



## KC PRO West Race Day Rules & Regulations

### Requirements:

- Jack-Stands are required. We do not want anyone getting hurt from flying studs in the staging area or by the trailers. The jack stands are intended to contain the studs.
- Each racer must have an ISR Certified chest protector, helmet with shield, or helmet with goggles and shin guards for all classes offered. **All helmets must be at least 75% orange.** A mouth guard is required for the 120's. The Champs and Formula classes must wear an ISR approved chest protectors for example a Tek Vest.
- The Sno-Lemans rules state, after all racers make it past the designated cone, the only restart is when someone is hurt or in danger. This is upon discretion of the flagman. If all riders complete one lap, it will be a staggered restart.
- The Kitty Cats rules state, after all racers make it past the designated cone, the only restart is when 2 or more sleds pile up or someone is hurt or in danger. If all riders complete one lap, it will be a staggered restart.

### All 120's & Kitty Cat Classes Race Day Procedures

- Every Sled must make it past the designated cone or it will be a restart for both Kitty Cats and 120's.
- If your sled stops on the race track, stay on the sled.
- **Intentional cutting people off or unnecessary bumping after the designated cone (this is not intended for holding your line at the beginning of the race)**
  - 1<sup>st</sup> time it happens, the racer will get a warning
  - 2<sup>nd</sup> time it happens, the racer will start on the outside row, 2 sleds back.
  - 3<sup>rd</sup> time it happens, the racer will not start till every sled passes the designated cone.Yes, the racer is trying to keep their spot but let's keep it clean. We don't want anyone hurt. Remember, these are your friends that you are racing against.
- **Jump Start on the line.**
  - 1<sup>st</sup> time it happens, the racer will get a warning.
  - 2<sup>nd</sup> time it happens, the racer will start on the outside row, 2 sleds back.
  - 3<sup>rd</sup> time it happens, the racer will not start till every sled passes the designated cone.
- For a final or Consolation: If you have already received any of the 1, 2, or 3 Warnings for the heat races and if you jump in the final or consolation you will start on the outside row, 2 sleds back
- **Every racer must keep their feet on the running boards. NO pushing or running with your feet.**
  - 1<sup>st</sup> time it happens, Warning
  - 2<sup>nd</sup> time it happens, the racer will start on the outside row, 2 sleds back.
  - 3<sup>rd</sup> time it happens, the racer will not start till every sled passes the designated cone.
  - In a Final or Consolation--If a driver intentionally cuts someone off so they cannot pass, intentionally runs them off the track, or is using unnecessary bumping, the race will be stopped and a staggered restart will take place with the racer who caused the accident to the start in the last position of the restart.
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We want clean side by side racing. This is racing and there will be some bumping. Everyone is trying to be first and mistakes will happen. One can tell if it is inexperienced racing or weather it is done intentional. If you are not sure, handle it as inexperience. We have race officials that will be keeping an eye on it and if there should be a problem, they will discuss it with the flagman.

These rules enforced to keep all racers safe and to keep it a fair race. Our intention is to make this a fun and safe place for everyone to spend their weekend. Just keep in mind we are only human and mistakes do and will happen. We are trying our best and hope everyone is having fun.



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These rules are for everybody's safety.

### Race Procedure

1. Every driver is to be prepared to race at the time they are scheduled. Refer to Race Board with line-ups and Flip board for the heat and round that is presently running.
2. Please start to stage at least three races before yours. We will allow 4 minutes for drivers to get to the line before we start a race. If you have trouble, please let the staging people know, as we can usually wait a couple of extra minutes.
3. We use the round robin system of racing with the aid of our computer system. You will be racing in 3 rounds for each race. Points will be given for the finishing order. (1 for first, 2 for second, 3 for third etc.) The lowest points will go to the final or a consolation race if there is one. If a class size is too small, the old system may be used!
4. On Track: Have sled warmed up and track on the ground when it's your turn to go out on the track. Drivers will be lined up according to computer scoring system; each flight should be lining up when the previous one is on the course.
5. You will line up in the order posted on the board for heats. Finals will be lined up by qualifying order. Find the pit white board (brought up by Stager) you will see what race you will be in. Go to staging to get lined up.
6. Drivers must have his/her face shield down or goggles on.
7. Watch the flagman for the start of the race.
8. During the race, respect the drivers around you; hold your line until you make your pass.
9. Watch the flagman for red and yellow flags and avoid an unsafe situation. *If the flagman or the lap counter, miscounts the laps and the race goes an extra lap the results will be taken from the end of the previous lap. If the race is flagged one lap to soon, there will be a staggered start from the last completed lap. Once the next race starts there will not be any restarts and all heats will be final, so if you see a problem; tell the race director ASAP.*
10. After the checkered flag, exit the track and get ready for your next race.
11. Do not leave the staging until all your heats for that race are completed. You are not able to go back to your trailer; unless you are broke down, and only then after you OK it with staging.
12. If a racer causes the race to be stopped by reckless driving, a racer can be red flagged. If a racer receives two red flags in one class, they will be disqualified for that class for the day. Red flags are the discretion of the corner people and flagman. If there is a dispute, it should be taken up with the Race Director and finalized before the start of the next race.

### Restarts

The flagman and/or race officials will stop and start the race if all sleds do not clear turn one and two (kitty cat classes). A racer cannot enter the infield of the track to pass another racer or to gain ground during the race. If a restart is required after the completion of lap one, the race will be restarted in a staggered start, based upon the order of position from previous lap scored. The Driver, who caused the accident, will start at the rear of the staggered restart. If a red flag comes out after the checkered flag, the racers who have already crossed the finish line will be scored in that position and will not participate in the restart. No pushing or shoving, inside machine has the lead. Slow down if you get in trouble. No pushing or racing inside of cones. If a driver is excessively pushing, or tries to force their sled into an area that it will not fit and catches a cone, or purposely catches a cone, or causes the race to be restarted more than once, the driver will start in the second line of a restart. After the completion of the first lap, the aggressive driver will be put to the back of the staggered start. The affected driver(s) will retain their position at the time of the incident.