

Red Dirt Raceway GENERAL KART RULES

1. Racing events are open to all people complying with these rules.
2. Admission into the racing area signifies your acceptance of and compliance with all provisions.
3. Admission into the racing area signifies your acceptance to be photographed and/or videotaped for promotional use of Red Dirt Raceway, albeit for use in printed promotional publication, internet, broadcast, or any other use of your image or likeness. If you do not wish for your image or likeness to be used, you must submit in writing to Red Dirt Raceway prior to the first race of the season.
4. All entrants must fill out an entry form for each class.
5. All persons entering the pit area must pay for a pit pass (under 5 years of age is free) and sign the pit waiver. By signing the waiver, you acknowledge that you have read and agree to our rules and release the Red Dirt Raceway from any claim of personal injury or damages. Pit Passes must be worn in plain sight. Kart/mower owners are responsible for making sure that all of their team members and guests have pit passes. If caught in the pit area without a pass, you will be removed from the premises for the night.
6. Any persons under the age of 16 must have a parent or guardian present at the track at all times while participant is in the pit area or on the racing surface.
7. Younger drivers may petition to enter any class. Admission will be on an individual basis with the Official/Promotor's final decision based on experience and ability.
8. All spectators must stand at least 20 feet from fence around the pit area and the track for safety reasons.
9. Only vehicles with karts attached shall be allowed in the pit area.
Exceptions: pushers.
10. All karts and vehicles operated in the pit area must be driven slowly and safely.
11. All items, including but not limited to tow vehicles, tools, karts, etc., are brought into the racing competition area at the individual's own risk.
12. It will be specifically understood that all drivers, owners, and pit crew are independent agents and are NOT track directors.
13. The flagman/official(s) will address the drivers and crew before the start of every race. Attendance by all drivers and crew is required. While the official has the floor, he/she will have everyone's attention and order.
14. Each kart and driver will enter as a team. No driver will be permitted to change their kart chassis after taking the green flag in a heat race in that class. Major components may be changed on the kart but chassis and driver must compete as a team after the start of the heat.
15. It is the official's decision on whether a kart may be worked on while on the track.
16. Any driver that delays the start of a race will start at the back of the lineup. Exception: If driver is changing racers for a different class. Anyone who races multiple classes back-to-back must have their kart in staging area and ready to race in order to minimize any delays.
17. Drivers will draw for the starting position of the heat race. Feature line up is based on passing points from the heat races and could include an invert(would be posted if administered). The lineup for each race will be posted on the white marker board in the pit area. It is the responsibility of each driver to know where he/she lines up and it is recommended to be in the correct order in the staging area before they enter the track.
18. The race will start on the exit of turn 4. The driver in the pole position decides the speed of the restart. It will be the flagman's decision to restart the race if an uneven start occurs. If, on the first lap, the front two drivers cannot get a clean start after two attempts, it will be decided by the officials to send entire front row or only one driver to the back row.
19. GREEN flag means go racing.
20. YELLOW flag means caution with no passing.
If a driver causes a YELLOW flag or if a driver comes to a stop during caution, that driver goes to the back. The restart order will be determined by the score keeper(s). After the first lap, restarts will be single file and orderly. If first lap is not completed then all drivers will line up in original order at the flagman's discretion. Drivers will be disqualified from that race after two unassisted yellow flags in

the heat race or two yellow flags in the feature race. If you are disqualified from the heat race for excessive yellow flags, you will still be allowed to compete in the feature but will start in the back. IF A BLACK FLAG IS CALLED, IT WILL OVER-RULE THE CAUTION.

21. RED flag means STOP! DO NOT continue around the track. Remain stationary until the yellow flag is reinstated.

22. A rolled BLACK flag pointed at a racer means that the flagman is giving a warning. A full BLACK flag waved at a driver means the driver has been disqualified for that race and must leave the racing surface immediately. There will be no arguing about the flagman's decision. He/She has the final word about driver expulsion from a race.

