

The Bedrock Rules are available at www.bedrockraceway.com and also at the sign in building on race day. Failure by any competitor or any crew member to read and understand the Bedrock Raceway Rules will not exempt anyone from adherence to these rules. Subsequently, penalties will not be revoked for any driver or crew member that fails to follow the rules.

Saturday Night Racing Gates

Open at 3:00pm

Pill Draw 4:00 – 6:00pm

Hot Laps at 6:00pm

Racing at 7:00pm

1. Tire Rule

Stock and Junior classes must slick tires.

Outlaws and Outlaw Lites may run slicks or treaded kart tires.

Hot boxes are permitted (no open flames).

Tire prep is allowed.

2. Class Entry Fees:

Entry fee for all classes will be \$20 per class plus a \$20 pit pass fee.

ROMEO's will pay \$5 entry fee. Drivers entering more than one class will be charged \$20 for every additional class they enter. (This fee schedule is for regular race events.

Additional fees may apply at the discretion of the track owner for special events.) Each driver is responsible for signing in on the correct sign in sheet. If you sign up for the wrong class, you will be started in the rear of the heat races. Only the driver may draw his/her pill at the time of sign in. Pill draw ends at 6:00pm. If you do not make pill draw, you will start in the rear of both heat races. Anyone entering the pit area is

required to sign an insurance waiver and must have a pit pass. Entry fees will not be refunded after pit draw has been closed. The Race Director can override this in case of emergency (*A kart problem is not an emergency*).

3. Age Determination:

Proof of age is required for all classes. Proof would include a driver's license or an original birth certificate. The track can keep a copy of the original birth certificate on file for competitors. A signed insurance form is required for all minors.

4. Age Group Moving Options:

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

- Start the year in their current age group, and finish the year there
- Start the year in their finishing age group, and finish the year there
- 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. No exceptions. Points do not move with the driver when switching classes.

5. Class structure & age requirement

Class	Age	Engines	Weight
Rookie B FH WKA .425 purple Clone ARC .375 red Full rear bumper req.	5-8	5hp Briggs or Any 196cc Clone (pump gas)	250
Jr 1 Clone ARC .425 green Full rear bumper req.	8-12	Any 196cc Clone (pump gas)	265
Jr 2 Clone ARC .550 blue	12-15	Any 196 cc Clone (pump gas)	300
Super Heavy	15 - up	Any 196 cc Clone (pump gas)	400
Pro Clone	15 - up	Any 196cc Clone (pump gas)	350
ROME0's	50 - up	Any 196cc Clone or WKA flathead	350
Predator 212cc	15 - up	Any 212cc Clone (pump gas)	350
Outlaw Lites	15 - up	100cc max 2 stroke 235 cc max 4 stroke	350
Outlaw	15 - up	See below	See below
		A. Minimum weight of 350 lbs.: 1. Flat heads less than 360 cc's. 2. 2 strokes less than 115 cc's.	
		B. Minimum weight of 365 lbs.: 1. Flat heads between 365 and 390 cc's. 2. 2 strokes between 116 and 125 cc's. 3. OHV engines up to 320 cc's.	

	C. Minimum weight of 390 lbs.: 1. Flat heads over 390 cc's.
	2. 2 strokes between 125 and 150 cc's. 3. OHV's between 321 and 399cc
	D. Minimum weight of 420 lbs.: 1. 2 strokes over 150 cc's. 2. OHV engines over 400 cc's.

5a. Outlaw Class Limits:

- Two Stroke max displacement 250 cc's.
- Four Stroke max displacement 500 cc's.
- Single cylinder only

5b. Outlaw and Outlaw Lites Displacement Verification: - The bore will be measured with dial calipers and the stroke with a suitable travel dial indicator.

- Displacement formula:

$$\text{Bore} \times \text{Bore} \times \text{Stroke} \times .785 \times 16.39 = \text{engine CC}$$

- Displacement will always be rounded to the next largest whole number. (Example: a motor with a displacement of 110.1cc's will be considered 111 cc's.)
- A Bedrock Raceway tech official may conduct displacement checks at any time.

