



What to Expect at a Normal Race

Race Day Schedule of Events

8:00-9:00 Registration

8:30-9:30 Safety/ Tech Inspection (All sleds must be inspected before they can practice.)

8:30-9:30 Random by class practice.

9:45 Drivers Meeting -Drivers and pit crew must attend.

10:00 Racing begins!

Approx. 4:00 - 6:00pm After the race, trophies and goody bags will be given to all racers.

We may also have a drawing for door prizes. Do not leave early, even if your racer did not make a final, they will still receive a participation trophy. If you are unable to stay to pick up your trophy, you **must assign** someone to pick it up for you. Trophies will not be held for you. Please return any rental equipment at this time.

We would like to get everyone back on the road as our kids have had a long day of racing fun, and need your help to achieve this. Parents, family, or friends that are able to help in set-up or teardown, please see the President, Vice-President or Race Director and they will point you in the right direction. The banquet will not begin until the track has been cleared and completion of inspection of the sleds. **Please keep your children away from the trophy displays before and during the banquet.** Thanks in advance to all our future volunteers; we are a member-run club-we could not do this without you!

Kitty Cat Classes

(Will race on ice oval)

Amateur Kitty Cat

Stock Kitty Cat

Improved Stock Kitty Cat

Formula 1

120 Classes

Arctic Cat Z120, Z 120 Sno Pro, Polaris XCR 120,

Ski Doo Bombardier Mini Z120

Snow Lemans (will race on snow with bumps, turning tight left and right hand corners)

Beginners 120

Amateur 120

Stock 120

Improved Stock 120

Champ

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. You are not able to go back to your trailer; unless you are broke down and only then after you OK it with staging.
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.
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 heat 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 Rounds/Heats.
6. Drivers must have all safety equipment on and his/her face shield down and/or goggles on.
7. Watch the flagman for the start of the race. Drivers **nod head ONE time** (this shows him that you are attentive to him).
8. During the race, respect the drivers around you; hold your line until you make your pass. Watch the flagman for red and yellow flags and avoid an unsafe situation. Racers may not pass when a yellow flag is out. *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 officials ASAP.*
9. After the checkered flag, exit the track and get ready for your next race in the Staging area.
10. Finals & Consolations will be lined up by based on qualifying order. **Placement will be selected by the racer and they will have to select their lane immediately (spring 2009).** Do not leave staging area until all Finals & Consolations are determined by Secretary/Scoring. Find the staging white board (brought up by Stager) this will show what race you have qualified to be in. Line up Immediately. You are not able to go back to your trailer; unless you are broke down, and only then after you OK it with staging.



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11. Drivers causing red, yellow, and black flags: 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 race officials, corner people and flagman. If there is a dispute, it should be taken up with the race officials and finalized before the start of the next (heat) race.

Restarts

- Kitty Cats: The flagman and/or race officials will stop and re-start the race if all sleds do not clear turn one, turn two and where the designated Cone is set up. After all racers make it past the designated cone, the only restart is when 2 or more sleds are piled up or someone is hurt or in danger. If all riders complete one lap, it will be a staggered restart. **This is all upon discretion of the race officials and flagman.**
- 120's: The flagman and/or race officials will stop and start the race if all sleds do not clear turn one (a designated cone is set up). After all racers make it past the designated cone, the only restart is when someone is hurt or in danger. If all riders complete one lap, it will be a staggered restart. **This is upon discretion of the race officials and flagman.**

All Kitty Cat & 120 Classes

1. Restarts will be at original starting line
2. A staggered restart when 1 lap has been completed by all riders.
3. If your sled stops on the race track, stay on the sled until a corner or safety person can help them.
4. 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.
5. *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.
6. *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.
7. *Intentional cutting people off or unnecessary bumping.* 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 start in the last position of the restart.
 - 1st time it happens, the racer will get a warning
 - 2nd time it happens, the racer will start on the outside row, 2 sleds back.
 - 3rd time it happens, the racer will not start till every sled passes the designated cone.
8. *Jump Start on the line.*
 - **The racer first jumping the line will be put ½ of a sled length back in his/her original position. If that same child jumps a second time they will be put in the second row behind another competitor. No warnings.**
9. *Every racer must keep their feet on the running boards or in loops. NO pushing or running with your feet.* This is for safety; If they pass or are passed, their foot is not caught between the two sleds.
 - 1st time it happens, Warning
 - 2nd time it happens, the racer will start on the outside row, 2 sleds back.
 - 3rd time it happens, the racer will not start until every sled passes the designated cone.



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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. Race Officials can tell if it is inexperienced racing or weather it is done intentional. Race officials will watch if there should be a problem, they will discuss it with the flagman.

KC PRO West, Inc. wants to keep this a safe sport for our children. These rules are 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. Keep in mind our race officials are human and mistakes do and will happen. We are trying our best and hope everyone is having fun.

Warm Up Stands

Jack-stands are required anytime you are running your snowmobile by trailers and staging area. You may not lift up a sled to warm up or clean out the motor we do not want any flying debris to hit bystanders. The jack stand must be an actual jack stand with an enclosure and used at all times. (NO EXCEPTIONS)

Tear Down

Tear down is at the discretion of the Officers', Technical inspectors', and Technical Assistants. Follow the rules and there will not be any problems. If your sled is torn down, both the parent and the Tech person will be present. If the sled does not conform to the rules, you will be penalized as follows. The driver will forfeit the trophy for that race and will be suspended for 2 races in the class that they are disqualified in. All accumulated points will be lost for that class. The Technical inspector may tear down any sled at any time to check for status verification. If you do not allow the sled to be inspected, the sled will be disqualified.