



Melbourne November 19–21 2010

Indoor Karting

CHAMPIONSHIP



Dates

FRIDAY November 19 • START 3:00pm • afternoon & evening

SATURDAY November 20 • START 8:30am • day & evening

SUNDAY November 21 • START 9:00am • day if needed

Mens finals may be Saturday evening or Sunday

Womens races and finals Saturday 12:00 to 2:30pm

Schedule may change

Events

MEN Open

WOMEN Open

More information can be found on the Entry Form available from corporategames.net.au/aus/sportevents.shtml or by calling 1300 301 418

Format

Grand Prix

Competition is heats followed by semi finals and finals
Each entrant is scheduled for one heat consisting of a compulsory safety briefing (entrant will not be allowed to compete if briefing is missed) and 1 practice/qualifying period followed by two races, to be scheduled within your selected session time where possible.
Heat winners advance.

12 to 14 karts per race

First and second place from each heat qualify for semi's

Grid for race 1 determined by fastest lap time from qualifying

Grid for race 2 determined by fastest lap time from race 1

Men Semi Finals – 1st and 2nd place from each semi final qualify

Grid determined by the fastest heat lap time

Men Prelim Finals – 1st to 4th place from each preliminary final qualify

Grid determined by the fastest semi lap time

Men Final

Grid determined by the fastest preliminary final lap time

Women Final – Grid determined by the fastest heat lap time

Regulations

Minimum age to enter Karting 13, as of 31 December 2010

Minimum height 152cm

An Individual may represent only ONE Organisation in the Games

Entry is NOT limited to employees

Rules

Safety rules controlled by circuit director

Equipment

Kart and helmet supplied. Full electronic timing system. If a driver is dissatisfied with his/her kart they are allowed one changeover during practice ONLY. They will be given the next queued kart.

If a kart breaks down it will be replaced and the race restarted.

Uniform

No Shorts or jewelry. Flat sturdy closed toed shoes required.

No high heels, thongs or sandals.

Sport Coordinator

Auscart Racing

Sport Venue

Auscart Racing Indoor Karting 50 Salmon St **PORT MELBOURNE**

Sport Venue Control Location – inside centre

Venue may change.

Entrants must report to Sport Venue Control at least 45mins before their scheduled time. Failure to do so may result in a forfeit.

Before competition entrants must present their validated Games ID Card and be able to show personal photo ID.

Entry Fee

\$70 per participant including GST

Entry Deadlines

Guaranteed Entry Deadline October 7

Only complete Entries with payment are guaranteed

Final Entry Deadline October 21

Entries received after the Guaranteed Entry Deadline are taken on a "first come" basis

Replacement or Changes Deadline After November 4 replacements and changes will be at the discretion of the Games and subject to a \$25 fee per change.

Withdrawals and Refunds Deadline Before November 4 refunds are minus \$25 per person. After November 4 no refund. Withdrawals must be in writing.

Start Times & Draws

A preferred start time may be requested on the Entry Form but is not guaranteed. The Games will notify the individual if the requested Start Time is not possible.

Your assigned Karting Session is on your Games ID

Unofficial Draws with start times are available from the Games website ONE week before the Games. Official Draws are available from a Games SuperCentre from Thursday November 18 to Sunday November 21.

