Performance

The Performance category comprises three events:
- Sprint (30 Points)
- Slalom (30 Points)
- Relay (40 Points)

The 2012 Grass Kart Challenge will be held on a grass/dirt sports field.

The aim will be to give teams as many runs as possible at each event within the programmed time frame. Teams may utilise as many drivers as they wish. The relay race must have 4 drivers for each kart.

Sprint

The sprint will take place on a course that is notionally 100 metres long. Karts will start from within a 'box'. Timing will commence once the 'go' signal is given. Karts will be required to sprint to the far end of the course (100 metres away), execute a 180 degree turn and return to the start line where they will be required to stop within another box alongside the one they started from. Timing will cease when the kart is fully stopped within the box and the engine is shut down, and hands are raised.

Slalom

The slalom course will be very similar to the sprint course except that a series of cones spaced at irregular intervals will be placed on the course, and the karts will have to weave between the cones.

Relay

The relay will comprise a circuit of approximately 750 metres length. Each kart will have four drivers, who will undertake one/two lap(s) each of the course. Driver change overs will occur in a 'Pit' area, where the kart must be stopped and engine off before driver change can occur. 3 - 4 karts will be involved in each heat of the relay race.

The course will include a main straight of 200 - 300 metres length and a variety of bends, chicanes and hairpins.

Point Allocation

Each performance event will be timed. Time penalties will be awarded as required for:
- any cone missed, hit or toppled
- any gate/box missed, or hit

The penalties are 2 seconds and 15 seconds respectively.

Points for the Sprint and Slalom will be awarded as follows:
- The fastest two runs in each event for each team will be averaged.
- Teams will be ranked based on their average times.

Points for the relay will be awarded in a similar manner, except that teams may only get one run. The top fastest teams will progress to the semi final then the fastest teams for the semi final will progress to the final. The first team in a heat may not necessarily be one of the fastest.