

# SWEETWATER SPEEDWAY

## GO KART RULES

### 1. ALL CLASSES

- a. Frames must be minimum of 1-inch round tubing.
- b. Minimum standard for roll cage: 1 inch .063 chrome molly or 1 inch .083 seamless tubing. Nose hoop must protect legs. Top of roll bar must extend a minimum of 2 inches above drivers' helmet! A 6-point roll bar required. Floating roll cages are allowed but must be securely fastened with chain or grade 5 or better bolts in at least four spots.
- b. Nerf bars not to extend beyond outer edge of tires by more than 1 inch unless tire is covered.
- c. Must have a full floorboard under driver, extending 6 inches past drivers' feet.
- d. Must have chain or belt guards from center line of sprockets.
- e. Front and rear bumpers must not extend beyond outer edge of tire.
- f. It is recommended to have two door bars on both sides.
- g. Numbers must be visible from both sides of the kart. Numbers must be clean to be easily identifiable for scoring.
- h. Must have a positive throttle return spring.
- i. It is highly recommended to have engine shut off switch in drivers' compartment and a shut off device clearly marked on rear of kart.
- j. Must have a rear brake in good working condition at all times.

### 2. SAFETY EQUIPMENT

- a. A 4-point harness is required, 3-year date stamp recommended.
- b. Roll bar around driver must be padded.
- c. Racing approved wrist restraints are required and must be enough to keep arms and hands inside the cage of the kart.
- d. Driver safety equipment includes:
  - Full face helmet.
  - Neck brace.
  - Racing suit and gloves. Non-racing leather gloves are acceptable. Closed toed leather shoes required. Racing shoes recommended.

### **3. BEGINNER CLASS**

- a. Drivers must be four years old and have a signed notarized parental consent form from both parents before they can enter an event.
- b. Engine must be stock, 6.5 hp max horsepower, no blue printing. Absolutely no modification other than removing the governor. No racing engines.
- c. No restrictor plate required.
- d. Pump gas. Please no additives.
- e. Carburetors are stock to model of engine.

### **4. INTERMEDIATE CLASS**

- a. Driver must be six years old, any exceptions must be approved by the officials prior to race day. They must have a signed notarized parental consent form from both parents before they can enter an event.
- b. Engine must be stock, 6.5 hp max, no blue printing. Absolutely no modifications other than removing the governor. No racing engines.
- c. Pump gas. Please no additives.
- d. Carburetors are stock to model of engine.

### **4. ADVANCED CLASS**

- a. Driver must be seven years old, any exceptions must be approved by the officials prior to race day. They must have a signed notarized parental consent form from both parents before they can enter an event.
- b. Engine 10 hp. Some modifications allowed. No racing engines.
- c. Pump gas recommended. Please no additives.
- d. Carburetors are stock to model of engine.

There will have to be some give and take with these classes. Our first goal is to get kids excited about racing. Kids should be put in classes based on age, experience and engine size to equal out competition. If there are big gaps in types of karts, parents are expected to work together to make it equitable for all kids. That may mean modifications to a kart that has too much power.

## RACE PROCEDURE

### 1. Admissions

- a. All drivers must complete the online registration on MyRace Pass prior to attending an event.
- b. All drivers and pit crew will be required to sign in at the Pit Gate with Sweetwater Speedway Officials.
- c. All drivers must have a signed and notarized parental consent before being allowed to race.
- d. Registration cost for each race is \$25. The registration goes towards the cost of insurance, trophies and driver payout.
- e. A driver (and parent) must determine the class to be competed in during the year. A driver may change class once during the race season. If the driver changes classes, all previous points will be void and only new points will go towards the end of the year championship.

### 2. Race Format

- a. Driver's Meeting will be held at 5:30pm at the bleachers by the Pit Tower. All drivers must attend with at least one parent.
- b. Driver's and anyone going to the infield must be ready to be on the track by 6:00pm.
- c. Go-Kart races will start at 6:00pm.
- d. Drivers will draw for lineup in the first race. All other line ups will be based off points. If a driver missed the first race and has no points, they will start in the back.
- e. Heat Races
  - 8 laps
  - Start double file start, single file re-start.
  - One caution per heat race. On the second caution, the driver must exit the track.
  - If the driver leaves the racing surface, but does not cause a caution, they may SAFELY reenter the track and finish the race.
  - Drivers must pay attention to the flags. Blatant disregard of the flags will result in the black flag and exiting the track.
- f. Main Events
  - 15 laps
  - Double file start, single file re-start.
  - Two cautions per heat race. On the third caution, the driver must exit the track.
  - If the driver leaves the racing surface, but does not cause a caution, they may SAFELY reenter the track and finish the race.
  - Drivers must pay attention to the flags. Blatant disregard of the flags will result in the black flag and exiting the track.
- g. Event trophies will be given out at the end of the races along with any driver payout. Please ensure photos are sent to [sweetwaterspeedway@gmail.com](mailto:sweetwaterspeedway@gmail.com) to be included in post-race articles.
- h. All results should be taken to the Pit Tower at the end of the evening to be put in the MyRace Pass system.
- i. Payout will be done for all drivers in all classes. The following will be payout structure will be used. Subject to change based on decrease or increase in class.

Finish	Payout
1 <sup>st</sup>	\$30
2 <sup>nd</sup>	\$25
3 <sup>rd</sup>	\$20
4 <sup>th</sup>	\$15
5 <sup>th</sup> and below	\$10

## PARENTS

### PLEASE GO OVER ALL OF THESE IMPORTANT DETAILS WITH YOUR KIDS:

- Line up procedure. What double file is and what the poll means
- FLAGS. They must be understood and followed. Help the racers understand that they must slow down when they see the **YELLOW** flags or stop if it is **RED**
  - **GREEN** – GO – it starts the race and the re-start.
  - **YELLOW** – CAUTION, slow down and hold your position and watch for others that may be off the track and coming back on.
  - **RED** – STOP, there is a wreck or something very wrong on the track.
  - **BLACK** – You have been disqualified. Exit the track and talk to the flagman after the racing is done in the Pits.
  - **WHITE** – One lap to go before the FINISH
  - **CHECKERED** – FINISH line. The race is completed and please slow down.

### WE WELCOME AND NEED PARENTS TO HELP ON THE KART TRACK:

- YELLOW Flags – we need someone in all 4 corners of the track
- Line ups for starting of each heat and main event
- Getting karts back on the track if they have a problem
- Help with recording the finishing order of karts for the HEATS & MAINS

We will double file starts & attempt double file restarts. If double file restarts cause too many cautions, we will single file them. We are enforcing spin outs and too rough of driving. Kids will be sent to the back for spinning out or being involved in spinning someone out. Intentional rough driving will get a black flag shaken at them and they will need to get off the track. They can discuss with the flagman after the race why they received the black flag.

\*\* All Information on this sheet is just a guideline. All suggestions will be greatly appreciated. These guidelines are to help run kart racing as smoothly as possible.

\*\*\* ANY PROBLEMS PLEASE LET US KNOW \*\*\*