

**Bedrock Raceway
2008
Rules & Regulations**

Welcome:

We would like to thank you for racing at Bedrock Raceway. It is the intent of the Track owners and officials to run a fair and enjoyable Kart racing environment. The rules of the WKA and Bedrock Raceway are designed to promote this environment, and for everyone to have a safe and enjoyable time. We ask that all racers and visitors abide by the rules for the safety and enjoyment of all. Thank you for your participation, and have a great time racing.

All WKA Rules are in effect at the race event.
They are superseded by the rules and regulations listed here
OR stated at the drivers meeting.

All racers are encouraged to obtain a WKA tech manual and learn the rules.
They can be obtained by calling American Power Sports at 1-800-262-0555
Or on their web site at www.worldkarting.com.

**These rules are made for your safety on and off the track.
If you do not obey them you will be asked to leave.
Let's show good clean racing on and off the track.**

Contact Frank Anderson (618) 539-5889
Racing Friday Nights
Gates Open at 5:00 pm
Hot Laps at 7:30 pm
Testing Days by Appointment Only

Section 1 (Conduct)

- 1.1 The Race Director has final say over all decisions!
- 1.2 Drivers will be responsible for the conduct of themselves, their families, guests and pit crews.
- 1.3 No one allowed on the track but the track officials.
- 1.4 No alcoholic beverages or consumption of alcohol allowed. Those not obeying this rule will be ejected from the premises. A person or persons who do not leave when told to do so will be removed by local authorities. We are running a family oriented racetrack.
- 1.5 Do not stop at the flag stand to complain about the events that take place on the track. This action will result in immediate ejection and probable suspension. Please bring any questions to a pit steward in a reasonable manner.
- 1.6 Anyone arguing with track officials or track employees will be disqualified and lose all points for the evening.
- 1.7 Fighting in any form will not be tolerated. Fighting is defined as physical contact, i.e. shoving, slapping, frequent use of foul language or gestures by the driver, their pit crew or family members. First time offenders will be automatically suspended from the track for 1 month of scheduled racing followed by a six-week probation, and loss of all points up to date. Second time offenders will be permanently suspended from the track. Track owner has final discretion.
- 1.8 Stay off track at all times

Section 2 (Drivers Classes)

- 2.1 **All drivers must attend the Drivers Meeting.** If you do not attend you will not race! Pit Crew members are encouraged to also attend.

- 2.2 All drivers must run in the track.** If you do not, your scoring will not be recorded, and you will not be eligible for any winnings.
- 2.3** Drivers and chassis are the official entry. No relief drivers permitted. A substitute chassis is allowed if the registered chassis is not raceable. The race director must approve it. If a chassis substitute is allowed, kart will start in its regular position.
- 2.4** It takes a minimum of three karts to make a class for payout. (Except for the Rookie class)
- 2.5** If there are three or fewer in a class at an event, point award for first place begins with second place amount on point's schedule. For example, first place would receive 180 points, second place 160 points, etc.
- 2.6** Classes may be combined, in similar classes, at race director's discretion.
- 2.7** If classes are combined the lighter karts will start up front.
- 2.8** If classes are combined points will be awarded to both classes.
- 2.9** Driver is responsible for signing in on the correct sign in sheet. If you sign in on the wrong sheet, you will be started in the rear of the heat races.
- 2.10** If there are a large number of karts in a class the break down of the heats and the feature will be discussed at the drivers meeting.
- 2.11** If there are 10 or more karts in a class, the class will be split into A and B heats. Feature Line Up will consist of total heat race points.
- 2.12** 14 karts will start the Features.
- 2.13** Heat race points ties to be broken by lowest pill draw.
- 2.14** The pill draw ends at 7:30 pm. If you are late you will start in the back of both heat races. Feature position will be determined by heat race finishes.
- 2.15** You may not change the class you have signed up to race in after 7:30 pm. If you do change the class you have signed up to race in before 7:30 pm, your pill draw will transfer to that changed class.

