

2017 RULES

Coulee Go-Kart Raceway



READ DISCLAIMER BEFORE PROCEEDING

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events and by participating in these events, all participants are deemed to have complied with these rules. No express or implied warranty of safety shall result from publications of or compliance with these rules and/or regulations. They are intended as a guide for the conduct of the sport and are in no way a guarantee against property damage, injury or death to a participant, spectator or official.

The sport of karting has inherent risks. One who participates in the sport of karting does so with the assumption of those risks, including mechanical failures which may result in injury or damage.

Use of this Rule Book is with the express understanding that the responsibility for the condition and operation of a kart or any other kind of vehicle in competition is that of the owner and/or driver of the kart or other vehicle.

Rules are subject to change throughout season at track management discretion to continue to better the facilities for participants.

Thank you and we look forward to you participating at Coulee Go-Kart Raceway

2017 Coulee Go-Kart Raceway CLASSES:

Class	AGE	Engine	Restrictor	Weight
Kid Kart	Ages 5-7	Comer c-50 or c51	N/A	N/A
Rookie	*Ages 8-15	Box stock gas 206 motor	.375 restrictor plate To be announced	235 lbs. min. TBA
Jr. Sportsman 1	Ages 8-15	Box stock gas 206 motor	.425 IKF blue plate Black plate	285 lbs. 310 lbs.
Jr. Sportsman 2	Ages 12-15	206 motor	.281 red 3 hole plate	310 lbs. min
Sportsman Adult	Ages 15+	LO 206	N/A	375 lbs.
Pro Stock	Ages 15+	LO 206	N/A	370 lbs.

*Drivers ages 8-14 must start in the rookie class, they can move up to a gas class at any time, but will not be allowed to move back.

A. Registration & Line Up

- 1) All racers must be registered by 5:45 (12:15 on Sunday events) all late entrants will start in back for both heats. Call (608) 385-5004 if you know you will be late.
- 2) Heat one will be lined up by number draw, heat two will be the invert of heat one. The feature will be lined up by points earned in heat races. Ties go to the lowest draw.
- 3) If you do not find your kart number on the line-up please contact Kate ASAP
- 4) If you are new to karting we ask that you start in the back of the heats the first 2 weeks until you feel comfortable. Please let them know when you sign in.
- 5) There will be 1 provisional for the feature if a semi feature needs to be run. The driver with the highest points not making the feature will get the provisional start.

B. Rain Out

- 1) Call (608) 385-5004 for rain out info
- 2) If it rains before both sets of heat races are completed, rain checks for driver and pit will be given for the next week's competition. If it rains after heats are completed then we will award points as based on the heat race results.

C. General Rules

- 1) The most important rule here at Coulee Go-Kart Raceway is to be safe and have fun.
- 2) Anyone and everyone entering the pits must have a pit pass and have signed the insurance waiver. If anyone is found in your pits without a pit pass the driver may be penalized. Further penalties may be issued as deemed necessary.
- 3) All karts must have black 6" tall black numbers on white panel on the front and rear of the kart. Side numbers must be readable for the announcer.
- 4) Balls, bikes, scooters and skateboards will not be allowed in the pits until after all races are completed and karts are parked.
- 5) Unsportsmanlike conduct will not be tolerated from the driver, pit crew, family or fan. This includes no foul language, offensive hand gestures, fighting or disruptive behavior. Any issues can be discussed after the races. First offense may be a warning, second will result in higher penalties as determined by race director.
- 6) **NO CONSUMPTION OF ALCOHOL BEFORE OR DURING RACES.**

D. Safety

- 1) All drivers are required to wear high top shoes, full pants (no rips, tears, and holes), heavy weight jacket (racing or denim – no nylon or sweatshirts), neck brace, and gloves. Safety vests are required for all kid karters, rookies and junior class drivers, snell 2010 approved helmets required for drivers. Face shields mandatory.
- 2) No dark or tinted visors allowed after track lighting is turned on.
- 3) All lead must be painted white with kart number and must be either safety wired or double nylock nutted. Loss of weight will result in last place points for the race.
- 4) Full bumpers required (1 week grace period). Rear bumper must be safety wired on to prevent it from coming off.
- 5) Noses on the front of kart are required for all racers. Racers will not be allowed to race without a nose on their kart (has to be intact and safe).
- 6) Snap rings required on axle ends, Safety clips required on front spindles, tie rod ends, king pins/heimms, steering wheel hub etc.
- 7) Wolf plate (brake rotor guard) required.
- 8) Chain guard must completely cover chain/clutch when viewed from above. No part of the drivers body should be able to pass between the seat and clutch
- 9) Mufflers must be tethered to prevent loss.
- 10) It is recommended that all headers be wrapped to prevent burns.
- 11) Fire extinguishers are required in all pits or haulers.
- 12) If an official finds something that needs to be corrected, you will have until the following week to remedy the situation. If the problem creates a hazard to you or another karter, we will ask that you take care of the problem immediately.
- 13) All karts will be inspected using the NKA pre race inspection sheet available here:
<http://www.nkaonline.com/wp-content/uploads/2014/02/NKA-Pre-Tech-Form.pdf>

E. Race Procedures

- 1) Drivers' meeting is held at 6:15pm Friday races, 12:45pm Sunday races. All drivers and parents of minor drivers must be present.
- 2) No radio communication devices of any kind allowed in the pits.
- 3) If you do not enter the track with your class a 90 second timer will start. If you enter within the 90 seconds you start in the rear. If you do not make it on the track you will be awarded last place points as long as you are registered and at the track.