5c. The Box Stock rules are as follows (using AKRA standards)

AKRA BOX STOCK/6.5 CLONE 2015 RULES ENGINE SPECIFIC
TECH SHEET FOR: BOX STOCK 6.5 OHV

Description: Single cylinder, 2 valve, OHV 4 cycle

Combustion chamber volume: 26.5 cubic centimeter minimum, with piston at TDC, using prescribed procedure.

Cylinder Head Requirements: Must be OEM casting only. Porting and / or grinding are not permitted. Valve seats are two angles 45 degrees valve face and 30 degrees top relief. Intake seat maximum ID .897" , Exhaust seat maximum ID .862". Stock head bolts only, must have four. Head gasket/s maybe after market, must be of stock configuration, 2 gaskets permitted with a total minimum thickness of .008" and maximum of .020". No copper or aluminum gaskets allowed. Any stock configuration exhaust gasket allowed no other sealer.

Block Requirements: Stock cylinder bore is 2.685" max. Stroke is 2.123" + .010" or - .005". No piston pop-out allowed. Matting surface finish of block and cylinder head is a non tech item, surfacing of both to correct gasket failure and meet cc check allowed. May use 2 side cover gaskets of stock configuration. Block must remain stock as produced. Stub for governor may be removed and hole plugged. No machining of block allowed. Welding to the block shall be for rod damage repair only and may not constitute a functional modification.

Carburetor requirements: Huayi OR RUI*ING model carb only. Carb to intake sealer is gasket only no other sealer allowed. Choke must be as supplied from factory, but may be fixed to stay in open position. Venturi .615" NO-GO. Rear carb bore .751" NO-GO. Main fuel jet .042" NOGO. Low speed idle jet .019" NO-GO. Stock emulsion tube must be used and unaltered, .066' max ID (no pass through). Throttle shaft - .115" minimum. Butterfly - .037" minimum. Aftermarket air filter adapter allowed (max length of 1.375).

Valve Train: Stock valve cover only with any stock configuration gasket, no sealer. Factory stock rocker arms 1:1 ratio and push rods only. Stock valves only 45 degree angle only both valves, Intake valve Max

OD .985" +/- .005" and Exhaust valve Max OD .948" +/- .005", no modifications allowed. Only Box Stock valve springs. Max wire diameter on spring wire is .071" with a maximum tension of 10.8 lbs. at a height of .850". Lash cap on exhaust valve only. Valve stem seal allowed only on Intake valve, maximum lip thickness of .027".

Maximum Ignition system: Stock Box Stock system only and must be unaltered. Kill switch and low oil sensor may be disabled and removed.

Flywheel: 5lbs 4 oz. minimum including plastic fins. No alterations of any type allowed. Maximum ignition timing advance is 18° BTDC when a straight edge placed on the outside of the right-hand coil leg is just touching the right-hand edge of the metal magnet cover of the flywheel. Flywheel key is non-tech.

Piston and Rings: Must be unaltered Box Stock only. No machining of piston and rings allowed.

Connecting Rod: No machining of any type allowed. Stock rod bolts only.

Crankshaft Requirements: Stock Box Stock crankshaft required. Machining, polishing, addition of material or other alteration of crankshaft is prohibited. Stock factory timing gear mandatory and must be installed in original location. Crankshaft journal diameter is 1.180"max - 1.168" min.

Camshaft Requirements: Stock camshaft or CL1 cam. Cam lobe base circle diameter .865" -.005"/+.010" Duration check for Intake and Exhaust lobes (taken off pushrod). Intake duration of 219 degrees at .050 lift/86 degrees at .200 lift. Exhaust duration of 222 degrees at .050" lift/97 degrees at .200" lift (+/- 2 degrees for wear and gauge variances). Max Intake lift on cam .225" – Min .215" lift taken at the pushrod. Max Intake lift at the valve .238" Taken on valve spring retainer with zero lash. Max Exhaust lift on cam .232" – Min .222" lift taken at the

pushrod. Max Exhaust Lift at the valve .242” Taken on valve spring retainer with zero lash. Stock camshaft or CL1 cam only. Maximum lift of .257 to be checked at valve spring retainer with zero lash. Compression release must remain on the cam.

