



2012

General Track Rules and Procedures

The rules and procedures set forth herein are designed to provide for the orderly conduct of racing events and to establish requirements for such events. These rules shall govern the condition of all 106 Race Park events. As with any set of rules or guidelines, the 106 Race Park Management reserve the right to add, amend, suspend or adjust any rule or procedure which they deem necessary to aid in the production of racing. This will only be done for the purpose of maintaining safety and fair competition for all. The omission of any rule or guideline doesn't authorize any participant to assume legality. It is better to get clarification of the rule rather than be disqualified by assuming.

Safety of our drivers, crew members, race fans and track officials is our number one priority at the 106 Race Park. We ask for your help and cooperation regarding this very important matter. Enjoy the sport, have fun and be safe.

DISCLAIMERS

Important: Competitive racing can result in injury and/or death to the participant. No expressed or implied Warranty of safety shall result from publication 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 participants, spectators or others.

Assumption of Risk: Participants assume full responsibility for any and all injuries sustained, property damage and death at any time while on the race premises or en route to or from. No participant will have any claim for expenses or damage against the 106 Rally Point, LLC or its promoters or officials regardless of negligence. No insurance on vehicles in pits, infield or parking lot. The primary responsibility for the safe condition and operation of a kart rests with the owner and/or driver.

Participation: Competing karts shall be inspected by authorized 106 Race Park personnel. Such inspection does not deem kart safe defects. Anyone may inspect the racecourse. By participating, you deem the racecourse acceptable for competition.

All racer's are encouraged to obtain a current WKA Tech Manual to learn the rules. You may obtain a

manual online or directly from WKA. These rules will be in place unless specifically overridden in this document.

Pit Road:

The speed limit in the pits is 5 mph.

Everyone must enter through the pit entrance only no entering through the exit road

Everyone must exit through the back exit road

Pit Passes:

Everyone entering the pits must sign in prior to entering the pit area. Minor Participants (17 and under) must have a Minor's Release Form completed and signed by one parent. This form must be on file prior to the minor racing. Minor participants (17 and under) must provide Proof of Age (copy of birth certificate).

Everyone entering the pit area must have a pit pass, in the form of a wristband, on his or her wrist. Anyone who does not comply must leave the pit area immediately. Any driver not registered by time of the driver meeting will start in the rear for heat.

Pit Area:

Pit spots are first come first serve basis -- Reserved pit spots can be purchased for \$100

Karts cannot be driven in the pits except for Mini Cups.

No karts may be driven past the fence at the exit of the track. All motors must be turned off before passing that point.

Waste oil disposal is the responsibility of each competitor. The track has no facilities for waste oil so each competitor must take all used oil with them. The intentional dumping of oil on the ground or in the trash barrel is a serious infraction of both the law and track rules and will be grounds for suspension.

Disposal of tires at the track is prohibited. It is each competitor's responsibility for disposing of all of the trash that they generate in the provided containers.

No one is allowed in the sand pit area behind the pits.

No bikes, skateboards or scooters are allowed in the pit area at any time. Parents will be held responsible for their children. 1st.offense will be a warning, 2nd offense will be a one-race suspension.

Safety Equipment:

A Licensed First Aid Tech shall be on hand during every racing program.

Fire Extinguishers are mandatory in every pit. Please keep them visible and easily accessible not only for yourself, but for others.

Drivers must wear full face helmets that are with SNELL rating 2005 SA and M. Driver's helmet should not exceed past the bottom of the roll bar while sitting in the kart. All shields will be changed to either clear or amber for the feature. **NO smoke or dark shields will be allowed. If you do not change your shield, you will not compete in the feature.**

Neck brace or head restraint system, arm restraints and gloves are mandatory. Fire retardant driving suits, open karts may wear long pants and a long sleeve racing jacket. Five point safety harness (4 point tiger cub),

minimum 2” straps or better for all cage karts.
All motors must have complete header pipe wrap.
A brake disc guard is required on all karts.

Rookie Drivers:

Rookie drivers must have a visible “X” on the back of their helmet. This “X” can be removed after their fourth race.