- 5) You will be allowed the 90 second rule once a race to put a chain back on or any other mechanical situation-You must start in the back if you receive 90 seconds.
- 6) If you have problems on the track and are not close to the exit, please pull into the infield as quickly as possible. Try to get towards the center of the infield.
- 7) If anything falls off a kart, that kart will be black flagged.
- 8) 3 wide racing is only allowed if the pass is done safely. You maybe put to the back at race directors discretion with any questionable 3 wide racing.
- 9) Lap karts must move to the outside line and reduce speed till the leaders pass.
- 10) A rolled black flag is a warning, a waved black flag requires you to cease racing and exit the track. See any official other than the flagman for questions. You will receive last place points.
- 11) If a caution is displayed, slow down; do not race back to the line. We will line you up according to the last fully completed lap with those involved going to the back. If this occurs on the last lap, the race is complete and will be scored according to the white flag lap with those involved being scored in the back.
- 12) There is no passing before the start/finish line on a start or restart.
- 13) If a rookie wins a feature he/she will start in the back of next weeks feature, except for special events.
- 14) All classes except rookies and kid karts will be points classes. The lowest points night will be dropped. DQ nights may not be dropped. To qualify for the end of the year awards you can not miss more than two scheduled points nights.

F. Technical

- 1) All karts must scale after a heat as directed by officials and the top three must scale after the feature. You will be scored one spot back for each pound light after the heat. Not making the minimum weight after the feature will result in DQ and last place points.
- 2) An official will direct you as to post race tech, refusal of tech inspection will result in DQ and two week track suspension. Second occurrence of refusal – driver will be out for the season.
- 3) All motors are subject to technical inspection.
- 4) DQ will result in last place points for all events that night. The second DQ is minus 20 points and the third is out for the season. Anyone receiving a DQ will start in the back for heats and feature the following week. Depending on the severity, extra points may be deducted if determined by the competition council. All DQ procedures will be at race director's discretion.
- 5) All motors will be inspected by NKA rules.

<https://nkaonline.com/wp-content/uploads/2014/02/Briggs-2017-206-rules-FINAL.pdf>

- 6) Illegal parts will be confiscated. Usable parts for other classes will be returned at the end of the season. Non-usable parts will be destroyed.
- 7) The seals on the 206 must remain intact, any seals appearing tampered with or broken will be ruled as a DQ. All seals must be Briggs factory seals.
- 8) All restrictor plates must be stock and unaltered.
- 9) All rookie motors must be Briggs and Stratton 5hp flat head engine unaltered as purchased from Briggs and Stratton. A 206 with appropriate restrictor plate may also be used.
- 10) Racing or Teching decision protest procedure:
 - a. Please give the race director or a race official your protest in writing after the conclusion of the nights events.
 - b. Explain the decision you are protesting and why. Site rule book if possible.
 - c. Your protest will be ruled on that week and you will be told the decision the next week.

G. Kid Karts

This class is to be used as a teaching tool for young racers and their parents. All karts should be reasonably competitive and all racers are winners. These are rules in addition to all others.

- 1) Kid karts will be subject to tech. Follow official's direction at tech time.
- 2) Stock C-50 or C-51 unaltered muffler, 1 exhaust gasket – bolts must be tight
- 3) Maximum rear tire circumference – 33.75"
- 4) Carburetor stock unaltered, jet size #54-#58
- 5) 10 tooth clutch driver, 89 tooth rear sprocket required
- 6) Chain guard is to completely cover chain when viewed from above
- 7) We will never DQ or penalize a kid karter for a tech item. However, parents will be held accountable and will be instructed on what needs to be addressed before the kart can be raced.

H. Adult Sportsman

This class is meant to be an economical alternative to the Pro Stock class. All rules are meant to keep costs in check and maintain a competitive field. These rules are in addition to all other rules. All karts are to run the Bridgestone YBN or YDS tire, Maxxis EL tires will also be allowed. and the Noram GE series, max torque SS, max torque clone drum clutches only. Tires cannot be treated and will be compared to a new tire for tech. Softened tires will result in a DQ.

I. Elite Champion

This class is to be used as a teaching tool for young racers and their parents. All karts should be reasonably competitive and all racers are winners. These are rules in addition to all others.

- 1) An elite champion can come from any class except kid kart or rookie.
- 2) Points are only scored in feature events
 - points for finishing position, 100 for 1st 98 for 2nd 96 for 3rd and so on.
 - 1 point for each position you advance in feature
 - 1st and 2nd starting position may elect to start in the back

J. Concept Tire Rule

Maximum of 8 tires per kart allowed for the season, tires must be branded prior to entering the track. A kart without branded tires will not be allowed on the track. This rule doesn't apply to the rookie and adult sportsman class, as well as practices.

Coulee Go-Kart Raceway reserves the right to Amend these rule in order to assure/promote safety and competitive racing