Blower Housing Assembly:

Pull starter may be rotated for a better crank angle.

Electric starters are allowed. Flywheel opening must be covered to prevent flywheel damage.

Header and Muffler Requirements: Open header rule

Fuel Tank Requirements: Floor Mounted fuel tank mandatory (stock tank must be removed). Pulse type fuel pump allowed.

Fuel Pump Requirements: Fuel pump must be pulsed from the valve cover. You may install a flat metal plate in the original tank location for the purpose of mounting the throttle linkage and fuel pump.

Clutches: Open clutch rule thickness of Intake retainer .230” , Exhaust retainer .250” (both +/- .005 tolerance). BS lifters only, no modifications allowed.

5d. Predator 212cc Rules

The governor may be wire tied open. No other modification will be allowed in this class. Gas cap must be secured with duct tape. Clone style chain guard must be in place. Any available clutch permitted. Motor can be claimed within 30 minutes of the feature conclusion, claimer must have cash and contact a track official to make a claim. Claim is for motor only, clutch and chain guide not included. \$125 required to claim.

6. Intent to Defraud:

Any competitor who would falsify his or her age or modify their kart or engine with the intent to compete illegally, or defraud officials by such modifications or actions, will result in the loss of points and awards for that event and be subject to suspension upon review of all evidence by Bedrock Raceway officials/tech. Bedrock Raceway reserves the right to impound any illegal parts for further review. Any zero point disqualifications given for Intent to Defraud are Non-Droppable in the final point's standings. If you receive an Intent to Defraud disqualification, you will receive a 1 race day suspension. Unsportsmanlike Conduct calls are at the discretion of the Bedrock Raceway officials or the track owner and can NOT be protested.

7. Competitor/Crew Conduct:

Drivers at all times will be responsible for the conduct of themselves and their pit crews. Any verbal or physical abuse by a competitor or crewmember towards Bedrock Raceway staff, or other participants, may result in immediate disqualification and suspension from the track. Do not stop on the track to discuss a judgment call with any Bedrock official. Profanity will not be tolerated. Any disqualification or suspension decisions made by Bedrock Raceway may affect your rights to participate in future Bedrock Raceway events. Any actions, including those mentioned above, that are deemed Unsportsmanlike Conduct will result in the driver being disqualified from ALL races entered that day and will be given zero points for any classes entered that race day. Any zero point disqualifications given for Unsportsmanlike Conduct are Non-Droppable in the final point's standings. If you receive an Unsportsmanlike Conduct disqualification, you will receive a 1 race day suspension. Unsportsmanlike Conduct calls are at the discretion of the main flagman and track owner and can NOT be protested.

8. Driver Appearance:

All drivers must wear long ankle-length pants. Pants must be free of excessive tears, rips or holes. Drivers must wear long sleeve jackets and racing gloves. Helmets and neck braces are required. Helmets must be a full face coverage helmet and designed for competitive motor sports use, complying with the WKA specifications. Hair may not hang past the neck brace. No sweatpants are allowed. There is to be NO PROFANE LANGUAGE or inappropriate images displayed anywhere on the kart, driver or crew members. The Rookie and Junior 1 drivers are required to wear chest protectors.

Please refer to additional Personal Safety Attire Rules per the WKA Rule Book Page TM7—8.

9. Number Panels:

Each entry shall have 4 numbers on the kart at all times during the event. Numbers are limited to 3 digits. *Numbers must be contrasting from background and legible to score keepers.* If you are asked to improve the visibility of your number or add a number panel, you must do so before the next time the kart enters the track. If the kart enters the track without the proper changes it will not be scored. The kart may also be disqualified from the event at the race director's discretion. This cannot be protested.

