



2011 Race Track Rules and Operations

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1. Kids Kart Club Mission

Race Track Rules and Operation

The Kids Kart Club's mission is to keep kids in school by providing an exciting and interesting alternative to drugs, gangs, and other negative social pressures. This alternative is the assembly, maintenance and racing of motorized go-karts. Keeping kids in school by providing hands-on mechanical training, teamwork, task accomplishment, job satisfaction, competition, sportsmanship, and recreation is the primary goal of the Kids Kart Club.

Visit the Kids Kart Club web site at:

www.kidskartclub.org

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2. Race Communication & Track Personnel

Race Track Rules and Operations

Communication

- Safety is one of the main reasons for using the flag communication system.



- Flags are used for communication because you cannot talk to individual drivers in machines without radio equipment.
- No radio communication is permitted with drivers on the track during a race.

Flag Persons & Corner Judges

- These people are the "enforcers" on the racetrack.
- They are your link to what is going on around the track.
- If there is any "unsportsman like conduct", or an unsafe vehicle on the track, the Flag and Corner Judges will have the final say in the disposition of the issue, and the driver may be removed from participation.



3. Hand Signals

Race Track Rules and Operations



Hand Signals

- A raised hand while driving indicates that you are slowing down or that there is something in the way that needs all karts to reduce their speed.
- A hand moving across the throat by a track official indicates that you should cut your engine.



4. Racing Flags

Race Track Rules and Operations

Green Flag

- The race has begun and everything is clear to continue.
- As long as the green flag continues to be shown, racers know that the track is clear for continued racing.
- Can indicate the re-start after a caution period.



Yellow Flag

- Caution!
- Hazard on the track!
- No passing is allowed!
- Slow down!
- Stay in position!
- Must be prepared to stop immediately if necessary.
- Proceed at full speed only after the green flag appears
- The balance of the field may close up the distance behind the leader.

Blue Flag/Orange Strip

- The slower driver must make room for the faster kart to pass.
- Go to the inside lane and let the faster kart behind, pass you.



Red Flag

- Means to STOP IMMEDIATELY and safely.
- The track has become unsafe.
- Stay in position.

5. Racing Flags

(continued)
Race Track Rules and Operations

Black Flag

- Used to signal a driver for mechanical problems, fuel leaks or race violations.
- Pull into the pit for consultation.
- Leave the track at the next pit exit.



White Flag

- One lap left in the race.

Checkered Flag

- Signals the race is over.



6. Race Classifications

Race Track Rules and Operations

There are six classifications of driving/racing for the Kids Kart Club. These classifications are the recommended guidelines that will be used for placing your young driver in the correct starting group. The club reserves the right to place drivers in appropriate classes.

He/she will be able to move up to a different classification, but not until the next week's race. There will be no jumping classes on race night.

New drivers will not be able to begin on race night unless they have been to the kart shop the previous Thursday to pay the initiation fee.

- **Recreational Driving:** New drivers and existing drivers who want to drive on a non-competitive basis.
- **Novice Driver:** This includes new drivers who have no experience on the track. Generally these drivers are 9 years old or less. Race for flags.
- **Intermediate Driver:** These drivers have experience on the track and are 12 years old or less. Race for flags.
- **Junior Driver:** These drivers have experience on the track and are 14 years old or less. Race for flags.
- **Pro Class:** Driver has previous driving experience and is at least 10 years of age. Experience is the key for this class. Race for points (summer points series trophies). One night (points) will be thrown out to allow for vacation time.
- **Sprint Class:** The Sprint Class is for experienced drivers who are generally 13 years of age or older, driving a sprint kart. Race for points (summer points series trophies). One night (points) will be thrown out to allow for vacation time.

7. Track Safety

Race Track Rules and Operations

Fuel Safety

- NO SMOKING in the pit or fuel station area. Remember there are kids involved.
- Use the designated smoking area (see map).
- Fuel for racing is to be placed in the fuel station area.
- Refueling MUST ONLY be done in the fuel station with an adult present.
- It is best if you come to the track with your fuel tank already filled (it is usually more than enough for a night of racing).
- A fire extinguisher MUST be present when refueling.
- Refueling MUST be done with the driver OUT of the kart.
- Only standard pump fuel may be used for racing. No additives!