Times

Womens competition Saturday 12:00 to 2:30pm ONLY

Mens competition times

Session times Friday Afternoon • 3:00 to 6:00pm

Session times Friday Evening • 6:00 to 9:00pm

Session times Saturday Morning • 8:30 to 11:30am

Session times Saturday Afternoon • 3:00 to 6:00pm

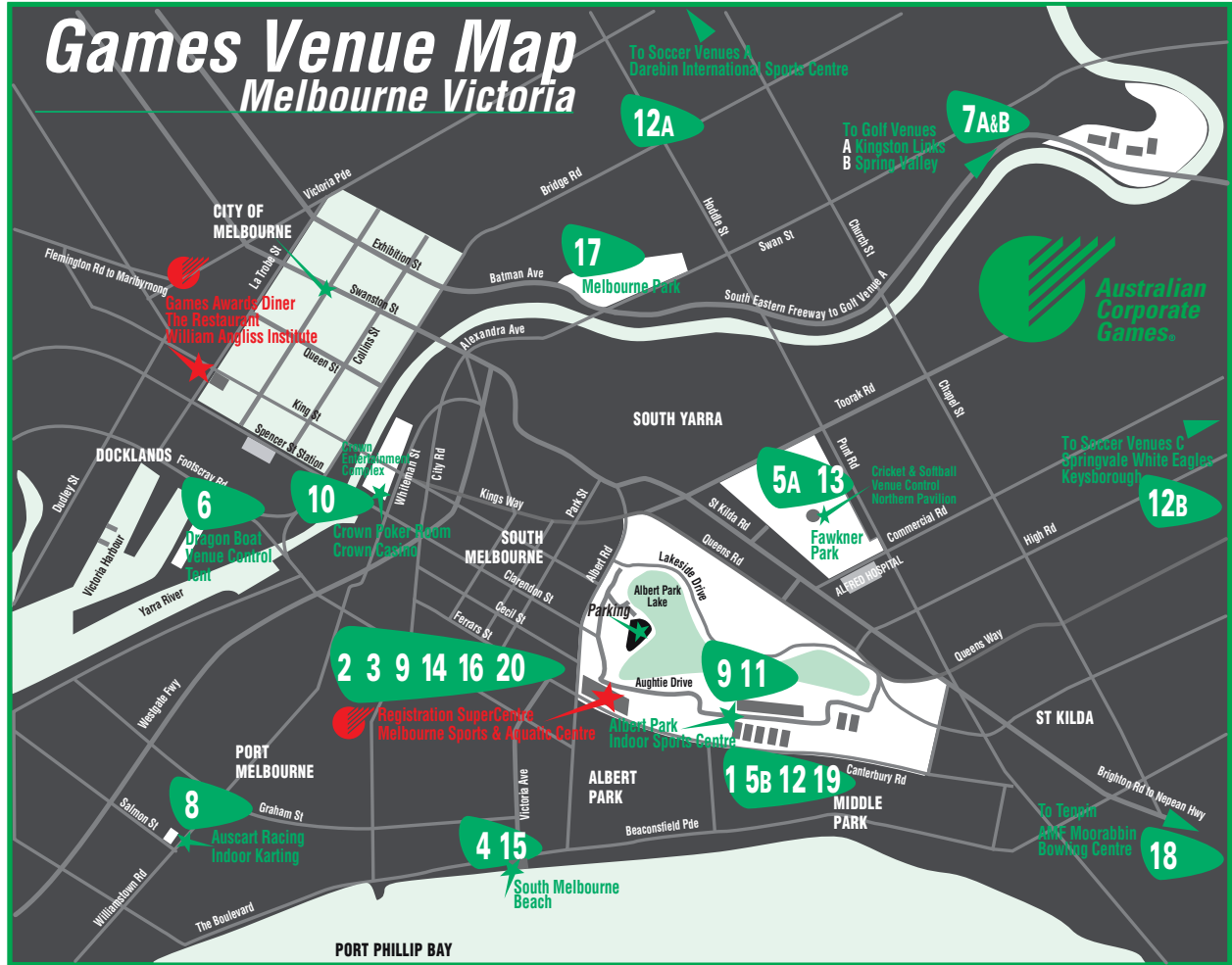
Session times Saturday Evening • 6:00 to 9:00pm

Session times are general and may vary slightly

Results

Official Games results are available from corporategames.net.au/aus after the Awards Dinner on November 22.