Conduct:

All drivers shall conduct themselves in an orderly manner.
Physical violence or verbal abuse of **ANY** individual will not be tolerated and will result in an immediate suspension to be determined by the track officials.
Verbal abuse will be a cause for immediate ejection including loss of points from an event and possible suspension or expulsion from future events.
Arguing with race officials and track workers or any unsportsmanlike conduct will not be tolerated. This includes EVERYONE – Drivers, Pit Crews and Spectators.
Anyone approaching the Race Director, Flagman or Scorers during a race will be automatically disqualified for the day. This includes Drivers, Pit Crews, Family Members and Spectators. A second offense may result in suspension. Only the driver on the track may plead his case/question his starting position to the flagman.
Any unauthorized use of the track is strictly prohibited.

DRIVERS 18 AND OLDER WILL BE HELD DIRECTLY RESPONSIBLE FOR THE ACTIONS OF THEIR ENTIRE CREW. IF UNDER 18, THE PARENT OR GUARDIAN WILL BE HELD RESPONSIBLE.

Prohibited Substances:

All participants, crew members and spectators at the event shall be sober and not under the influence of any illegal substance that may impair their ability to participate in a safe and orderly manner. Any driver, owner or pit crew violating this rule will result in disqualification.

Decisions:

All decisions concerning scorekeeping, suspensions, disqualification and interpretation of rules by the 106 Race Park Officials are final. Questions regarding race procedure or decisions will not be discussed while the race program is in progress. Anyone not adhering to this rule will be penalized – which may include, but not be limited to, ejection, suspension or forfeiture of points.

Pre-Tech:

There will be a safety inspection required each week for ALL KARTS before being allowed to race. A sticker will be placed on all karts.
All weights must be painted white, have the kart number on them, and fastened with a minimum of a 5/16th bolt either with a double nut or a single lock nut and pinned.

A driver's personal safety equipment is subject to pre-tech inspection as well. Numbers must be on each side, front and back. Numbers should be visible and need to be a minimum of 6 inches in height.

Drivers Meeting & Flags:

A drivers meeting will be held prior to racing each day. It is mandatory for anyone with a pit pass to attend the meeting. **Driver's that do not attend the driver's meeting will start last in the heat and feature.**

Green Flag: Begin racing. When it has been determined that all karts are lined up in the proper position and the track is clear, the flagman will wave the green flag when the karts pass the white line in turn four. On caution lap restarts, the race will resume immediately when the green flag is waved. Once the green flag is shown, no entry from pit lane will be permitted.

Yellow Flag: THE YELLOW FLAG MEANS TO SLOW DOWN. Caution on the track – slow down and hold your position. We do not race back to the yellow flag after a caution is called. We will go back to the previous lap for line up positions. All karts bringing out the yellow or red flag will go to the rear of the line-up. The Race Director reserves the right to make a judgment call in all red or yellow flag conditions. The official yellow is the yellow light and the flagman's yellow flag, not the infield workers. They are there to warn you of situations on the track. The caution flag will not be thrown unless a DANGEROUS SITUATION is created. Single kart spins where kart is ruled NOT to be in a dangerous position WILL NOT cause a caution to be thrown. THREE SPIN RULE. Anyone bringing out the yellow flag for a 3rd time will be disqualified for the remainder of the race and will receive the black flag.

Red Flag: RED FLAG MEANS STOP IMMEDIATELY. Karts must come to a complete stop in a safe and orderly manner. All engines should be shut off. No repairs will be allowed during a red flag situation. The race is scored according to the last completed lap under green. All drivers involved in a Red Flag must be cleared by safety personnel before returning to the race.

Black Flag: Pull off the track immediately in a safe and cautious manner. If the flagman waves the black flag and points to you while you are racing, you must slow down using caution as not to interfere with the other racers and exit the track in a safe manner. Reasons to be black-flagged may include: an unsafe situation with your kart, your speed is off pace to the point where it is a danger to other drivers, reckless driving, unsafe or unsportsmanlike conduct. If you are black-flagged for any reason you MUST leave the track within two (2) laps. You will be scored in last place points. If you do not leave the track in two (2) laps, you WILL NOT be scored and will forfeit all points for the day. Any unsportsmanlike actions resulting from this situation could also result in suspension from the track for a number of events.

Rolled Up Black Flag: The rolled up flag warning means the officials deem you are driving unnecessarily rough or bumping too hard, etc. You will receive only 1 rolled black flag signal. If the flag is ignored, the next black flag you see will not be rolled up. ROUGH DRIVING WILL NOT BE TOLERATED AND WILL BE DEALT WITH SWIFTLY!!!!

White Flag: Signifies 1 lap remaining in the race.

Blue Flag: Signifies competitor is about to be lapped. You must move to the outside without changing order until lapping kart has passed.
Violators are subject to penalty during or after the event.