Required Race Wear

When operating a kart on the track, the operator will:

- Wear long pants.
- Wear long sleeved shirt or jacket.
- Wear sturdy shoes, no sandals!
- Wear a full-face Snell 95 approved helmet.
- Wear your eye protection (shield or goggles).
- Neck brace is required.
- Side harnesses and wrist restraints are required for racing.
- Earplugs are recommended.
- Full finger gloves are required.

8. Kart Specifications

Race Track Rules and Operation

Karts racing at the Kid's Kart Club track are to be built through the Kids Kart Club. These are the only karts allowed on the track. The following rules apply to all karts using the Kid's Kart Club track.

- A stock, untouched 5 HP OHV Briggs & Stratton (sealed) engine is to be used on all karts in the club by the 2012 race season (excluding sprints). There are to be no alterations done on the engine (a remote mounted air filter is acceptable). The stock governor has to be functional at all times.
- A club issued 11-tooth 3000-RPM (4 weight) clutch and an 85-tooth sprocket are the only drive items to be used for racing (excluding sprints). The 2800-RPM clutch will be “Grandfathered” in.
- Club specified and approved tires are to be used, and there are no alterations to be done to the tires (i.e. cuts or additives).
- A stock factory muffler is the only muffler to be used. No alterations are allowed. No drilling of exhaust holes, NO EXCEPTIONS!
- 5 inch numbers are to be used on all karts and will be visible on both sides of the kart above the rear wheels.
- The rear wheel hubs must seat tight against the shoulder of the rear axle (overall rear tire width can't be modified from original design).
- No additional front bumper may extend forward of the original frame of the kart.
- No tie rod protective bars are allowed.
- If the rear bumper consists of two pipes the top pipe must protrude out further to the rear than the lower pipe.
- If a driver wins three (3) straight feature races, it is the decision of the Track Director whether to move the driver up to the next class (does not apply to Pro or Sprint divisions).
- Drivers must participate in 50% of the summer races to participate in the 75 Lap Enduro Race in the fall.

9. At Home Pre-Race Preparation

Race Track Rules and Operations

Chassis

- Front end tie rods safe and secure.
- Front spindles secure (horizontal & vertical).
- Tire pressure and tread safe.
- Steering linkage safe and tight.
- Steering wheel secure, make sure quick release latches tight.
- No welds broken on the chassis.

Rear End

- Axle shaft nut and washer intact and secure.
- All keys installed and secure.
- All set screws intact and secure (including inner clutch set screw).
- 3/8" bolt installed and secure at end of engine shaft and clutch assembly.
- Drive chain lubricated.
- Drive chain guard secure.

Throttle and Brake Linkage

- All fasteners installed and secure.
- Linkages operable and safe on brake and throttle.
- Brake and throttle pedals secured safely.
- Kill switch safe and operable.

Operator's Cage

- Seat safe and secure, bolts tight.
- Four point seat restraint operable and secure, including excess strap.

Engine

- Gas tank cap installed and secure.
- Oil dipstick/plugs and drain plugs tightened securely.

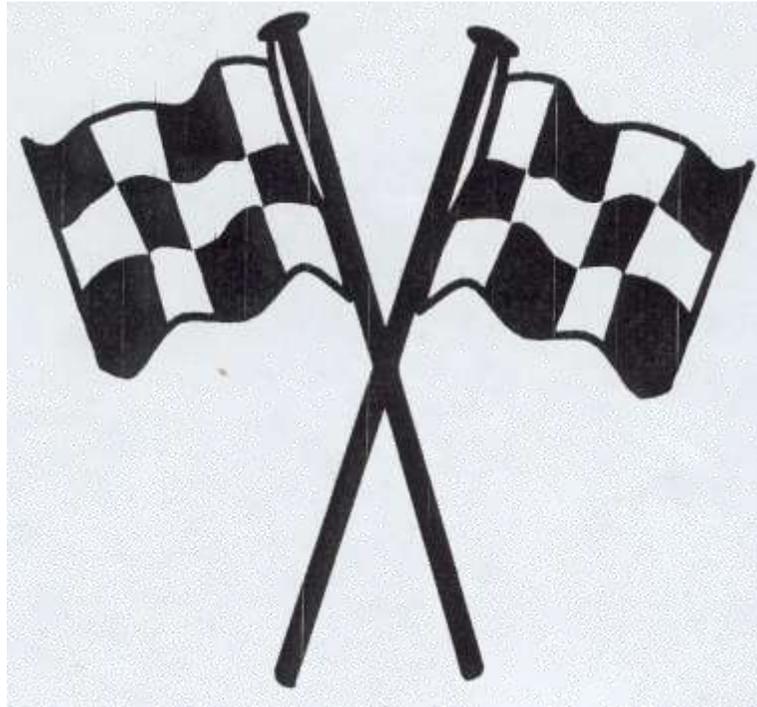
10. Pre-Race Inspection and Checks

Race Track Rules and Operations

Safety Requirements & Check List

Before each race, check the following items:

- Be sure kill switch is operational.
- Four-point seat harness must be used for racing.
- Full-face **Snell 95** approved helmet and eye protection required.
- Inspect side harnesses and wrist restraints for damage.
- Check brakes, throttle and steering linkages.
- Insure chain guard is securely installed.
- Be sure rear bumper is attached securely with two bolts (one on each side). Both ends of the bump bar must have metal caps installed.
- Side bump bars must extend beyond both the front and rear tires, and be of double rail construction.
- Transponder is located the proper distance from front axle.
- All safety requirements must be met in order to race, **NO EXCEPTIONS!**



11. Pit Rules & Courtesy

Race Track Rules and Operations

The following rules will help insure that we have a safe and enjoyable race night. We ask your cooperation in abiding by these Rules & Courtesies.

- NO SMOKING in the pit area - we don't want to risk fire, injury or explosion. Remember there are kids involved.
- Use the designated smoking area (see map).
- Wristbands are required for all participants in the pit area.
- NO HORSEPLAY in the pit area, to prevent injury.
- Drivers must notify scoring officials upon arrival if they come late.
- Don't run karts so that the tires throw debris out at other karts and spectators.
- You are to PUSH YOUR KART to and from the entry gate (except sprints).
- There will be NO driving karts in the pit area. Failure to comply will mean a forfeit of the next race (does not apply to Sprints).
- Pay attention to track advisors.
- Line up in the STAGING AREA of the on ramp when waiting to race.
- No repairs of vehicles in the staging area.
- Line up on time, no waiting for late racers. Line-up is completed 4 laps or 10 laps before the end of the previous race (halfway point of the previous race).
- Late karts start from the back.
- If your vehicle breaks down on the track, your hand goes up and you should stay in your kart. Help will arrive to get you off the track safely.
- Vehicles leaving the racetrack during a race, for repairs, etc. will NOT be allowed back on the track except during a 20-lap race a vehicle can go to the repair lane or pit and can re-enter the race.
- If it looks like rain on race day, call the shop at (920) 720-0085 and listen to the message. This message will inform you of the status of race day.
- Before you leave the track for the evening, be sure to pick up all of your garbage.
- Most of all, these evenings are to be FUN and all efforts should be made to cooperate and respect each other.
- It is your responsibility to bring your own tools to the track.
- No animals in the pit area.
- No motorized driver support vehicles in the pit area.
- Tow/hauling vehicles only in the pit area.
- Discussion with track officials about protests to race calls is taken care of after the evenings race events.