Map & Venue



Contact 131 638 or victrip.com for Met Information on accessing Games Venues by public transport

- 1 AFL Recreational Football**
Albert Park
Aughie Drive Albert Park
Saturday 20 November
* Venue Control - Pits Building 3
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 2 Badminton** Melbourne Sports & Aquatic Centre
Aughie Drive Albert Park
Saturday 20 November day & evening if needed
Sunday 21 November Doubles
* Venue Control - Inside Badminton Hall
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 3 Basketball** Melbourne Sports & Aquatic Centre
Aughie Drive Albert Park
Saturday 20 & Sunday 21 November
Friday 19 evening if needed
* Venue Control - Outside Basketball Hall
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 4 Beach Volleyball**
South Melbourne Beach
Beaconsfield Pde Albert Park
Saturday 20 November
Venue Control - Games Tent at Courts
Parking limited at a fee - public transport suggested
- 5 Cricket B's**
A Fawkner Park
Corner St Kilda & Commercial Rd South Yarra
Friday 19 November from 4:00pm
Sunday 21 November
* Venue Control - Northern Pavilion
Street Parking Toilets, food from kiosk
B Albert Park
Aughie Drive Albert Park
Friday 19 November from 4:00pm
* Venue Control - Pits Building 3
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 6 Dragon Boat Racing** ★
Victoria Harbour
Victoria Promenade, Docklands
Saturday 20 November
* Venue Control - Games Tent on Promenade
Parking, drinks, food and all facilities available

- 7 Golf A SPECIAL EVENT - Kingston Links**
Corporate Ave Rowville
Friday 19 November: Shotgun 7:30am to 1:30pm
Venue Control - Club House
South Eastern Fwy to Dandenong Rd to Wellington Rd exit
- 7 Golf B REGISTERED EVENT - Spring Valley Golf Club** ★
Heatherton Rd Clayton South
Friday 19 November: Shotgun 7:30am
Venue Control - Club House
South Eastern Fwy to Fern Tree Gully Rd exit, right on Springvale Rd, right on Heatherton Rd
Lunch or Supper provided with beverages on cash basis at both venues
- 8 Karting**
Auscarts Indoor Racing
50 Salmon St Port Melbourne
Friday 19, Saturday 20 & Sunday 21 November
Venue Control - Inside Centre
Street parking, food, drinks, toilets & showers
Special catering available - call Auscarts 9646 6015
- 9 Netball**
Albert Park Indoor Sports Centre
Aughie Drive Albert Park
Friday 19 evening, Saturday 20 & Sunday 21 Nov
* Venue Control - Pits Building 3
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 10 Poker**
Crown Poker Room
Clarendon St end Crown Casino Melbourne
Friday 19 & Saturday 20 November
Venue Control - Crown Poker Room
Parking at a fee - public transport suggested
Drinks, food and all facilities available
- 11 Running**
Albert Park Lake Path
Aughie Drive Albert Park
Saturday 20 November - Start time 8:00am
* Venue Control - Pits Building 3
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available

- 12 Oki Soccer A**
Darebin International Sports Centre
281 Darebin Rd Thornbury
Saturday 20 & Sunday 21 November
Venue Control - Club House
- 12 Oki Soccer B**
Springvale White Eagles
310-380 Perry Rd Keysborough
Saturday 20 November
TBC
Venue Control - Soccer Club House
- 12 Oki Soccer C**
Albert Park Outside Fields
Aughie Drive Albert Park
Saturday 20 November
Sunday 21 November
* Venue Control - Pits Building 3
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 13 Softball**
Fawkner Park
Corner St Kilda & Commercial Rd South Yarra
Sunday 21 November
Saturday 20 November afternoon if needed
* Venue Control - Northern Pavilion
Street Parking, toilets and food from kiosk
- 14 Squash**
Melbourne Sports & Aquatic Centre
Aughie Drive Albert Park
Saturday 20 & Sunday 21 November
* Venue Control - Inside Squash Arena
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 15 Swimming Open Water**
South Melbourne LSC South Melbourne Beach
Cnr Wilmers St & Beaconsfield Pde Albert Park
Saturday 20 November - Start time 8:30am
Venue Control - Games Tent on Beach
Parking limited - public transport suggested

