

Kart Classes	Age	Weight
Kid Karts	5-8	150 lbs
Jr Sportsman 1	8-10	250 lbs purple plate
Jr Sportsman 2	10-12	280 lbs blue plate
Jr Restricted	12-15	310 lbs gold plate
Light	15+	325 lbs
Medium	15+	350 lbs
Heavy	15+	375 lbs
Super Heavy	15+	400 lbs minimum driver
Jr Stock	12-15	325 lbs

Karts will follow WKA rules.

Open tires.

If your class is not listed above-it can be added to the program with a minimum of 5 entries.

Classes may be combined if a minimum of 5 entries is not met.

Lawn Mowers

Classes- Stock & Modified

Lawn Mowers will follow USLMRA rules

Jr Slingshots

All Jr Slingshots will follow Speedway Entertainment rules

Flat Track Bikes

Classes	
Sportsman	Adult
0-50cc	4-6
0-50cc	7-8
100cc	youth
100c	Adult
Open Am	Adult
Open Expert	Adult

If your class is not listed above-it can be added to the program with a minimum of 5 entries.

Classes may be combined if a minimum of 5 entries is not met.

Stock mufflers must be used.

Quad Classes	Engine Sizes
Pee-Wee	0-50cc
Jr Stock Air Cooled	0-90cc factory air cooled motor
Jr Stock Water Cooled	0-90cc mod air or water cooled factory motor
2 & 4 stroke beginner stock	91-300cc production stock
Amateur Air Cooled	91-230cc (2 stroke) up to 300cc (4 stroke)
Open 2 & 4 stroke amateur	250ccLC-200cc 2&4 stroke & up Open
2 & 4 Stroke Outlaws	Unlimited cc 2 & 4 stroke open
2 & 4 Stroke Expert	250ccLC-300cc up to 450cc 2&4 stroke open
Open Amateur Blasters	

If your class is not listed above-it can be added to the program with a minimum of 5 entries.

Classes may be combined if a minimum of 5 entries is not met.

Stock mufflers must be used.

Class Definitions

Beginner-first time riders with production stock quads-racing for trophies only

Amateur-Novice riders, racing modified quads-racing for trophies only

Expert-professional or semi professional riders-race for money only

Outlaws-class is open to all riders, amateur or expert.

RACE RULES AND PROCEDURES

LAPS: The number of laps to be run for the heats and features shall be determined by the number of heats and features scheduled for each race event.

TIME LIMITS FOR HEATS/FEATURES – There will be a 10 minute limit for all heat races. All feature races will be limited to 10 minutes after the half way period.

START OF RACE – *All kart classes* will start each event with a double file start. If a clean start **CAN NOT** be accomplished within two tries, the race will be started with a single file start.

All Quad classes will start in the “HOLE SHOT” starting area, with a green light to signal the start. If a clean start **CAN NOT** be accomplished within two tries, the race will be started with a “ROLLING” single file start.

STARTING ZONE – The pole sitter will start all races. The pole sitter must start the race somewhere between the two starting points. If the pole sitter does not start by the second point, the outside pole sitter can start the race. Break checking or pushing is not allowed nor will it be tolerated. The pole sitter should set a moderate and consistent pace during starting.

JUMPING THE START – Front Row – If either cars/quads in the front row jumps the start of a race, the race may continue, but a 2 spot penalty will be assessed at the next yellow, red or end of the race to the car that jumped. Rest of Field – If a car/quad passes on the inside before getting to the first starting point, or if a car/quad passes prior to the green flag, a 4 spot penalty will be assessed at the next yellow, red or end of the race. If a car/quad jumps 2 times in the same race, they will be put to the rear. All cars/quads may only pass on the outside before they get to the first starting point, this may only happen if the green flag is out.

MISSING CAR IN LINE UP – On double file starts or restarts, stay in your original starting spot and in single file until the track officials tell you to double up, then, by crossing over fill in the line up.

SPINS, ACCIDENTS ON STARTS – A car that spins or is involved in an accident after the yellow light comes on shall go to the rear if no laps have been completed.