- 2.16 Only the driver may draw her/his pill at time of sign in.
- 2.17 An **Original** birth certificate must be on file with the track for all Rookie and Junior classes.
- 2.18 Legal proof of age may be required for all Classes.
- 2.19 See the **Age Requirements / Class Section** for a breakdown of classes.

Section 3 (Tire Rules)

- 3.1 Stock Classes Slicks only.
- 3.2 Outlaw and Sumo Classes may run cut/treaded tires.
- 3.3 Burris tires only and 33 compound only.
- 3.4 Hot boxes permitted. No open flame allowed in the pit area.
- 3.5 Tire prep is allowed.

Section 4 (Starting The Race)

- 4.1 The Main flagman has control of the field.
- 4.2 It is the pole sitter's responsibility to set the pace. If the outside pole sitter cannot accomplish a slow and orderly start, one or both competitors will be moved to the rear.
- 4.3 If the field cannot be started on the first 2 attempts, the field will be started in single file order.
- 4.4 Karts must be nose to tail on all starts, no hanging back.
- 4.5 You may not pass until the front row crosses the white line in turns 3 & 4.
- 4.6 A yellow or red flag on the first lap will cause a complete restart in your original starting positions.

- 4.7 On restarts, remember whom you were behind and get back in line as quick as possible for faster restarts.
- 4.8 On single file restarts, you must run on the outside of the pylon located on the back straight away. No passing before you pass the pylon.
- 4.9 New first time racers* at this track must start in the rear for the first 3 nights of races. A contrasting color **X** must be on the back of their helmet. (Track owner's discretion to waive or extend track rookie status until driver can prove safe driving ability.) *- Racers that have never raced karts before.
- 4.10 When entering the track you must line up and be ready to start the race when you enter turn 3.

Section 5 (During The Race)

- 5.1 The judgment of the main flagman is final during the race.
- 5.2 Anyone approaching the flagman or track official during a race event with the intent of complaining is subject to a suspension for a period of one week and loss of points for the evening.
- 5.3 If you leave the track you will not be allowed to rejoin the race.
- 5.4 You may not drive below the white line on the inside of the track.
- 5.5 If a driver spins 2 times on her/his own, she/he will be removed from the track.
- 5.6 If you break or cannot continue after a race has started, you are out. You are to push your kart to the infield and wait until the race is over. **DO NOT** cross the track until the race is over.
- 5.7 Anyone ignoring a black flag will be disqualified from the competition for that day and will receive no points or pay out for that day.
- 5.8 When the red flag is waved the race is to be stopped immediately. Failure to stop for a red flag will result in disqualification from the race.

- 5.9 During a red flag, only damage caused during the race may be repaired. No other work will be allowed on the kart.
- 5.10 When a yellow flag is waved by the flagman, reduce speed and do not pass another kart anywhere on the track. The green flag will not be given to resume the race until all karts are aligned single file behind the leader.
- 5.11 After the yellow flag, all restart positions will be lined up at the start/finish line. All karts must proceed slowly to allow the rest of the field to get into their position.
- 5.12 Blue flag with white stripe means: you are about to be passed by the lead kart.
- 5.13 After the white flag is out no more yellow flags will stop the end of the race.
- 5.14 During a yellow flag, the kart that causes the yellow flag will go to the back and all involved will also go to the back.
- 5.15 After an accident a track official may inspect a kart for safety purposes.

Section 6 (Entering and Exiting the Track)

- 6.1 Do not exit the track in the hot shoot during race or practice days!
- 6.2 When exiting the track you must proceed to the scales. Remain in the marked areas. Proceed slowly.
- 6.3 No driving in the pit area. Stop engine as soon as you reach the scale area. Anyone caught driving through the pits, either by track official or scale personnel will not race in their next event.
- 6.4 Once the flagman puts the karts on the track no other karts will be permitted to enter the track.
- 6.5 You must be in your starting position 5 minutes after your class is called to the grid.

