

<p>FALSE START (Type A) means Kart 2 leaves the marked corridor during launch phase with at least two tyres before the start has been released. Leaving = the tyres are completely on or outside the corridor line.</p>		<p>General</p>
<p>FALSE START (Type B) means Kart 2 leaves the marked corridor during launch phase with at least four tyres before the start has been released. Leaving = the tyres are completely on or outside the corridor line.</p>		<p>A: 3 seconds</p>
		<p>B: 10 seconds</p>
		<p>Without advantage</p>
		<p>Not relevant</p>
		<p>With advantage</p>
		<p>Not relevant.</p>
<p>JUMP START means that Kart 2 accelerates during launch phase leaving Kart 1 behind start has been released. It is irrelevant if the start will be repeated afterwards.</p>		<p>General</p>
		<p>10 seconds</p>
		<p>Without advantage</p>
		<p>Not relevant</p>
		<p>With Advantage:</p>
		<p>Not relevant</p>
<p>CUT IN means that Kart 1 constricts the drivable section towards the curve centre forcing Kart 2 to leave the drivable section either partial or completely for passing the curve. It is irrelevant if the karts have touched each other or not. A prerequisite is, however, Kart 2 has to be at least 1/3 (front tyres next to rear tyres) next to Kart 1.</p> <p>An advantage is at hand, if (either/or):</p> <ul style="list-style-type: none"> - Kart 2 suffers a position loss or drop – out - Kart 2 suffers a damage leading in a position loss or drop-out in the same lap 		<p>General</p>
		<p>Not relevant</p>
		<p>Without advantage</p>
		<p>10 seconds</p>
		<p>With Advantage:</p>
		<p>10 positions</p>



<p>EDGED – INTO means that Kart 2 drives next to Kart 1 (e.g., in order to start an overtaking action) without possessing enough drivable section (including kerbs). It is irrelevant if Kart 2 is completely or partial off the track.</p> <p>An advantage is at head, if (either):</p> <ul style="list-style-type: none"> -Kart 2 wins a position -Kart 1 suffers a position loss or drop – out -Kart 1 suffers a damage leading in a position loss or drop - out in the same lap - 		<table border="1"> <tr><td>General</td></tr> <tr><td>Not relevant</td></tr> <tr><td>Without advantage</td></tr> <tr><td>10 seconds</td></tr> <tr><td>With Advantage:</td></tr> <tr><td>10 positions</td></tr> </table>	General	Not relevant	Without advantage	10 seconds	With Advantage:	10 positions
General								
Not relevant								
Without advantage								
10 seconds								
With Advantage:								
10 positions								
<p>SHORT – CUT means that Kart 2 leaves the track completely and returns to the track at a different section. It is irrelevant why Kart 2 has left the track.</p> <p>An advantage is at head, if (either/or):</p> <ul style="list-style-type: none"> -Kart 2 wins a position or gains time which can not be balanced at the same lap -Kart 1 or any other is handicapped by the return of Kart 2 -Kart 1 or any other suffers a position loss or drop- out by the return of Kart 2 		<table border="1"> <tr><td>General</td></tr> <tr><td>Not relevant</td></tr> <tr><td>Without advantage</td></tr> <tr><td>Warning only</td></tr> <tr><td>With Advantage:</td></tr> <tr><td>10 positions</td></tr> </table>	General	Not relevant	Without advantage	Warning only	With Advantage:	10 positions
General								
Not relevant								
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<p>PUSH OUT means if Kart 1 constrict the drivable section towards the outside line forcing Kart 2 to leave the drivable section either partial or completely. It is irrelevant if the Karts have touched each other or not. A prerequisite is, however, that Kart 2 has to be at least 1/3 (front tyres next to rear tyres) next to Kart 1</p> <p>An advantage is at head, if (either/or):</p> <ul style="list-style-type: none"> - Kart 1 wins a position - Kart 2 suffers a position loss or drop – out - Kart 2 suffers a damage leading in a position loss or a drop - out 		<table border="1"> <tr><td>General</td></tr> <tr><td>Not relevant</td></tr> <tr><td>Without advantage</td></tr> <tr><td>10 Seconds</td></tr> <tr><td>With Advantage:</td></tr> <tr><td>10 positions</td></tr> </table>	General	Not relevant	Without advantage	10 Seconds	With Advantage:	10 positions
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<p>BUMP means that the front of Kart 2 touches the rear of Kart 1. Neither the reason nit the intensity of the contact is relevant. Only the consequences of the impact are relevant to judge an advantage, not the impact itself.</p> <p>An advantage is at head, if (either/or):</p> <ul style="list-style-type: none"> - Kart 2 wins a position, and the previous order cannot be restored within the same lap - Kart 1 suffers a position loss or drop – out - Kart 1 suffers a damage leading in a position loss or a drop – out within the same lap 		<table border="1"> <tr><td>General</td></tr> <tr><td>Not relevant</td></tr> <tr><td>Without advantage</td></tr> <tr><td>Warning only</td></tr> <tr><td>With Advantage:</td></tr> <tr><td>10 positions</td></tr> </table>	General	Not relevant	Without advantage	Warning only	With Advantage:	10 positions
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<p>ZIG – ZAG means that Kart 1 changes the driving line more than two times on a straight track section for more than a kart width. It is irrelevant how fat Kart 1 is ahead of Kart 2 or if Kart 2 would have been able to overtake.</p> <p>An advantage is at head, if (either/or):</p> <ul style="list-style-type: none"> - Kart 1 acts more than once a time this way within the same race 		<table border="1"> <tr><td>General</td></tr> <tr><td>Not relevant</td></tr> <tr><td>Without advantage</td></tr> <tr><td>Warning only</td></tr> <tr><td>With Advantage:</td></tr> <tr><td>10 positions</td></tr> </table>	General	Not relevant	Without advantage	Warning only	With Advantage:	10 positions
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----- END OF SPORTING REGULATIONS -----