YELLOW FLAG LAPS – Yellow flag laps do not count as official laps. All restart positions will be as per the last officially completed lap. The scorer’s decision is final. A completed lap will be when the first car/quad

on the lead lap crosses the finish line.

LINING UP UNDER YELLOW FLAG CONDITIONS – It is the responsibility of each driver to line up where the track officials tell them to go. If a driver does not get into line when told to do so, that driver maybe penalized a minimum of 2 spots at the next yellow, red, or at the end of race or may be disqualified from the race. This is a track official's decision. All drivers shall look at the track official during a yellow flag condition to assist in getting lined up correctly so that the race can be restarted with a minimum number of yellow laps.

SPINNING CAR/QUAD AND YELLOW FLAG – If a car/quad spins and does not attempt to continue the yellow flag will be thrown. If a car spins and continues on, no yellow flag will be thrown unless there is a safety factor involved. If a car spins, and there are other racecars/quads approaching, a yellow flag may be thrown. This is a Track Officials call.

SPIN OUTS – Two self inflicted spin outs for a driver that results in yellow flags will disqualify that driver from further racing in that heat or feature.

ACCIDENTS – After a yellow or red flag accident, the track officials shall determine if a car/quad can safely continue to race.

CARS/QUADS THAT BREAK DURING A RACE – Cars/quads that break down during a race shall make every effort to get off the racing surface. If a car/quad cannot make it to the exit, it should pull off into the center of the infield and allow the race to continue.

BROKEN PART – Broken parts that can become a safety issue will not be allowed. Cars/Quads with loose bumpers or loose bodywork will be black-flagged, and must pull into the infield or exit the track. A track official can stop a car/quad during a yellow condition to check a safety item such as a broken part. This car will regain their current race position. A competitor can stop in front of a track official during a yellow flag condition if they feel something is broken on their car/quad. The official will check the car/quad and if it is deemed safe the competitor will go back to their current race position. All cars/quads that are determined "unsafe" will be sent to the infield until the race is over.

FLAT TIRES – Cars/quads with flat tires will be allowed to continue in the race providing that they are not a safety hazard. This will be at the track official's decision.

REPAIRS ON THE TRACK – No repairs can be made to a car once it has entered the track.

SCALES/IMPOUND AREA – After the heat or feature race all entrants must proceed to the scale and/or impound area until told to leave by the track officials. All cars must shut off their motors before entering the scale area. A car found to be light, will be rechecked as soon as the scales can be looked at and reset. If weighed for the second time and still found to be light, the car will be disqualified. Cars that cannot be driven or pushed are considered "hooked", and do not have to be weighed. Any car that does not go to this area immediately after the race will be disqualified.

OTHER RACE PROCEDURES

SAFETY INSPECTION – All cars/quad must pass a safety inspection prior to competition.

DRIVERS MEETING – A mandatory drivers meeting will be held before each racing event. All rule changes and notices etc. will be announced at this meeting. ATTENDANCE IS MANDATORY!

HEAT/FEATURE LINEUP – All drivers must be on the grid in their proper starting positions and prepared to enter the track with their heat or feature class.

ENTERING THE TRACK AREA – No one shall enter the track until told to do so by the track officials.

EXITING THE TRACK – The exit lane is a “safety zone” therefore all cars/quad exiting the track must drive at a slow rate of speed or face suspension. Any car/quad that leaves the racetrack CANNOT re-enter for any reason.

DRIVING IN THE PITS – No driving in the pit area at any time.

FLAGS

ROLLED BLACK FLAG – Means you have been warned, any further violations will result in being black-flagged. A rolled black flag will result in a minimum two spot penalty or being sent to the rear of the field at the next yellow, red, or at the end of the race. This will be the track official’s decision. If a driver causes a car/quad to spin bringing out a yellow flag, that driver will restart behind the spinning car, cars, quad, or quads. If a driver receives two (2) rolled black flags during the evening’s racing events, they will be disqualified from further race action.