Checkered Flag: End of the race. The checkered flag is waved when the person leading the race crosses the start/finish line at the completion of the last lap. The first person to complete the designated number of laps for the race is declared the winner.

Warm-Ups / Practice:

Prior to heat races (qualifying) there will be 2 practice session for each class. It is the responsibility of the Driver to be on time, and staged with your respective class for the practice session. Practice will be run in race order.

Fuel:

All divisions that use Methanol are REQUIRED to use track fuel for racing in the features. You will use your own fuel for practice and heat races. Before going onto the racing surface for your FEATURE RACE, you must go up to the fuel area with an empty fuel tank and fuel up using the track's fuel. This is a TECH REQUIREMENT! A sample of the track fuel will be used as a baseline for tech, and any change in the chemistry of the fuel at post tech will be considered illegal and grounds for disqualification. Karts not using Methanol are required to supply their own fuel for practice and racing. This is a tech item for additives. For karts that use regular pump fuel the track reserves the right to use a pump around system.

Number of Karts in a Race:

A maximum of 20 karts may start a feature race. One 20 lap heat race will be run if 12 or less karts are entered. If more than 20 karts are entered; two heat races of 12 laps each will be run. Heat one will determine the inside row and heat two will determine the outside row. If more than 20 karts are signed in, a 10 lap consolation race will be run with 8 karts transferring to the feature. Time trials will be run when more than 24 karts are entered, the top 16 karts will transfer directly to the feature and the other 4 positions will transfer from a 12 lap consolation race(s).

Use of a Race Director will be mandatory for 4 or more kart entries in any race. The Flagman may oversee any race with 3 or less.

1. Tiger Club and B's will run 10 lap heats and 15 lap features.
2. Junior classes (Tiger A's & Junior Sportsman 1) will run 15 lap heats and 25 lap features.
3. All other classes will run 20 lap heats and 35 lap features.

Race officials reserve the right to reduce the number of laps for the heat or feature race based on time or weather.

A TIME LIMIT OF 20 MINUTES WILL BE IMPOSED ON ALL RACES.

Competitor Performance:

Continual ill-handling or rough riding will result in disqualification.

Any karts that leave the racecourse must return only in a safe manner.

Any kart leaving the race surface starts in the rear if a caution is thrown.

If not under caution, you will be black flagged if you are not fully under control while re-entering the race surface.

Anyone spinning out, and therefore bringing out a yellow flag condition, will automatically go to the rear of the field upon restart.

If you cause another kart to spin out and it was determined by the Race Director that you were at fault, you will go to the rear of the field.

Spin outs due to trying to avoid a wreck will not be penalized, unless it is determined by the race director that you had ample opportunity to avoid the accident. This will be a call by the Race Director only.

The intentional bringing out of the yellow flag will not be tolerated. A 1 lap penalty will be imposed.

Anyone blocking or weaving will receive a BLACK FLAG at the Race Director's discretion.

The black flag will be given to any kart/driver or pit crew displaying unsportsmanlike conduct at the track.

During a black flag, if the wrong kart pulls off the track, the race will be stopped and the kart will get its position back.

Any kart spinning out three times will be black flagged from the event. Spinning to avoid a wreck will not count.

Transponder Rules:

Karts without a transponder will not be scored for that race.

Once on the track, the karts will not be stopped in order for a transponder to be affixed.

The transponder will determine the finishing race position, not the nose of the kart.

Failure of the electronic scoring system to pick up the transponder signal will prevent the competitor from being timed for qualifying or scored in the race. However, if a transponder fails to function during a race, the race director shall contact the finishers immediately in front of and immediately behind the non-scoring kart and consult with the other race officials to verify its finishing position. If the position can be verified, the race director can award a non-scoring kart its correct position.

It's the racers responsibility to make sure that the proper transponder is affixed to the kart prior to the kart entering the racing surface for a heat or feature race.

The transponder must be affixed in the approved holder on the front left upright on the nerf bar (except for full bodied kart it is fastened inside of the body).