Section 7 (Tech)

- 7.1 Track may tech any kart or kart engine at their own discretion.
- 7.2 If you refuse tech or are found illegal, no payout will be made and no points will be awarded for that night.
- 7.3 If kart is found to be intentionally illegal a 2nd time, you will lose all points you may have earned for the season. Kart and driver will be suspended from the track for the balance of the year.
- 7.4 If a second refusal to tech occurs, the kart and driver will be suspended from the track for the balance of the year.
- 7.5 Engines must be WKA, no IKF engines allowed.
- 7.6 The engines must be stock Briggs & Stratton except Outlaw Class.
- 7.7 Stock classes will be teched according to Section 701 specs in the manual with the exception of the Outlaw class.
- 7.8 The only fuel used in 4 cycle classes will be clear methanol (per WKA rules) except the Rookie class which will be standard gasoline. No additives allowed.
- 7.9 Anyone found to be using Propylethylene in fuel will be subject to a lifetime suspension from Bedrock Raceway. NO EXCEPTIONS!
- 7.10 Every kart must weigh after each Heat and Feature race.
- 7.11 Any kart not making weight or not weighing at all after heat will be disqualified for the heat race.
- 7.12 Any kart not making weight or not weighing at all after feature will lose all winnings for that event.
- 7.13 At the end of the feature events, the top 3 in all classes must go to impound area.

7.14 The top 3 in all restrictor plate classes will have the plates pulled. Crew will loosen screws; tech man will remove and check the plate. Do not remove screws unless track official is present.

7.15 A minimum of one unrestricted class will be teched at each event. A pill will be drawn to determine the class to be teched. The first place kart of that class will draw a pill to determine what will be teched.

7.16 Numbers will be drawn after features to determine what class and what tech will be done.

7.17 Tech Pill:

PILL NUMBER:	CLASS:	PILL NUMBER:	TECHED ITEM:
1	Rookie	1	Carb Tech
2	Junior I	2	Head/Piston Pop Up
3	Junior II	3	Fuel
4	Lights	4	Valve Lift
5	Mediums	5	Coil
6	Heavy	6	Full Tech
7	Super Heavy	7	No Tech
		8	No Tech

7.18 Protest:

Protests must be provided in writing to a track official within 15 minutes of the completion of the race in which the protested kart participated along with the proper fee:

Protest Fees: \$25.00 – Fuel & Restrictor Plate
 \$100.00 – Engine tear down per WKA

Only (1) kart may be protested by any one individual. Only karts placing behind one protested and no further than 5th place will be allowed to protest. If the protested kart is found to be legal, the kart making the protest loses \$100.00. The protested kart will receive \$75.00 and the tech official will receive \$25.00. If the protested kart is found illegal, the illegal kart will not be allowed to race at future events. During the teardown of a

protested engine only (1) representative from the kart will be allowed in the tech room, along with the protestor.

Refusal to tech under protested inspection will cost the driver points and winnings for that evening.

- 7.19** Before any motor or carburetor may be changed once racing has started, the racing director must be notified and approve the change. Both motors/carburetors must be brought to the tech area.

Section 8 (Safety)

- 8.1** Owners/Drivers are required to be familiar with the rules/regulations.
- 8.2** All kart must be safety inspected at the track and have a track safety sticker on the front of the kart.
- 8.3** There will be random safety checks and we will respond to your questions on kart safety.
- 8.4** All karts must meet safety requirements set by current WKA/IKF rules.
- 8.5** Racing will not begin until emergency medical technicians are on hand.
- 8.6** All drivers are required to wear suit or jacket, gloves, helmet, long sleeve shirt and long pants during practice or racing.
- 8.7** Helmets must be a full coverage helmet and designed for competitive motor sports use, complying with the WKA specifications. Helmets must be in good condition and are subject to a pre-race tech inspection. Eye protection is mandatory.
- 8.8** Collar type neck braces designed for motor sports used is mandatory in all classes.
- 8.9** The Rookie & Junior I class are required to wear chest protector.
- 8.10** The Rookie & Junior I class are required to run full rear bumper.
- 8.11** All safety equipment must be worn at all times when on the track.