- 16 Table Tennis**
Melbourne Sports & Aquatic Centre
Aughie Drive Albert Park
Saturday 20 November
Friday 19 November evening if needed
* Venue Control - Inside Table Tennis Hall
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 17 Tennis**
Melbourne Park
Batman Ave & Swan St Melbourne
Saturday 20 November
Sunday 21 November Doubles
* Venue Control - At Court 5 Western Side
Parking limited for participants
Public transport suggested - Tram 70 & 75
Drinks, food and all facilities available
- 18 Tenpin Bowling**
AMF Moorabbin Bowl
938 Nepean Hwy Moorabbin
Saturday 20 & Sunday 21 November
Venue Control - Inside Centre
Parking around Centre
Drinks, food and all facilities available
- 19 Touch**
Albert Park
Aughie Drive Albert Park
Saturday 20 November
* Venue Control - Pits Building 3
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available
- 20 Volleyball**
Melbourne Sports & Aquatic Centre
Aughie Drive Albert Park
Sunday 21 November
* Venue Control - Outside Volleyball Hall
Parking limited at a fee - public transport suggested
Drinks, food and all facilities available

Registration SuperCentre
 Venue Map available
 New Sport in 2010
 New Venue for 2010

Parks VICTORIA
 msac
 Tourism Victoria
 Moorabbin Bowl



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Games Information

GENERAL

WELCOME TO THE GAMES

Games Dates

Guaranteed Entry Deadline	October 7
Final Entry Deadline	October 21
Replacement Date	November 4
Games	November 19-21
Games Awards Dinner	November 22

Games ID Card

Before competing each person must have their Games ID Card validated by 'Registering'. This cannot be done at the Sport Venue Control Desk.

NO CARD NO COMPETITION! You are required to show your validated Games ID Card prior to competition at the Sports Venue.

In addition you may be required to show personal photo ID.

Don't forget either pieces of identification.

You may only compete in events and on teams specified on your Games ID Card. NO new entries or swapping of events or team members at the Sport Venue is allowed.

Eligibility

Entrants may represent only ONE organisation in the Games. Entrants do not have to be employed by the organisation represented.

Age Classes

The Official Games Age of an entrant is their age on Dec 31 of the Games year. You can not enter more than one Age Class in an event.

Limited Entries

The Games reserves the right to place entrants into another Age Class to ensure play. However only medals and points from the original class entered will be awarded.

Weather

Adverse weather conditions may cause modifications to or cancellation of events. No refunds are made.

Start Times & Draws & Venue Check in

Unofficial Draws with start times are available from the Games website ONE week before the Games. Official Draws are only available from a Games SuperCentre located in Melbourne from Thursday November 18 to Sunday November 21.

Entrants must checked-in at their sport at least 30mins before their Official Start Time.

Before Final Deadline a preferred start time may be requested but is not guaranteed. A **Request Form** is available from the Games by contacting 1300 301 418 or at corporategames.net.au/aus/organisingateam.shtml

Appeals

There is no appeal against the decision of a match official.

Appeals relating to other aspects of play or Games rules are adjudicated by the Sport Coordinator. Appeals must be submitted in writing by the Team Captain, to the Sport Coordinator within 15 minutes of the end of the match in question.

Code of Conduct

Any team/player who displays unreasonable behaviour in the opinion of officials or the Sport Coordinator before, during, or after a competition may be disqualified.

Games Results

Official Results will be available after the Games Awards Dinner from November 22 on the Games website at www.corporategames.net.au/aus

Insurance

It is up to each participant to have their own insurance that covers them in the event of an injury.

If an entrant is responsible for the breakage of equipment at any of the Games Venues they will be required to pay for the repair or replacement of the equipment.

The Games holds third party public liability insurance only.

Entry fee does not include **Personal Accident Insurance**. To purchase Personal Accident Insurance contact the Games at 1300 301 418 or visit corporategames.net.au/aus/organisingateam.shtml.

Registration

Before going to your sport each entrant must have their Games ID validated by the Games and sign a Waiver of Liability. This is compulsory. Games SuperCentres for registration will be located in Melbourne from Thursday November 19 to Sunday 22 November. Exact times will be sent with Entry Confirmation and are available from corporategames.net.au/aus/qaafterentry.shtml.

Celebrations

Games Awards Dinner at the Angliss Restaurant William Angliss Institute Melbourne, on Monday November 22 from 7:00pm. Dinner features special guests presenting the Corporate Awards and costs \$115.

