/FINISH

You must not cross the start line before start is declared. If you do you must keep out of the way until you can clearly go across the line again. At the end of the race you **MUST** complete your circuit before returning to the pits. When returning to pits you are not allowed to get in the way of other finishing racers

9 COLLISION AND AVOIDANCE RULES

Anti-collision rules

All competitors will steer right to avoid a head-on collision. Competitors on a converging course will protect their right, so the competitor on the right has priority i.e. the competitor on the left must avoid the competitor on the right.

Kite position

When crossing, overtaking or passing, the upwind competitor must raise their kite and the downwind competitor must lower their kite. The overtaking pilot must show consideration for the overtaken.

Re-launching kites

The launching or landing of kites in such a way as to cause an obstruction to other competitors is strictly forbidden. Once the kite is at the top of the window the competitor has the air and must be considered an obstacle. When the competitors' lines and kite are on the ground they are also considered as obstacles that must be avoided. Competitors may only launch their kites when this will not cause an obstruction to other competitors.

Turning

Turning competitors will accept responsibility in the event of an obstruction to other competitors, whether with priority or not. The turning competitor has to shout "TURN" or make some appropriate gesture so that the other competitors know what they are about to do.

10 PENALTIES

During the race if you are spotted by a marshal/race officer missing/hitting a mark during your lap that lap will not be counted. The only exception to this rule is if the race officer or race marshal has given permission do to obstruction on the course.

Also anyone spotted by a marshal/race officer overflying or riding out of the fly zone into the public area will during that lap that lap will not be counted.

11 FUN

If you are not having fun you are required to do something else. Racing will, by its nature, occasionally cause crossed lines and broken kites. As long as this is not malicious it is just part of the deal and has to be part of your acceptance. Anyone not having fun or getting too worked up will be put on the naughty chair

12 RESULTS

Will be published as soon as possible on the SWATK website. How the scoring works, is below.

1. Race Score is 20 points for first, 18 for second, 17 for third, 16 for fourth and so on...

2. Pilots Not Attending or Disqualified, are credited with 0 points. Anyone who joins the season after the first race, will get 0 points for all races already run.

3. Pilots Attending, Crossed the Start Line but having completed less than one lap, are credited with Last Position.

4. Racing will take place at the race officers discretion, any wind deemed too low for the majority of the racers to get round the course or too high for safety. No racing will take place all will score 0 points.