

OPEN & CLONE KART RULES - 2021

RACE FORMAT – LINE-UP, STARTING, HEATS

- **Line-up:** Drivers will bring their karts to the grid when their class is scheduled. No driving karts in the pits! Push only! when their class is scheduled. Each driver will then line up on the grid according to the line-up sheet. They will remain in the same position on the track as they were on the grid for the starting flag. It is the responsibility of the driver to be aware of the race order and ensure its accuracy so that racing is not interrupted.
- **Pole position:** The drivers on the front row, in conjunction with the starter will set the pace during the parade laps and for the start of the race. If the front row does not successfully start the race in (2) consecutive attempts, the main flagger has the right to invert the 1st and 2nd rows.
- **Parade lap:** Karts will leave the starting grid and take one full lap around the track. Drivers will line up according to the line-up posted in the pits.
- **Starting:** Drivers may not pass or change grid position until they have passed the starting line. Jumping the start will cause a restart. If it happens again the flagger may send you to the back.
- **Heat:** The line-up is determined by the number drawn at drivers meeting (low number gets pole, second lowest getting outside pole, etc.)
- **Feature:** The line-up is determined by the position finished in the heat race.

TECH & SAFETY INSPECTION

Every race day karts and racing equipment will be checked for safety compliance. It is your responsibility to maintain your equipment in proper racing condition. You must pass inspection before being allowed on the track surface. Colorado Flat Track & Speedway tech pass stickers indicating compliance must be displayed on your kart. It is your responsibility to bring your kart and equipment to the race director for this inspection prior to practicing or racing.

APPROVED ENGINES:

CLONE KART: AKRA or NKA spec motors only. Any clone motors not meeting this spec are to compete in the open class.

OPEN KART: Complete open motor rule. 2-Stroke, 4-Stroke, Alcohol all approved. No dual mounted motors.

CLUTCH RULES:

CLONE CLASS & OPEN KART: Open clutch rule, wet clutches and disc will be allowed.

BODY RULES:

It is recommended but not required to run with a full body including side panels and nose, this is for safety of our competitors. It is required in the Clone Class to run a full rear bumper that covers both rear tires from outside to outside.

WEIGHT RULES

CLONE CLASS ONLY: Each kart plus driver must make a minimum weight of 375 lbs, it is the drivers responsibility to ensure they make weight. Each kart will be weighed after the heat and main events. Failure to meet proper weight after the heat race it will result in starting in the rear for the Main Event, and failure to make weight after the Main will result in 0 points awarded for the event.

TIRE RULES

You may use slicks or treaded tires and tire prep is allowed.

PROTECTIVE CLOTHING – PRACTICE AND RACE DAYS

HELMETS: Full faced helmets of approved design, which are specifically manufactured for racing use, are mandatory.

The helmet must provide full ear protection. A face shield is mandatory. In addition, the face shield must be rigidly attached to the helmet.

NECK BRACE: Unaltered neck braces are mandatory in all races and practices. You will be disqualified for the day if you are found to have raced without one.

DRIVING SUITS/JACKETS: One or two-piece driving suits are recommended. All drivers are required to wear jackets of heavy weight leather, Cardura nylon, Naugahyde or vinyl. Carhartt jackets are also allowed. No army fatigue jackets, windbreakers, denim jackets, etc.

PANTS: Full length pants without holes or thin spots of denim of heavy grade cotton fiber. No polyester or sweat pants are allowed.

SHOES: Racing shoes recommended. High top shoes, sneakers, or boots with a firm sole are all fine if they provide complete coverage of the foot and ankle. No sandals or bare feet allowed while racing.

GLOVES: Gloves are required. Gloves with fingers cut off are not allowed.

LONG HAIR: Must be contained within the helmet or driving suit before drivers enter the track. Drivers will receive a technical black flag for violations. Balaclavas are good for long hair.

RACING FLAGS

The following signals must be understood and obeyed.

GREEN: Displayed at the start of the race, or practice session, and kept visible if the track is clear for racing.

YELLOW: Used if the track is partially blocked by an accident, emergency vehicle, or object that has fallen off competing karts. It means to slow down, use caution, hold your position, no passing, or be prepared to stop until the track is clear and the green flag appears again. A local yellow flag in a corner means no passing may occur in that corner. If the Head Flagger displays the yellow flag, there is no passing anywhere on the track and proceed with caution. Any positions that are advanced under a caution flag will result in equal reduction of the respective finishing position.

RED: Slow down and STOP in the designated “box” on entry of Turn 3 and safely as possible. Raise your hand to indicate you are slowing down and stopping. The track is hazardous and unsafe to race on. Any driver found disobeying the red flag will be disqualified from the race and subject to suspension. If the race has completed one half of the scheduled laps, then the race is over, and scoring will be computed by the last completed lap. Any competitor that is involved in the accident that caused the red flag condition will be placed at the rear of the grid for restart or placed at the last place finishing position if the race is declared final. All restarts are single file order of the last completed lap. Adjustments of any kind on equipment are allowed only at the Race Director’s discretion.

BLACK: You are disqualified. Continue one more lap at reduced speed and stop in the pits. This may be due to equipment failure or due to a racing incident. DO NOT KEEP RACING. If you are unsure that you were the driver receiving the black flag, continue another lap and the race officials will endeavor to ensure that the driver of the black flag is properly notified. Upon entering the pits drivers must go across the scales regardless of the black flag.

CHECKERED: You have finished the race or practice session. After finishing, reduce speed and exit to the pit area. Proceed to the designated scale area (Clone Karts Only).

DRIVER RESPONSIBILITIES

DRIVERS MEETING: All drivers are required to attend the drivers meeting prior to racing. Rules of the track, daily race schedule, and a review of procedures will take place at this time. If you do not attend the drivers meeting, you will be disqualified for the day. Minor drivers must have an adult present with them during the meeting. Any person who has consumed alcoholic beverages or illegal drugs on the day of any event will not be allowed to compete. Any crew member observed inhibiting during practice or running of any event will cause suspension.

DRIVER RACING RULES

RULE #1 – CODE OF CONDUCT – Anyone that displays unsportsmanlike conduct either on or off the track to fellow drivers, crew members, race officials, or spectators will be suspect to suspension for the Event. A second offense could result in being disqualified for the year or longer.

Any over-aggressive driving, unnecessary bumping, crowding, chopping, blocking or unsportsmanlike conduct on the track will be subject to immediate disqualification from any event. Severity of punishment, if any, is at the discretion of the Race Director.

When the checkered flag has been dropped at the end of each race, the drivers are required to go directly to the scale for weigh in. If during the race your kart has a mechanical failure, proceed to the race exit and go to the scale for weigh in. Failure to do so and you will receive no points for the race in Main Events and will be suspect to start from the rear if after a heat race.

DRIVER SIGNALS

Drivers shall signal by raising their hand if they intend to stop, pull off the track, slow way down, or suddenly change their course of normal racing pattern. A driver who has spun or stalled on the track shall raise one hand to indicate their intention that no move will be made before the field has passed. Remember, you are allowed to restart your motor, if your kart fails to restart you are disqualified from the race. A kart may not re-enter the race after it has returned to the pits and if the race has resumed. Drivers signaling to go into the pits should be used in such a way so as not to confuse officials or drivers on the track. **Lapped drivers being over taken by another kart shall maintain their line (preferably high line out of the racing groove).** The race director or flagger will try to signal the kart being overtaken with the blue flag.