



Track racing basic rules

Track racing is any of our “lap” tracks. We have a number of various tracks planned. Oval, circle, Large square track, Road courses, Wooded courses and more.

We voted to not use any tracking systems. Our races will be ran in a time based rule not lap count.

For a example if were running a 15 minute heat race.

Racers will line up two wide as placed by qualify results.

Racers will stay at slow speed with or with out a pace kart.

When the green flag drops the clock will start, The clock will stop for any yellow or red flags and restart on green. When the clock hits zero the white flag will fly and the racers will make one last trip around the track

After the checkered flag racers must fall into a single line and go into designated area, All though some shuffling may happen our focus is for everyone to fall into there spot. We will have a replay camera and a racer may ask for a dispute. The officials will decided final position results.

Only the top three get winnings in most races. The rest gain points if they are racing for points.

Yellow Flags

Yellow flag is used when one or more cars spin out or wreck and can not quickly jump back into the race. We do not reposition for a restart.

Red flags

Red flag means stop where you are until yellow flag is back. White Flag Last Lap or last time around track

Checkered Flag

Race is over fall into your position in a strait line as instructed.

Rubbing is racing, We allow bumper to bumper contact. However any over the top ramming or side ramming is not allowed. Such as moving into another drivers lane and attempting to push them up and out or down and out. We try to avoid wheel hop and unsafe driving practice. There is a line between rubbing and shoving. No spin out maneuvers on purpose. Things happen when racing we will all do our best to judge racing vs someone trying to knock people out in a overly aggressive matter.

Racing

We have four types of races planned at this time. Heat races,rest races,extended races,knock out races. Drag racing may be in our future.

Heat Races

Heat races we split the classes down and the field down if we have a large amount of racers. Racers will qualify and be placed into groups. Each group will run a certain amount of heat races. Each heat driver collects points and qualify to move into upper rounds. Some will be eliminated down into a final “loser race” In the end there will be a couple final races. Many of the disqualified drivers will race a short race and the top three winners will be placed back into the last spots of a final race along with the nights leaders.

During the final heats the top three finishers get rewards while the rest can collect points for any season points they are part of. Not all classes race the same race on the same race day. Some classes may race heats while one may race a single long race or a rest race. Or may even run a different track on the same day.

Rest Race

Rest races are simply a large race that's split down into a number of races. At the end of each round karts will restart in the same positions they finished at in the previous round.

Extended Race

Extended races or special events mostly. Where we race for a large amount of time in one race. These races will require pit stops. With many of these small racing engines a Oil check and refuel will needed a few times in a long extended race.

Knock out race

A knock out race is a bit like a soft demolition derby. Were not out to crush each other but we race until were down to a final few or just one driver left. If you spin out, break down, Fall out of the main tracks line or get lapped your out with no return. We allow about the same amount of pushing and rubbing in this race type as any other race.

Spin out

If you spin out or find your self off the track and there is no yellow you may jump back in anywhere you can in the race safely. If yellow or red comes up you must move towards the back of the pack.

Lapped

Because we are doing our own unique race style based on time ,not laps. Being lapped will be handled in a different way than normal. If your lapped by the leading drivers you have a few choices.

You can pull out and still get points as a last place finisher. A good ideal if your Kart is just not keeping up or having issues.

You can also pull to center track and wait for a yellow or red. If we go under a yellow or red you can to reenter at the rear of the track. However if we don't go under Yellow or red you will be given a DNF and no points a small gamble to be made.