10. Mandatory Drivers Meeting:

Failure to attend the drivers meeting will result in a heat race suspension. Any junior drivers must have a parent or guardian present at the drivers meetings with the driver; failure to do so will result in a heat race suspension. Special circumstances may apply for someone in need of medical attention or arriving late to the track.

- All drivers are required to help run the track in before the races begin.

11. Race Format:

Heat races will be 10 laps or 15 minutes. 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. Heat race point's ties are broken by the lowest pill draw. Feature races will be 15 laps or 20 minutes. 16 karts will start the feature event. Bedrock Raceway officials reserve the right to shorten races based on time restrictions. If the race is shortened due to time, the finish order will be determined by the last competitive lap completed. The maximum number of karts participating in a feature will be determined by the Bedrock Raceway track owner. Bedrock Raceway reserves the right to limit the number of karts starting the feature due to safety concerns. In the event that a racing class has less than 3 karts entered, that class will race with the next available class. This will be determined by the Bedrock Raceway track owner. The lighter karts will start up front.

- If there are three or fewer participants in a class at an event, points awarded for first place begin with second place amount on the points schedule. For example, first place would receive 180 points, second place 160 points, etc.

12. Two Lap Rule:

All drivers have 2 yellow flag laps from the time their class enters the race track to get their engine running and their kart on the track. It is the driver's/crew's responsibility to have their kart in staging and the motor running on time. If you are running multiple classes, you are still required to follow the two lap rule. You must be in the starting grid immediately after your class has been called.

- You will be given 1 chance to restart your motor, after the initial green flag. Red flags are the exception to this rule.

12a. Starting the race:

The main flagman always has control of the field. It is the pole position's responsibility to set the pace. The outside front row should keep pace with the pole position. All karts must be nose to tail. There is no

passing until the front row crosses the white stripe coming out of turn 4. Know where you are supposed to start in each race.

12b. During the race:

Green Flag:

- Starts the race.

Yellow Flag:

- Caution. When the yellow flag comes out, all karts on the track should slow down immediately. Do not pass another kart while the yellow is being displayed. Scoring will revert back to the last completed lap in which all karts crossed the start-finish line. If you spin or stop on the track you will be restarted in the rear of the field.

Red Flag:

- There has been an accident. Stop your kart immediately and shut the engine off. Be aware of your surroundings as emergency personnel may be on the track. **ANYONE THAT DOES NOT STOP IMMEDIATELY AND SHUT THEIR MOTOR OFF WHEN THE RED FLAG IS DISPLAYED WILL BE BLACK FLAGGED OFF THE TRACK. NO EXCEPTIONS.**

Blue Flag w/ Stripe:

- You are about to be passed by the leader. Hold your line and let the leaders pass. Do not try to race the leaders.

Black Flag:

- You must leave the track immediately. The black flag may be shown for Unsportsmanlike Conduct or because of two (2) unassisted spins. If a driver ignores the black flag they will be suspended from racing for the remainder of the race night.

White Flag:

- Once the leader takes the white flag and then yellow comes out, the race is officially over. There are no one lap shootouts. Any driver that took the white flag before the yellow came out will be scored in the position they were in when they took the white flag. Everyone else will be scored in the position they were in on the last completed lap. Those causing the yellow will be put to the rear.

Checkered Flag:

- Ends the race. Keep speed until entering turns 1 & 2. Drive to the scale area immediately after exiting the track in turn 3.

13. Points structure:

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

- A driver starting in at least one heat race will receive 25 points for that racing event if not starting in the feature.
- You must start the Feature to receive points for the Feature. - The two (2) lowest point's nights will be dropped at the end of the year. If you miss two (2) nights of racing, those will be the lowest point nights.
- If classes are combined, and there are three (3) or more karts in each class, each class will be scored independently.

- If there are less than three (3) karts in a class, points will not be awarded.

