

Driver briefing

DNKM Race II **28.06.2025 Landsard Karting Eindhoven**

Dear Driver and Mechanic`s,

right now, we start with the second round in the DNKM season 2025 with the race at Eindhoven.

Here's some driver briefing information (which should be noted), as we want to keep on race day the driver briefing as short as possible:

Transponders must be checked for functionality upon receipt, i.e., the light on the transponder must flash a maximum of 4 times. If it flashes only once, the transponder must be replaced directly at the registration office.

This is to check that the transponder is functional during the race and that times can be recorded.

For safety reasons, NO cameras are permitted on helmets. Please refer to the relevant section of the regulations for further information.

Parc fermè/Pre-start rules:

- No parts are allowed to be changed in parc fermè, exception spark plug.
- Once the kart is on the ground, no further work is permitted on the kart; only tire pressure checks are permitted.
- Work on the kart is only permitted if there is a serious problem and the work is carried out under the supervision of and in consultation with the parc fermè official.

KZ Class

Practice starts for the KZ class (10/11) will take place after the end of free practice and qualifying.

After the end of free practice/qualification a driver can continue for one lap to practice a start. Once at the start/finish, only the front row will perform the test start, i.e., always two karts abreast.

The remaining karts then move up and perform their test start after the front karts leave the starting box.

A test start on the track is not permitted.

In practice, a start every 10-15 seconds.

Leaving the track

Drivers must clearly and promptly signal their intention to exit/leave the track to avoid dangerous situations.

Leaving the track during qualifying ends the qualifying session for the driver.

Yellow flag

Indicate that they have acknowledged this by raising their hand, slowing down, and not overtaking. Failure to comply will be penalized.

The following marshal will wave the green flag; at this point, the race will resume, and overtaking is permitted.

Start

Rolling Start

With a rolling start, a warm-up lap is always completed first, followed by the formation lap.

The formation lap will be announced by the race director.

If a driver retires during the warm-up lap/formation lap, the gap may NOT be filled.

The starting order is as assigned by the pre-starter.

After the red line no overtaking is permitted on the formation lap.

Attention!!! Keep the starting corridor; failure = start will abort by race director.

When the lights go out, you may leave the corridor and the race has started.

Standing start (KZ2 and KZZ Master)

- Warm-up procedure etc. as before

- If the kart comes to a standstill on the starting grid (engine off, etc.), the driver must immediately raise the hand. The starter decides in an additional formation lap, and the responsible driver must start from the last row.

Traffic lights out, go ahead

Restart: The restart takes place in a single line, as in the CIK.

From the moment the yellow flag remains stationary from start to finish (not waved), is the last lap is under "Code Slow."

When the leader receives the green flag (always at the start/finish), the race can resume, and overtaking is permitted. NOT BEFORE!

For those who don't yet know this old racing saying or are too young to know it:

Nobody wins a race in the first corner...

Your Race control