Health Services

In the case of an emergency requiring medical attention, contact the nearest Games Official.

A medical team which may include Red Cross, physiotherapists or sports trainers will be available at most sport venues.

Games Info Line 1900 954 010

For 83c including GST per minute (higher from mobile & pay phones) The following information will be available only during the 3 days of competition by calling this Games Information Line.

Wet Weather Line – If weather affects playing times, updates on schedule changes or postponements will be available by calling the Games Info line.

Sport Information Line – Elimination Tournament seedings for selected sports will also be available on this line.

NOTE: Some phones may be barred from accessing "1900" numbers.



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Sport Information

G A M E S S C O R I N G S Y S T E M

Pool Play & Elimination Tournament

Does not apply to Golf, Karting, Poker, Running, Swimming and Tenpin Bowling

In most sports competition is pool play followed by an elimination tournament.

Competition is not graded except Squash. Each pool may contain teams from all "Levels of Play" as indicated on the Entry Form.

Pools consist of four teams/individuals where possible.

Pools are formulated based on the following:

- 1 Teams/individuals from the same organisation are in different pools
- 2 To include teams/individuals from all 'Levels of Play'

To provide the maximum amount of competition, pools may be reformulated by the Sport Coordinator at the venue due to 'No Shows'.

Determining Pool Results

Different point range applies to Dragon Boat Racing

Pool Points are awarded as follows:

Win	4 points
Tie	2 points
Loss	1 point
Forfeit	0 points

Winner of a pool is determined by:

- 1 Greatest total # of Pool Points. If tied then
- 2* Points for, minus points against. If still tied then
- 3* Points for

If there is still a tie, **using the matches only between the teams concerned**, reapply the above criteria. If there is still a tie, the Sport Coordinator may have an abbreviated or sudden death play-off or draw lots – drawing lots is used mostly for ties for second place, a play-off is preferred for 1st place.

First place only in each pool advances to the elimination tournament.

If there is a forfeit in any of the following Sports, the winner receives a pre-determined score for the purpose of countbacks:

AFL Recreational Football	30-0
Badminton	21-7 (game score)
Basketball	20-0
Beach Volleyball	20-0
Cricket 8's	60-0
Netball	15-0
Soccer	2-0
Soccer 6's	3-0
Softball	5-0
Squash	15-5 (game score)
Table Tennis	11-5 (game score)
Tennis	8-0 (set score)
Touch	5-0
Volleyball	20-0

In Badminton, Squash, Table Tennis & Tennis if all games of a set are not completed, the remaining games are counted as a 'walk-over' for the winner with the forfeit score awarded for seeding and countbacks.

Seeding for Elimination Tournament

All Pool winners are seeded into the 1st elimination round based on:

- 1 Greatest total of Pool Points divided by # of matches. If tied then,
- 2* Points for, minus points against, divided by # of matches. If tied then
- 3* Points for, divided by # of matches
- 4 If there is still a tie – for "**Seeding**", the Sport Coordinator will draw lots for "**Determining Event Results**" the tie will stand

Team/individual with the most Pool Points is the top seed.

*NOTE: in Tennis read "games" instead of points.

Uneven Draws

The higher seeded team/individual may be given a bye in the 1st elimination round in order to make an "even" draw for the 2nd elimination round.

Stoppage of Play

If for any reason a Sport Coordinator declares that a match or the **Event** cannot be completed, then the following applies:

During Pool Play

The match will be declared a tie (both teams awarded the forfeit points), regardless of the score. If the **Event** is cancelled before pool play is completed then no result will be recorded.

After Pool Play and before Medal Rounds

No result is recorded for incomplete matches.

If the **Event** is cancelled after pool play and before the completion of the first elimination round the event results will be determined by the seeding order. Otherwise results for the event are determined from the last completed round applying 2, 3 & 4 from the seeding criteria.

In Medal Rounds

The match will be declared a tie with both teams or individuals being awarded the higher placing.