12. Track Rules

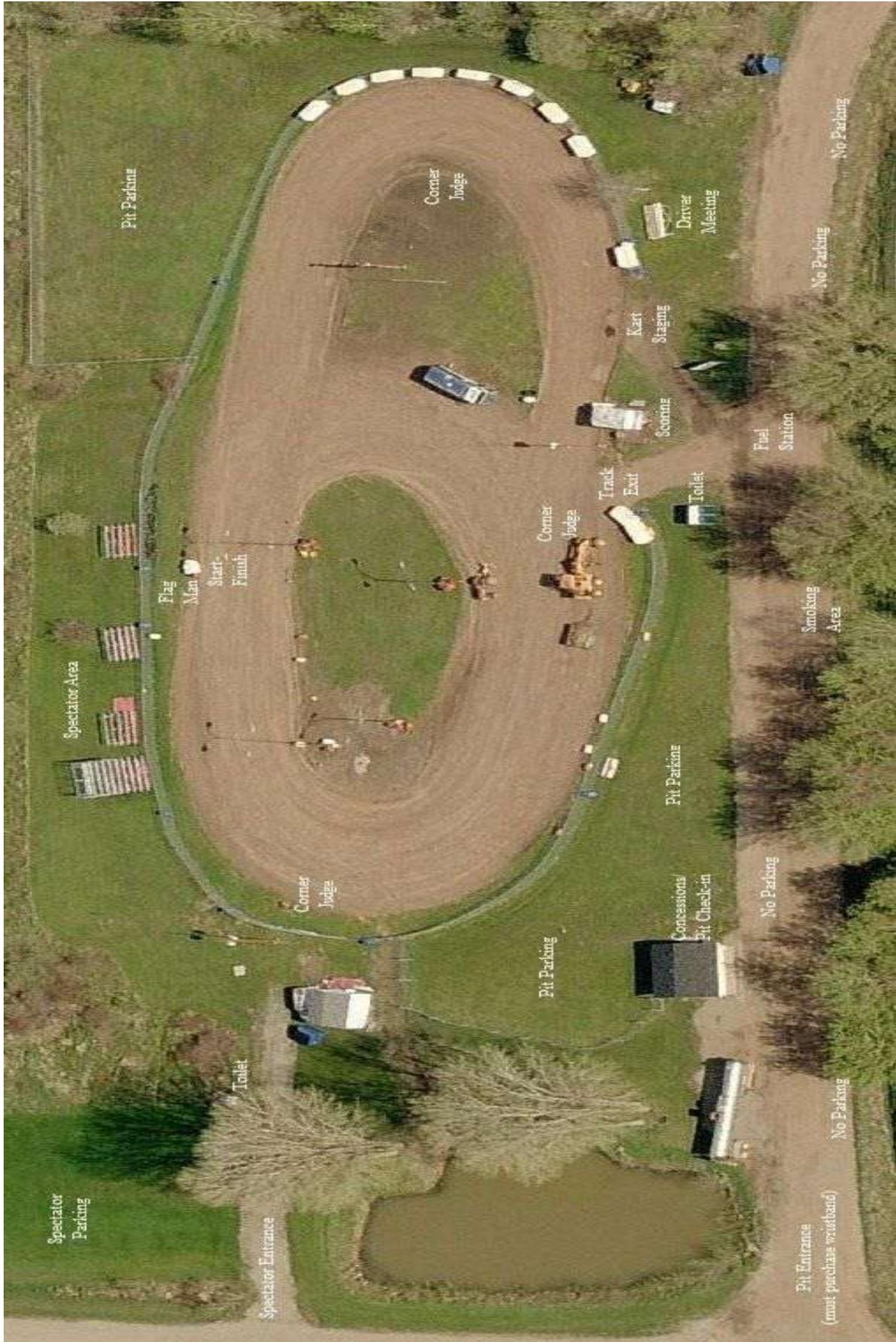
Race Track Rules and Operations

The following rules are designed to provide a safe and efficient race night. If you have questions regarding any of the rules or decisions made during a race night, they should be taken up with the track officials after the evening's events.

- No jump starts
- No passing before the start/finish line at the start or restart of the race.
- There will be a restart of the race if there is an incident during the first (1st) lap.
- If the same driver causes an incident two times during a starting lap, they go to the back of the pack.
- The driver must finish the race in the same vehicle.
- If multiple karts are involved in an incident, track officials will determine the position for re-starts.
- If there is an injury during a race, track officials and parents of the injured driver are the only people allowed on the track.
- There will be no 3 wide passing during all races (does not apply to Sprints).
- Caution laps are not counted as part of the laps for the race.
- If there is an incident during a race, the re-line up is decided based on the last racing lap completed.
- If there is a restart within two laps of the end of the race, there will be a single green lap, a white lap and the checkered flag.
- If there is an incident during the white lap of the race, the race continues to the end.
- There is a 3-spin rule, meaning that if you spin out 3 times in one race, you stay at the back of the pack for the rest of that race.
- The computer will determine line-up for the first race randomly. The second and third race line-up will be determined by inverting the results of the previous race. Pros and Sprints, the second race line-up will be the results of the third race of the previous week inverted.
- If a class needs to be split, (more than eight drivers), the line-up will be determined using the points from the previous race. The drivers finishing with the same points will have their names drawn to determine if they are in class A or B for the following week. The driver chosen first will be in class A.
- During a 20-lap race, a vehicle can go to the repair lane or pit and can re-enter the race.
- No one will be allowed in the pits, on the racetrack or on the premises that is under the influence of alcohol or drugs. Any participant proven to be under the influence of a controlled substance will be dealt with by the Club President.
- The Race Director has the final say in the event.

13. Kid's Kart Club Race Track

Race Track Rules and Operations



14. Transponder Mounting & Location

Race Track Rules and Operation



#10x24
nylock nuts



Bolt size:
#10x1.5 inch



Bolt size:
#10x1 inch