13a. Pay structure:

- Pay back will be 80% of the entries. Payback to half the field, but, no more than 5 spots.
- Pro Clone and Outlaws race for 100% pay back.
- ROMEOS race for points only

Number of Karts:	Payout to:
3-4	2
5-6	3
7-8	4
9-10	5
11-12	6

14. Inspection Procedures:

All karts, and helmets, are subject to pre-tech inspection. Karts are subject to technical inspection at any time. All karts must meet safety requirements set by current WKA rules. The number of karts subject to post race inspection will be determined before the features, but will typically be the top three (3) in each class. All karts that are subject to post race inspection must go to the tech area immediately after crossing the scales. Any kart found light on the scales will be disqualified immediately. Any person not willing to prepare his/her kart components for inspection will be disqualified from the event. Only the driver and one crew member are allowed in the inspection area. The person in the technical inspection area must be capable of performing procedures required by the technical inspectors. The driver or crewmembers must

supply their own tools for disassembly of their engine. If an engine or part is declared illegal upon removal in the technical inspection area, it will not be rechecked. Bring only tools required for removing tech items.

15. Tech Procedures:

In the event that you finish in the top three (3) of your class, the following procedures must be followed. All entries must weigh in and go directly to the technical inspection area after weighing. If you are to run in another class, contact a technical inspector or track official for directions. Someone from your crew must immediately take the kart to technical inspection. All karts will remain in the technical inspection area until all karts in the class have been cleared. All drivers and crews are responsible to complete any task required by the tech official.

16. Failed Tech Inspections:

Any driver that fails a post-race tech inspection will lose their points/money for that race and any other races that motor/kart were used in that day. Any driver that fails a post-race tech inspection is subject to the same post-race tech inspection at the conclusion of the next Bedrock Raceway event, regardless of where they finish in that race. If a driver fails tech inspection twice in the same year, the driver will lose his points for all races competed in that year. If the driver refuses tech, he will lose all points/money for all classes raced in that day. Any zero point disqualifications given for Failed Tech Inspection are NonDroppable in the final point's standings. If you receive a Failed Tech Inspection disqualification, you will also receive a 1 race day suspension.

17. Restrictor Plate Classes:

Entrants will be responsible to supply their own WKA/Bedrock Raceway approved restrictor plates as needed. Restrictor plates will, as

usual, be subject to post feature inspection. If your restrictor plate is found illegal, you will be disqualified. Any zero point disqualifications given for Failed Tech Inspection are Non-Droppable in the final point's standings. If you receive a Failed Tech Inspection disqualification, you will also receive a 1 race day suspension.

18. Fuel:

Competitors must supply their own fuel. Competitors can purchase fuel from Bedrock Raceway. We will be testing fuel in the tech area after feature events. Bedrock Raceway reserves the right to use the pump around system at events and may still be used testing fuel at our discretion. If your fuel is found illegal, you will be disqualified. Any zero point disqualifications given for Failed Tech Inspection are NonDroppable in the final point's standings. If you receive a Failed Tech Inspection disqualification, you will also receive a 1 race day suspension.

19. Stock Protest Procedure:

All protests should be made to the scale personnel verbally and then to the Bedrock Raceway track owner verbally. Both the protester's kart and the protestee's kart shall go directly to tech area for impound. 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 one (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.

19a. Outlaw Protest Procedure:

Any driver may protest the displacement at the conclusion of the feature event. Protesting driver must be on the lead lap to protest. Protest must be made within 15 minutes of the feature race conclusion. Protest Fees: \$50.00 cash fee will be required when the protest is declared.

If the motor is found to be within declared cc's, then \$35.00 will be given to the kart owner/driver and \$15.00 will go the tech man. If the motor is found to be outside of declared cc's, then \$35.00 will be returned to protestor and \$15.00 will go to the tech man. Any kart declared illegal will forfeit all points and winnings for that night's event. Any kart found illegal twice will forfeit all winnings for that night's event and lose all accumulated points for the year.