23. A rolled crossed white flag with green flag signals the half-way point of the race.

24. White flag signals the last lap of a race.

25. There are numerous trash containers around the track so PLEASE use them.

26. A driver must race a minimum of 60% of Red Dirt Raceway point races to qualify for the championship trophy or prize at end of the season.

27. Rules are subject to change at any time for safety or clarification reasons.

28. Raceceivers are MANDATORY for one way communication from Race Control to the drivers...Raceceivers cannot be used for crews to talk to drivers during races. This will result with a DQ.

29. Remember: We are here to have fun!THIS IS NOT THE DAYTONA 500

CONDUCT

1. All attendants will conduct themselves in a professional manner while on the racing premises.
2. Fighting on premises will result in IMMEDIATE REMOVAL and a \$100 fine to all parties involved! A 2nd offense will result in suspension for the rest of the season.
3. Arguments, poor sportsmanship, and use of offensive language or gestures in view of the spectators, officials, or any attendant (on or off the track) will result in SUSPENSION, IMMEDIATE REMOVAL FROM RACE AREA, POINT PENALTIES, OR ALL OF THE ABOVE.
4. No alcohol consumption is allowed in the pits until the end of your last race of the evening. Violators of this policy will be suspended for the rest of that race event and is subject to further suspension.
5. Individuals are responsible for their own conduct as well as the conduct of their pit crew.

TECH RULE

1. All classes are subject to tech at Promotor's discretion.
2. In the event a kart refuses or fails tech, they must pass tech before allowed on the track again in that class.
3. Failure of tech or refusal to tech after the completion of a race will result in the following: Loss of all points, winnings, trophies for that racing event.
4. Any areas of question that may be discovered in tech will be defined by next race.

MANDATORY SAFETY RULES

1. It is mandatory that each racing team possess a 5lb minimum ABC rated fire extinguisher that is readily accessible in the event of a fire. All push vehicles must have a 5lb minimum ABC rated fire extinguisher attached to vehicle.
2. Racers must not be leaking fuel or excessive oil at any point during the race.
3. Fuel tank cannot leak in any position and is recommended to be located away from the engine. All fuel line connections should be snug and are subject to inspection at any time.
4. All safety belts must not be over 4 years old. Any physical damage or alterations to the belts that

may affect the safety of the driver are not allowed.

5. If running methanol, you must have yellow ribbon or flag so officials will be aware in case of fire.

6. All drivers must wear mandatory safety equipment.

MODIFIED OUTLAW, 125cc OUTLAW, 250cc OUTLAW, 500cc OUTLAW

All drivers must wear minimum of 2 layer SFI-rated fire resistant suit (1 layer fire suit with nomex attire underneath acceptable). SFI-rated gloves, SFI-rated shoes, neck brace, arm restraints, and minimum of D.O.T. approved full face helmet required.

JR 1, JR. 2, JR. 3 WINGED KARTS

All drivers must wear minimum of 1 layer fire-resistant suit, SFI-rated gloves, SFI-rated shoes, neck brace, arm restraints, and minimum of D.O.T. approved full face helmet.

YARD KART CLASSES/YOUNG GUNS

All drivers must wear minimum of 1 layer fire-resistant suit, SFI-rated gloves, SFI-rated shoes, neck brace, arm restraints, and minimum of D.O.T. approved full face helmet.

FLAT KART CLASSES

****Per AKRA rules****

All drivers must wear minimum of long sleeve shirt, full length pants, neck brace, gloves, minimum of D.O.T. approved full face helmet.

fire-resistant suit is optional

ALL CLASSES MUST RUN A MUFFLER

RULE BOOK DISCLAIMER

Cars, parts, components, and/or equipment will not be considered as having been approved by reason of having

passed through inspection at any time or any number of times unobserved or undetected.

Unless these specs say you can do something, you CANNOT. 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 EXPRESSED 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 injury or death to a participant, spectator, or official.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the

specification herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation of deviation of these rules is left to the discretion of the officials. Their decision is final.