Race Line Up & Program:

Each class will line up on the hot grid in their starting order. Tire covers, warmers, kart buggies, refueling or working on karts will not be allowed in the hot grid. In the event of a scratched entry for a Heat or Feature race the space shall be filled: 1) if the karts are on the track then the karts should move forward in line to fill the vacancy. If on the grid, karts should cross-over to fill the grid. For the first points race of the year the initial heat race line up will be determined by draw. Heat race lineups are determined by inverting the finishing positions of the previous points feature race. Competitors not participating in the previous point's race will be started at the rear of the line up with their order based on the order of sign-ins. All non-points races, initial heat race line up will be determined by draw at the time of sign-up. Feature starting positions will be determined by the finishing position in the qualifying heat. Karts failing to grid on time will be started in the rear.

Race Start:

When signaled by the flagman, all classes will get three hot laps to warm the tires prior to the start of the race. This will be at the Race Director's discretion.

All karts must stay in line –**NO PASSING**-- and maintain pace.

On the signal from the starter, karts should form in double file.

Once the flagman has given the one-to-go signal, absolutely no tire scrubbing will be allowed.

Inside pole kart sets a reasonable pace.

No acceleration until reaching the designated starting line.

On the initial start, no passing until past the start/finish line.

Karts attempting to pass before this point will be penalized during a caution or at the end of the race.

If there is a yellow flag before completion of 1 lap, original start position is assumed for all karts.

A completely scored lap is considered official when the leader crosses the start/finish line.

Single file starts may be used anytime at the Race Directors discretion.

Restarts after One Lap Complete:

Lineup is in the order in which the karts were scored on the last completed green flag lap.

Restarts will be double-file until the halfway mark in the race, after which, restarts will be single file.

A single-file start may be signaled at any time at the race director's discretion.

Restarting Karts & Repairs

Corner workers may restart karts under yellow if they are safely able to do so.

No tools or tires permitted on the track or in the infield. Working on the kart on the track

Or infield is also prohibited (includes but is not limited to pulling off side panels). 3

courtesy laps will be given to work on faulty karts in the designated area as soon as the

karts are aligned prior to the start of racing again.

Working on one's kart during a red flag event will result in a disqualification for the day in that race only; heat and feature.

Once a kart exits the track to the designated area before or during a race, it can only return to the track under a yellow flag and under the direction of the Pit Steward. The kart must restart in the rear. Failure to comply with the Pit Steward will result in a DQ.

No working on karts during a red flag situation.

The restart of the race will not be held-up for the repair of a kart in the infield or in the hot pit.

Rain Outs

In the event of inclement weather, every attempt will be made to call the race events by 10:00 AM. Sign up on rainedout.com for event cancellations. If an attempt is made to run the event as scheduled and rain causes the event to be called prior to any karts getting onto the track, we will not reschedule the event. It will be considered a rainout event. Please read the following rain out conditions carefully. If we do not get all of the heat races in and it rains, causing a rain out, only the kart registration fees will be carried over for the next event pit pass fee will not be credited. If we do get all of the heat races in before a rain out, the heat races will be counted as main events and no fees will be refunded. Points and trophies will be awarded appropriately. If we get some main events in before the rain out, we will use the heat race results from the divisions that did not run main events. Main event races that are complete will receive points and trophies according to main event finishes and main event races that are rained out will have points and trophies awarded by heat finishes. Again no refunds will be made. If a race is underway when rain starts, forcing karts that are on the track to be brought under red flag and the race is to be called due to rain then the following will apply: if less than ½ of the total laps are completed, the race will not count. However, if more than ½ of the total laps are completed it will be scored according to the last completed scored lap and that will be considered the official finish.

Post Tech:

All drivers in the heat and feature must have their karts weighed immediately after the race. Failure to do so will result in disqualification for the heat and/or feature for that event. You will receive NO points for that heat or feature.

WKA engine rules will apply. Please see the WKA Technical Manual for engine tech regulations for all classes. All racers are encouraged to obtain a WKA Tech Manual and to learn the rules. The determination of what is to be teched for each class is at the discretion of the tech official.

At the completion of the feature race, the top three finishers must immediately go to the impound area. This is the responsibility of driver or parent to make sure they go directly to the impound area. Failure to do so may result in a disqualification. Do not remove your kart from impound area until Tech Officials give you the okay. Only driver or 1 pit crewman is allowed in impound during inspection.

If you are racing in more than one class, you must notify the Tech Official and they will give you instructions for releasing your kart from the tech area. Fuel and oil tests may be conducted at any time during the race program. All restrictor plates, regardless of the place of finish are subject to a plate check at the discretion of the Tech Officials. If, between the heat race and the feature, you change engines or change any engine part (carb, tank etc.), you must first notify tech officials for instruction. If an engine is changed you must start at the rear of the field.