20. Accidents/Cautions:

Any kart spinning or stopping on the race track which brings out a caution will go to the rear of the field. The initial incident causing the yellow will be the incident observed. For example: If the yellow comes out for an incident in turn one, followed by another incident in turn four, the only drivers that would go to the rear would be those involved in the turn one incident. In the event of an "Unsportsmanlike Black Flag", it is at the main flagman's discretion to return the recipient of any wrongdoing to his original position at the time of the incident and disqualify the Unsportsmanlike Black Flagged driver from the racing event. Nobody is allowed on the track for any reason until the main flagman allows it.

24. Fuel & Oil Disposal:

There is absolutely no dumping of oil or fuel on Bedrock Raceway grounds. Disciplinary action or fines will result. There are barrels at the track for your oil disposal. Please ask a Bedrock Raceway official where they are if you do not know.

25. Weighing:

All karts MUST weigh after each race. Failure to do so will result in a disqualification for that race and can NOT be used as a droppable point's event. The ONLY exception to this rule is if the driver needs medical attention from the EMT. If medical attention is required, the driver will get points based on his scored finishing position. This situation will be determined on a case by case basis.

26. Alcoholic beverages:

No alcoholic beverages are allowed during any Bedrock Raceway event.

27. Transponders:

Failure to pick up transponders for heat races OR feature will cause you to start in the rear of the field. IT IS THE DRIVER'S RESPONSIBILITY TO GET THEIR OWN TRANSPONDER.

Transponders shall be placed on the left rear seat strut.

28. Rain Delay:

It is the Bedrock Raceway track owner's decision to determine a rain delay or a race event cancellation. Every effort will be made to race.

29. Practice Policy:

Under special circumstances, you may get permission from the main flagman to practice with an unregistered class on a race night.

General Rules:

- It takes a minimum of three karts to make a points class.

- Drivers and chassis are the official entry. No relief drivers permitted. A substitute chassis is allowed if the registered chassis is not raceable. A Bedrock Raceway official must approve it. If a chassis substitute is allowed, kart will start in its regular position.

- Classes may be combined, with a similar class, at race director's discretion. If classes are combined the lighter karts will start up front. - You may not change the class you have signed up to race in after 6:00 pm. If you do change the class you have signed up to race in before 6:00 pm, your pill draw will transfer to that changed class.

- Only the driver may draw her/his pill at time of sign in.

- If a driver spins two (2) or more times on his/her own, they will be black flagged off the track.

- All races will get two (2) tries at a double file start. All other restarts will be single file. If anyone baits or purposely brings out a caution on a start or re-start, that person is subject to being black-flagged off the track. This decision is at the main flagman's discretion and is NOT protestable. Anyone baiting a caution, at any time during a race is subject to being black-flagged off the track. This would constitute a zero for that race.

- Participants jumping on restarts will be penalized at *least* the number of spots jumped. This penalty will be enforced at next yellow flag or at the end of the race. This decision is at the main flagman's discretion and is NOT protestable.

- If you leave the track, you will NOT be allowed to rejoin the race.

- New first time racers 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 has discretion to waive or extend track rookie status until driver can prove safe driving ability.)

- 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.

- No one is permitted on the racetrack at any time without the race official's permission. Entering the race track without a race official's permission will be deemed Unsportsmanlike Conduct and will result in the driver being disqualified from the race and he/she will be given zero points. Any zero point disqualifications given for Unsportsmanlike Conduct are Non-Droppable in the final point's standings. Unsportsmanlike Conduct calls are at the discretion of the main flagman or track owner and are cannot be protested.

- Unsportsmanlike driving penalties will be assessed by incident, and competitors will be immediately removed from the track. If the incident occurs on the last lap, the driver will still be penalized for Unsportsmanlike Conduct and will be given a Non-Droppable zero.

- Fighting in any form will not be tolerated. Fighting is defined as physical contact, i.e. punching, 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 night of scheduled racing followed by a six-week probation, and loss of all points for that racing event. Second time offenders will be suspended from the track.

- 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.

- There is NO driving through the pit area. Those who do will face disciplinary action per the Bedrock Raceway officials.
- All Nitrogen bottles MUST be securely strapped and capped for safety purposes.

(Rules Revised - February 21, 2015)

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.