

2010 Track Rules

*Friday Night
Racing Action!*



Coulee Go-Kart Raceway

Coulee Go-Kart Raceway Classes:

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|-----------------|------------|---|--|--------------|
| Kid Kart | Ages 5-7 | Comer c-50 or c-51 | N/A | N/A |
| Rookie | Ages 8-15 | Box stock gas | .375 restrictor plate | 235 lbs. min |
| Jr. Sportsman 1 | Ages 8-15 | Box stock gas | .425 IKF blue plate | 285 lbs. min |
| Jr. Sportsman 2 | Ages 12-15 | Box stock gas or 206 w/slider | .500 IKF red plate | 285 lbs. min |
| Sportsman Adult | Ages 15+ | Box stock gas | N/A | 345 lbs. min |
| Junior 1 | Ages 8-15 | Briggs flathead or animal with methanol | .425 IKF blue plate or to be determined plate for animal | 285 lbs. min |
| Junior 2 | Ages 12-15 | Briggs flathead or animal with methanol | .500 IKF red plate or to be determined plate for animal | 310 lbs. min |
| Adult Animal | Ages 15+ | Animal methanol | N/A | 345 lbs. min |
| Clone | Ages 15+ | Clone motor | N/A | 375 lbs. min |
| Masters | Ages 35+ | Animal methanol | N/A | 375 lbs. min |

*Drivers ages 8-15 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. All junior drivers required to have two years gas experience before moving into alcohol classes.

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) 269-7034 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.

B. Rain Out

- 1) Call (608) 487-7333 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 2000 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/heims, 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 driver's 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.

E. Race Procedures

- 1) Driver's meeting is held at 6:15. 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 receive zero points for that race.
- 4) If you enter the track at the start but are unable to complete the first lap due to an incident or mechanical failure you will receive last place points.
- 5) There will be no putting a chain back on or any other mechanical work after you enter the track - even if there is a total restart or if we stop the karts to realign them. We will restart your kart (provided you were not the cause of the caution) but if it appears to have problems staying running you will be black flagged.
- 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) No three wide racing to advance your position except in designated areas. You will be sent to the back the first time, shown the black flag the second time.
- 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 three points night will be dropped. A DQ may be dropped at race director's discretion. To qualify for the end of the year awards you can not miss more than four 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 IKF rules.
- 6) Unaltered mass produced Billet connecting rod allowed in all animal motors (no custom one of a kind)
- 7) 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.
- 8) All motors can be bored to .035 over.
- 9) One gasket must be present and sealed on each side of the restrictor plate. No bypassing or altering of the plate. Plate must be installed so that the horstman lettering is readable as viewed from the carb side.
- 10) All rookie and junior sportsman 1 and 2 motors must be Briggs and Stratton 5hp flat head engine unaltered as purchased from Briggs and Stratton. Appropriate stock, unaltered IKF restrictor plate only, all other engine rules same as adult sportsman.
- 11) All motors must be either IKF legal or WKA legal to compete in alcohol classes but must be declared IKF or WKA prior to tech. Stock IKF restrictor plates for the flatheads only. Appropriate WKA plates required for any animal motors in J-1 and J-2.

12) 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 alcohol classes. All rules are meant to keep costs in check and maintain a competitive field. These rules are in addition to all other rules.

- 1) Briggs and Stratton 5hp flat head engine unaltered as purchased from Briggs and Stratton
- 2) Only the box stock cam or the Dyno Cam 89-7EXP may be used
- 3) Stock Briggs flywheel key must be used (No offset flywheel keys)
- 4) Raptor 3 piston allowed in all motors
- 5) Flywheel screen as supplied by the factory. No adding or enlarging hole.
- 6) Only the Noram GE series drum clutch may be used (steel shoes, stamped steel drum)
- 7) Tires must be Bridgestone YBN or YDS.

I. Adult Clone

This class is meant to be an entry level, inexpensive adult class. All rules are meant to keep costs in check and maintain a competitive field. Anyone cheating is subject to suspension at the race director's discretion. These rules are in addition to all other rules.

- 1) Any 196cc, 6.5 hp clone motor allowed
- 2) Modifications allowed: governor and oil level sensor may be removed; any air filter adapter and throttle linkage may be installed. (This motor is to be run box stock)
- 3) Stock fuel tank may be replaced with a floor mount tank and pulse type fuel pump. Fuel pump must be pulsed off the valve cover. Max fuel line size is ¼".
- 4) Header is non-tech, RLV B-91 series muffler is required
- 5) No blue printing or rebuilding of any kind allowed. (No Honda valve spring rocker arms, carbs, etc)
- 6) Do not disassemble the engine in any manner. All parts will be compared to a known legal box stock motor.
- 7) Any drum/shoe style clutch allowed. No disk clutches allowed! 35 chain only.
- 8) Burris 55 tires only. No tire prep or cutting.