Protest – General:

All protests must be submitted in writing to the Race Director or Tech Official within 30 minutes after the last race. A protest review committee will be comprised of 5 people picked by Race Director.

Engine protest

All protests MUST be given in writing to the Tech Official within ten (10) minutes of the completion of the heat or feature.

An engine protest is three hundred dollars. (\$300.00)

In addition, the protestor's engine will be torn down and inspected to the same extent that the protest engine is.

If the engine is found legal, - \$250.00 goes to the engine, \$50.00 goes to the Tech Official.

If the engine is found illegal, \$250.00 goes back to the protestor; \$50.00 goes to the Tech Official.

All engine protests will be the responsibility of the tech man.

See wild thing rules for engine claimer rule.

Points System:

106 Race Park will have 20 point races. The 18 best finishes will be counted toward the championship.

The Tiger Cub and Tiger B's classes are Participation only classes. No points will be awarded.

If a competitor moves up during the racing season, they will be awarded last place points for each race they participated in and all previous points will be forfeited. Competitors, who are black-flagged for unsportsmanlike conduct will be DQ'ed, receive no points for the race and will not be able to drop the race. You must take the green flag in the feature event to receive points (unless heats are used as features).

Race Day Trophies:

All Tiger Cub and Tiger B's competitors will receive a trophy. No points will issued as these are learning classes.

Five or more karts – trophies for top three positions. 4 karts – top two spots. 3 or less karts – top position only.

In all points classes a fuel voucher may be awarded for 1st and 2nd place in lieu of a trophy.

Points

Points

Route 106 Race Park season points are given to MEMBERS ONLY. You MUST complete 60% (12) of the scheduled races in that season to be eligible for high point's award. In the case of a tie in points by two or more competitors, the competitor with the most wins will be the high point's

winner. This is the same for all finishing positions.

Each competitor will receive TWO (2) throw outs. One for personal reasons, ie: sickness, graduations or whatever . Second throw out will be used for your worst finish to be determined at the end of the season.

Heat Race points will be awarded: 1st - 5, 2nd - 4, 3rd - 3, 4th - 2, 5th 1.

The points for Features will be distributed as follows:

1st = 31 points plus the number of entries

2nd = 29 points plus the number of entries

3rd = 28 points plus the number of entries

4th = 27 points plus the number of entries

5th = 26 points plus the number of entries

Points go down in ONE point increments for each position on down.

Points will be awarded each week except for Special Races

106 Race Park will start a class if there is a minimum of 3 entries. All classes must run 12 or more races to be eligible for the year end awards.

Participant awards will be given in senior classes at the banquet to those individuals whose classes did not meet the 3 or more entries for at least 12 races. This rule does not apply to junior classes (7-15)

A junior class must have a minimum of 3 karts all season in a class to receive a championship jacket. If these qualifications are not met, participant awards will be awarded. Rookie class is only eligible for participant awards.

Classes

TIGER CUBS 215-240LBS ages 5 thru 7 (Hoosier Tire A40)

TIGER SPRINTS A300 LBS ages 7 thru 11 Raptor or Animal Per Wild Thing Kart Rules (Hoosier Tire A40)

TIGER SPRINTS B 275 LBS ages 7 thru 11 Raptor or Animal Per Wild Thing Kart Rules (Hoosier Tire A40)

JUNIOR SPORTSMAN 1 CHAMP 300 lbs ages 7 thru 10 Raptor (.425 Restrictor Plate) or Animal WKA .325 3 Hole Plate

JUNIOR SPORTSMAN 2 CHAMP 325 lbs ages 10 thru 12 Raptor (.500 Restrictor Plate) or Animal WKA .275 top hole / .325 bottom hole Plate

JUNIOR CHAMP 375 lbs ages 12 thru 15 Raptor No Plate or WKA Animal .575 Black Plate

SENIOR CHAMPS 425 lbs ages 15 and up Raptor or Animal Unrestricted

MICRO STOCKS 500lbs 13 and up

OPEN SENIOR CHAMPS 425lbs ages 15 and Up OPEN Motor Rules

NORTHEAST RIGID MINI CUPS 680lbs 14 and Up

Race Fees:

Pit Passes \$15.00

4 years and under - \$5.00

Tiger Clubs and Tiger B's--\$35.00

Member Car and Driver -- \$45.00

Non Member Car and Driver -- \$50.00

Annual Membership: \$65.00

Any and All classes are Welcome!!!