8.12 If your helmet comes off during a race, you will be disqualified.

8.13 All karts must run a full nose.

Section 9 (Event Entry)

9.1 In case of a rain out, there will be no refunds. Rain out credit will be for the following point's night (Friday).

9.2 The racetrack may ask proof of age at any time.

9.3 A signed insurance form is required for all minors.

9.4 No one allowed in pits without a pit pass.

9.5 Anyone entering the pits is required to sign an insurance waiver.

9.6 The racetrack is not responsible for stolen or damaged property.

9.7 An **Original** birth certificate must be on file with the track for all Rookie and Junior classes.

Section 10 (Payouts)

10.1 Payouts are subject to track owner's discretion.

10.2 All payouts will be given out after the complete program is over. No payouts will be made until all features have been run.

10.3 All awards will be picked up at the track office.

10.4 The Rookie class will receive trophies instead of a monetary payout.

10.5 All payouts will be made using the following schedule:

NUMBER OF KARTS IN CLASS:	PAYOUT TO THE TOP:
3	1
4-5	2

6-7	3
8-9	4
10-11	5
12+	5

Section 11 (Points System)

11.1 All karts must have numbers on front, rear, right and left sides.

11.2 Numbers must be at least 6 inches in height and must be readily readable by scoring personnel. If your number cannot be read, you will not be scored.

11.3 No person is allowed to approach the score keepers or score keepers building during races for purposes of complaining. Complaints will be made to the Race Director only. Anyone approaching a score keeper during races for purposes of complaining will be suspended from that night's events.

11.4 Points will be accumulated as follows:

1 st 200 + # of entries	11 th 75 + # of entries
2 nd 180 + # of entries	12 th 70 + # of entries
3 rd 160 + # of entries	13 th 65 + # of entries
4 th 140 + # of entries	14 th 60 + # of entries
5 th 130 + # of entries	15 th 55 + # of entries
6 th 120 + # of entries	16 th 50 + # of entries
7 th 110 + # of entries	17 th 45 + # of entries
8 th 100 + # of entries	18 th 40 + # of entries
9 th 90 + # of entries	19 th 35 + # of entries
10 th 80 + # of entries	20 th 30 + # of entries

11.5 If combined classes are ran, each class will be scored independently.

11.6 You must start the Feature to receive points for the Feature.

11.7 The (2) lowest point nights will be dropped.

Section 12 (Classes and Age Requirements)

12.1 The following classes will be available:

CLASS:	AGE:	ENGINE:	WEIGHT:
Rookie	5-8	5 HP Briggs Purple Gas Class	250
Junior I	8-11	5 HP Briggs Purple	250
Junior II	12-15	5 HP Briggs Gold	300
Stock Lights	15 & Up	5 HP Briggs	325
Stock Medium	15 & Up	5 HP Briggs	350
Stock Heavy	15 & Up	5 HP Briggs	375
Super Heavy	15 & Up	5 HP Briggs	400
Animal	15 & Up	Animal Briggs	350
Briggs Modified	15 & Up	5 HP Briggs	350
Outlaw	15 & Up	4 Strokes up to 10 HP (or) 2 Strokes up to 150cc max	375

12.2 There must be a minimum of 3 karts for a class.

12.3 In the Super Heavy and Stock Heavy class we do not weigh the drivers we weigh the karts. The maximum kart weight can NOT exceed 200 lbs.

During weighing of this class, first weigh the driver and kart and then weigh the kart by itself.

12.4 Other classes will be created at the Race Director's discretion if there are enough karts to create a class.

12.5 Age Group Moving Options

If a driver's age will meet the minimum age requirement during the racing season, they have the following options:

- A. Start the year in their current age group, and finish the year there.
- B. Start the year in their finishing age group, and finish the year there.
- C. Start the year in their current age group and move up on their birthday.

If you move up a class you may not move back down to a lower age group. Points do not move with the driver when switching classes.