



Every Thursday from May 11<sup>th</sup> –June 15<sup>th</sup>

Adults/Heavy:

\$65 per Adult per week, or \$300 for series Savings of \$65!

- Must be able to race in Adult kart at Pro Speed (stipulations apply)

- 6 round series with one drop week

Prize: Indy Car Tickets

Juniors:

\$35 per Junior per week, or \$175 for series Savings of \$35!

- Must race in Junior kart, ages 6 - 13 and min of 50" tall. We recommend Junior racers to have previously raced with us and worked up to the fastest speed for the safety of your child and others.

(Stipulations apply)

- 6 round series with one drop week

Prize: Indy Car Tickets

## Race Rules

- We will maintain a very high standard of racing etiquette.
  - Positions gained in the elimination tournament that we deem reckless or overly aggressive will result in us forcing that position back first by giving you a black flag. You need to fall behind the person you moved or spun, or we will slow your kart down until you do. If the incident occurs on the last lap, we will have to adjust post-race positions. All decisions made by the staff are final. There is good racing and bad racing. We like good racing!
  - Side podding, making hard or intentional contact with the side bumpers, can result in a rolled or black flag.
  - If you swerve at the end of the straight upon turn-in (swerving away from the corner before taking it) and striking an opponent, it is subject to a rolled or black flag.
  - Pinching an opponent against the barriers is strictly prohibited regardless of intent and will result in a rolled or black flag. Remember the Q-tip rule: if you feel resistance, Stop!
  - We will be using a rolling caution (Red Flag) to re-gather the field if an incident occurs, if the steward deems you caused the red you will be moved behind the person you spun, no passing for position under caution! You will have full speed during this time it is up the leader to slow down and collect the field, we will add laps when necessary.
  - No communication or music devices will be worn. The track staff must be able to clearly communicate with the racers.
  - Retaliation is not permitted, and all issues and protests will occur off-track after the race ends with the race director and track staff. Intentionally ramming an opponent, whether in retaliation or not, will result in at least a black flag, and possible banning from leagues or the facility.

- **Flags**
  - Green - Start of the Race or Restart
  - White - Last lap
  - Checkered - End of the Race
  - Yellow – Local incident keep your eyes out for a stalled kart.
  - Blue Flag – Faster drivers/ leaders behind you move off the racing line and let them pass.
  - Red – Full course caution, we will regroup coming to a stop on the back straight.
  - Rolled Black – Warning for being too aggressive (bumping, defending to many times in one zone) 3 of these will result in a position penalty.
  - Black Flag – A pass you did was too aggressive, or you spun another competitor, you must go behind the driver you spun or bumped out of the way.
    - Joker - you will need to take the joker a second time if you receive a black flag.
- **Kart Malfunctions:** Although we do our best to maintain the fleet, there is an inherent failure rate due to mechanical issues, electrical problems, batteries, etc. Please note that due to battery power degradation throughout the session, you may feel less power. Driving efficiently and effectively can help with this.
  - We will not replace your kart just because it's slow, however, if an issue occurs that drastically affects your pace, we can tell. It's important that you continue driving the kart, or we will not be able to address the issue.
  - If a malfunction occurs prior to the lead kart completing lap 8, we will throw a red flag indicating a full course caution, and your kart will be replaced after you have come to a stop on the backstretch (between turn 5/6). If a malfunction occurs after the leader has completed lap 8, you will need to complete the race outside of extenuation mechanical issues.

## Adult League Race Format

All Practice, qualifying and races will consist of 12 laps with the feature race being a standing start. Open qualifying will start at 6:40, All drivers need to be in the building no later than 7

## Adult Heavy

All Practice, qualifying and races will consist of 12 laps with the feature race being a standing start. Open qualifying with all other adult racers will start at 6:40, All drivers need to be in the building no later than 7. After qualifying we will separate into a heavy bracket. You will have to weight in every week at 180 lbs.

## Junior League Race Format

The first qualifier will be run at 6:30, all drivers must be here by 7PM, All qualifying and feature races are 8 laps.

## Points

1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>	10 <sup>th</sup>
25	18	15	12	10	8	6	4	2	1
Fastest qualifying lap					1				