Forfeits & Disqualifications

A match may be declared a forfeit if:

- 1 The Team Captain or Individual fails to report to Venue Control at the scheduled time
- 2 A team plays a player not on the Games Team List
- 3 Player number requirements are not met
- 4 There is a 'No Show' ('0' players are present at the scheduled start time)

A team or individual will be disqualified if:

- 1 They are a 'No Show' in a Medal round
- 2 A team/individual has been found, by a Games Official, to breach the Sport or Games rules or Code of Conduct
- 3 A team plays a player not on the Games Team List without notifying the Sport Coordinator
- 4 Anyone competes without their validated Games ID Card

A disqualified team or individual may not be allowed to participate in further competition. The match is forfeited. Results from play prior to disqualification stand. However all Games and Medal Points and any overall placing will be lost.



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Games Awards

G E N E R A L

The act of participating as part of a team makes everyone a winner. The camaraderie and fitness that comes from playing sport, regardless of expertise or competitiveness, contributes to a better work environment and a healthier lifestyle.

But after the dust settles, there are Medals and Awards to be won for sport and team performances.

The Sport Championship Awards are unique to the 'national' Games. These awards are prestigious and highly prized. If you have competed in state Corporate Games but haven't played in the *Australian Corporate Games* this will be a new opportunity to be recognized for doing well in your chosen sport.

Individual Awards

Medals

Medals are won by 1st, 2nd and 3rd place in each event. These are presented at the sports venue immediately following the event.

If a winner is not present to receive their medal it is their responsibility to contact the Games Office to arrange receipt of the medal. The Games does not send unclaimed medals unless special arrangements have been made.

Corporate Awards

The following Corporate Awards are awarded at the Games Awards Dinner on Monday night.

Sport Championship Awards

The winner of each of the 20 Sport Championships is the organisation accumulating the most Games Points in that Sport.

Championship Division Awards

An Award is presented to the winner of each of the Championship Divisions. The Championship Divisions are based on an organisation's overall team size entered in the Games. Games Points are tallied to determine the winner in each of the Championship Divisions.

Medallist Award

The Medallist Award is presented to the organisation with the highest Medal Score.

Grand Award

The Sport for Life Grand Award is presented to the organisation entering the most participants in the Games.

It is an honorary award that recognises the effort and commitment it takes to organise a large team and the organisation's contribution to fitness, health, company spirit and morale.

Championship Divisions	
Entrants	Division
1-5	1
6-10	2
11-20	3
21-50	4
51-100	5
101-150	6
151-200	7
201-400	8
400+	9

Sport Classifications

Individual Sports

- Badminton
- Golf
- Indoor Karting
- Poker
- Running
- Squash
- Swimming-Open Water
- Table Tennis
- Tennis
- Tenpin Bowling

Team Sports

- AFL Recreational Football
- Basketball
- Beach Volleyball
- Cricket 8's
- Dragon Boat Racing
- Netball
- Soccer
- Soccer 6's
- Softball
- Touch
- Volleyball

Games Points & Medal Scores

Games Points are tallied to determine the winners of the Championship Division Awards.

Games Points are awarded to the top 8 in all events. In "Individual" sports, 8 points go to 1st place, 7 to 2nd and so on to 8th place which earns 1 point.

In "Team" sports Games Points are multiplied by the number of players allowed on the field/court during play.
eg A Basketball team scores 40 points for 1st place (8 points x 5 players).

A **Medal score** is used to determine the winner of the Medallist Award.

Medals are scored in a similar fashion to Games Points but equal points are awarded for 1st, 2nd and 3rd. In "Individual" sports one point is scored for the top three places. In "Team" sports this is multiplied by the number of players on the field/court during play.

- eg Basketball teams score 5 points for 1st place, 5 points for 2nd, and 5 points for 3rd.
- Tennis players score 1 point for 1st place, 1 point for 2nd, and 1 point for 3rd.

Note: Doubles, Relays and Corporate Teams in Individual Sports are regarded as an individual unit for point scoring.
eg A mixed doubles pair score a total 8 points for 1st place.
In the case of a tie the Games "Countback System" is used.