

## Go-Karting: Safety Activity Checkpoint

**HIGH-ADVENTURE ACTIVITY:** [Trip or High-Adventure Approval Form Required](#)

**Council Approval:** Required

**Activity Permitted For:** J C S A

**Note:** Go-karts that are privately owned or used for racing are not permitted.



### About Go-Karting

This checkpoint applies to “concession” go-karts, which are those found at amusement parks or other public facilities with one driver and no more than one passenger. Girl Scouts may participate in go-kart activities that are on a rail system (such as those that are an amusement park ride). They must follow the weight and height restrictions set by the facility. Go-karts that are privately owned or used for racing are not permitted.

Currently 44 out of 50 states regulate amusement parks. The six without state oversight are Alabama, Mississippi, Montana, Nevada, Wyoming, and Utah. These states contain few, if any, amusement parks. (Wyoming, for example, has no parks.)

### Safety Activity Checkpoints

Choose locations deemed legal and safe by state and local authorities and that meet council approval.

Verify that all the facility's karts with two seats have them arranged side-by-side with separate safety belts for each seat and that all karts are built and maintained to manufacturer's specifications.

All karts must be governed to a predetermined speed (not to exceed 25 miles per hour) per ASTM standards. American Society for Testing and Materials (ASTM) F2416 or F1492 requirements, displaying the Safety Equipment Institute (SEI) seal.

All karts must have:

- Passenger padding in place, with everything in good condition (seat bottom, seatback, steering wheel, headrest, steering column)
- Rollover protection
- Chain and/or belt guards
- Properly guarded/shielded hot and or moving parts
- Gas caps and all components in place and in proper working condition
- Fuel tanks properly secured with no leaks
- No fiberglass laceration hazards

Safety, warning, and instructional signage must be highly visible, in good repair, and appropriately placed, and must note exposure risk. In addition, a maintenance program should be in effect for the go-karts, a minimum of two attendants should be on the track during operations, and no bumping or reckless driving shall be permitted.

**The track must have:**

- A continuous containment system around the entire track with the exception of the pit entrance and exit
- Minimum of a 10-pound BC-rated fire extinguisher, properly mounted, marked, charged, and easily accessible to the pit attendants
- Within 70 feet of any point on the track, a minimum of a 10-pound BC-rated fire extinguisher must be properly mounted, marked, charged, and accessible
- Entire perimeter restricts unauthorized access to track area
- Brake and gas controls return automatically and are properly labeled or color coded

## Safety Gear

Protective helmet with properly fitting safety harness that meets the American Society for Testing and Materials (ASTM) F2416 or F1492 requirements, displaying the Safety Equipment Institute (SEI) seal

- Sneakers or sturdy shoes
- Any loose articles of clothing secured
- Long hair tied back or secured

## On the Day of Go-Karting:

**Dress appropriately.** Make sure girls and adults avoid wearing dangling earrings, bracelets, and necklaces that may become entangled in equipment.

**Practice safe go-kart procedures.** Girls should not ram or bump into other go-karts.

## Girl Scouts of Northern California's Approval Process for Go-Karting

Go-Karting is considered a high-adventure activity and must be pre-approved by the council.

**Trip or High-Adventure Approval Form:** Submit the online [Trip or High-Adventure Approval Form](#) to council at least 4-6 weeks prior to your activity.

**High-Adventure Approved Vendor List:** GSNorCal troops/groups must select a [high-adventure vendor](#) from the High-Adventure Approved Vendor List, which consists of organizations that meet Girl Scouts safety and insurance requirements for the activity. For the safety of our members, before a troop uses a high-adventure site/vendor for a troop or service unit event, the council must approve the high-adventure site/vendor. This process is designed to ensure a safe experience and protect the council's and volunteer's legal interests.

**Adding high-adventure facilities to the Approved Vendor List:** If your preferred vendor is not listed on the High-Adventure Approved Vendor list, please follow the simple steps in the [Volunteer Essentials](#) for adding High Adventure Vendors.

**Have a Troop First-Aider present.** Troop First Aiders are required for troop/group activities as required for certain Safety Activity Checkpoints including camping, travel and high-adventure activities. [[SAFETYWISE: First Aid & First Aiders](#)] Learn more on how to become a Troop First-Aider by logging into your [Girl Scouts Volunteer Learning Portal](#).