

CUSTOMER RULES

- 1.- IT IS FORBIDDEN TO RIDE WITH GARMENTS AROUND THE NECK THAT CAN COME OFF.
- 2.- BOTH WHEN GOING UP AND DOWN, DO NOT TOUCH THE EXHAUST PIPE, THEY CAN BURN.
- 3.- WHEN CLIMBING, STEP DIRECTLY ON THE SEAT.
- 4.- DO NOT STEP ON THE STEERING BARS.
- 5.- TO ADJUST THE PEDAL DISTANCE, THEY HAVE TO RAISE THEIR HAND.
- 6.- PEDALS: LEFT BRAKE – RIGHT ACCELERATOR. NEVER STEP ON BOTH AT ONCE.
- 7.- IN CASE OF BREAKDOWN OR ACCIDENT, DO NOT GET OUT OF THE KART AND WAIT FOR OUR HELP
- 8.- MEMORIZE THE KART NUMBER, BOTH THE INITIAL ONE, AND IF DUE TO A BREAKDOWN WE HAVE TO REPLACE IT, TO SEE AT THE END THE TIMES AND RESULTS.
- 9.- IT IS FORBIDDEN TO COLLIDE, PUSH OR TAKE TEAMMATES OFF THE TRACK. DRIVING IN THE WRONG DIRECTION. SHORTCUT BETWEEN TRACKS ON THE DIRT AREA....ETC
- 10.- IN CASE OF AGGRESSIVE DRIVING BY A MEMBER OF THE GROUP. WE TAKE OUT THE RED AND CHECKERED FLAG AND THE ACTIVITY IS STOPPED FOR THE WHOLE GROUP, WITHOUT THE POSSIBILITY OF RESUMING IT.
- 11.- ACCIDENTS IN KARTS ARE VERY DANGEROUS, GENERALLY WHEN THERE ARE ACCIDENTS, THE DRIVER OR DRIVERS HAVE ENDED UP ADMITTED TO THE EMERGENCY ROOM. SO THE RULES MUST BE COMPLIED WITH, SO THAT THIS DOES NOT HAPPEN.
- 12.- AT ALL TIMES, THE INSTRUCTIONS OF THE OPERATORS MUST BE FOLLOWED AND THE RULES MUST BE COMPLIED WITH. THE CIRCUIT RESERVES THE RIGHT OF EXPULSION IF IT DEEMS IT APPROPRIATE.

A/ TANDA MODE (15€)

A1. 9 to 10 minutes on track doing laps, trying to set the best time.

A2. When the time is over, from the finish line we indicate a checkered flag. It means that you pass under the arch and you make 1 more turn, which is not completed and STOPS VERY SLOWLY in the stop zone (before the finish straight) where an operator will be indicating where to stop. IT IS VERY IMPORTANT to arrive very slowly at the unemployment zone, you cannot arrive at full speed and at the last moment step on the brakes, because we can take the comrades and workers ahead (as has happened on some occasions)

B/ MODALITY 1/2 DRINK (30€)

B1. A 5-minute time trial, trying to set a fast lap. It doesn't matter if you do 3 laps wrong and 1 good lap, because the good lap will count to put you on the starting grid. When the time trial is over, we indicate a checkered flag from the finish line, so we have to slow down, maintain the positions and ride VERY SLOWLY until the stop zone (before the finish straight). IT IS VERY IMPORTANT to arrive very slowly at the unemployment zone, you cannot arrive at full speed and at the last moment step on the brakes, because we can take the comrades and workers ahead (as has happened on some occasions)

B2. Then, without rest, we put you on the starting grid for a 10-lap race. Starting flag, with national flag. Arrival flag with checkered flag.

When a rider has completed the 10 laps, we indicate a checkered flag from the finish arch to all the riders, so you have to slow down, maintain the positions and drive VERY SLOWLY until the stop area (before the finish straight). IT IS VERY IMPORTANT to arrive very slowly at the unemployment zone, you cannot arrive at full speed and at the last moment step on the brakes, because we can take the comrades and workers ahead (as has happened on some occasions)

C/ CUP MODALITY (45€)

C1. A 15-minute time trial, trying to set a fast lap. It doesn't matter if you do several laps wrong and 1 good lap, because the good lap will count to put you on the starting grid. When the time trial is over, we indicate a checkered flag from the finish line, so we have to slow down, maintain the positions and ride VERY SLOWLY until the stop zone (before the finish straight). IT IS VERY IMPORTANT to arrive very slowly at the unemployment zone, you cannot arrive at full speed and at the last moment step on the brakes, because we can take the comrades and workers ahead (as has happened on some occasions)

C2. After a short break (5 minutes), we put you on the starting grid for a 12-lap race. Starting flag, with national flag. Arrival flag with checkered flag.

When a rider has completed the 12 laps, we indicate a checkered flag from the finish line to all the riders, so you have to slow down, maintain the positions and drive VERY SLOWLY until the stop zone (before the finish straight). IT IS VERY IMPORTANT to arrive very slowly at the unemployment zone, you cannot arrive at full speed and at the last moment step on the brakes, because we can take the comrades and workers ahead (as has happened on some occasions)

D/ RESISTANCE MODE (55€)

D1. A 10-minute time trial, trying to set a fast lap. It doesn't matter if you do 3 laps wrong and 1 good lap, because the good lap will count to put you on the starting grid. When the time trial is over, we indicate a checkered flag from the finish line, so we have to slow down, maintain the positions and ride VERY SLOWLY until the stop zone (before the finish straight). IT IS VERY IMPORTANT to arrive very slowly at the unemployment zone, you cannot arrive at full speed and at the last moment step on the brakes, because we can take the comrades and workers ahead (as has happened on some occasions)

D2. Then, without rest, we put you on the starting grid for a race of 30 laps or 35 minutes maximum, whichever is fulfilled first, (in case the group is too slow to lap). Starting flag, with national flag. Arrival flag with checkered flag.

When a rider has completed the 30 laps (or the 35 minutes, whichever comes first), we indicate a checkered flag from the finish arch to all the riders, so you have to slow down, maintain positions and ride VERY SLOWLY until the stop zone (before the finish straight). IT IS VERY IMPORTANT to arrive very slowly at the unemployment zone, you cannot arrive at full speed and at the last moment step on the brakes, because we can take the comrades and workers ahead (as has happened on some occasions)