WAVED BLACK FLAG – Means that you have been disqualified from the race and must exit the track immediately. You will have two laps to leave the track or face further penalties. A car or quad that has been black-flagged and does not leave the track within two laps will be disqualified from the entire event night and face suspension. A waved black flag may be given without a rolled black flag warning.

RED FLAG CONDITIONS – During a red flag period NO parent, family member or pit crew will be allowed on the track until told to do so by the track officials. Any work or adjustments made at this time will result in DQ.

BLUE/ORANGE FLAG – When given, the driver **MUST** move one position out of the racing groove towards the outside to allow the leaders to pass. If a driver does not heed the blue/orange flag and interferes with the leaders that drivers will be disqualified from that event.

LAST LAP YELLOW FLAG – If a yellow flag occurs after the race leader crosses the finish line and receives the checkered, the race will be scored as follows:

All cars in front of the yellow flag incident shall be scored in the positions they were currently running when the yellow flag occurred.

The track officials and scorers will determine these positions.

We will revert to the last complete for scoring all cars that were behind the yellow flag incident on the speedway.

Those involved in the yellow flag incidents will be scored at the rear of the field.

If a yellow flag occurs before the leader crosses the finish line and receives the checkered flag, the race will be restarted with the line up set per the last completed lap.

OTHER RACE PROCEDURES

WRIST BANDS – A wrist band must be worn at all times by anyone in the pit area. It is the drivers responsibility for everyone in their pit area. The driver can be disqualified for the evening if someone in their pit area does not have a wristband. Anyone found wearing a copy or fake wrist band, will be suspended for a two week period. This rule will be a zero tolerance.

GARBAGE – All drivers and pit people are required to pick up their garbage before leaving the pit spot.

WASTE OIL – No waste oil can be dumped onto the ground.

DRIVING IN THE PITS – No driving of cars or race quads is allowed in the pits. Push quads must be operated at a slow and safe speed and by adults.

FIRE EXTINGUISHERS – Are mandatory for each competitor and must be readily accessible at all times. A 2.5 lb minimum type ABC is recommended.

DRUGS, NARCOTICS, ALCOHOL – is strictly forbidden on the property. No one under the influence of the above is allowed on the property. Drivers are responsible for their pit crew and all other associated with the race car.

EMERGENCY ACCESS WAYS – All track entrances and exits must be kept clear at all times to allow emergency personal and equipment to get through.

Pets-No pets are allowed on speedway property.

UNSPORTSMAN LIKE CONDUCT

RETALIATION ON/OFF TRACK – Anyone who willfully retaliates by using the car or quad or any other means to injure, destroy or cause damage to another person or race car will be disqualified, suspended and may be subject to arrest.

VERBAL/PHYSICAL ABUSE OF TRACK OFFICIALS – Verbal abuse, physical abuse, or the threatening of any track officials will be dealt with severely and permanently. It will not be tolerated . This includes pit crew personnel. Their actions will result in their driver's disqualification.

DETRIMENTAL ACTION – Anyone saying or acting in a manner detrimental to the track or its personnel shall be ejected and banned from the facility.

COMPETITORS FIGHTING – If a fight occurs, we will gather all pertinent information as to who started it and then it will be handled accordingly. DO NOT go into another driver's pit area and get involved in a fight,

IN ALL CASES THE TRACK OFFICIALS' DISCRETION SHALL PREVAIL!

KART CLASS RULES

WKA RULES WILL BE USED

TRACK TIRES- Open tires.

SAFETY EQUIPMENT – Full faced helmets with a *SNELL* rating of 95 or higher, neck braces, gloves, pants, shoes, jackets are required as per the *WKA* rule book. The full face shield must be closed during green flag conditions. Karts that require seat belts, must have a 3" five point harness attached to the car in a safe manner.

CATCH CANS – Must be checked regularly. Anyone leaking fluids onto the track will be black flagged. Catch cans **MUST** be mounted on the inside of the rear bumper.

CAR NUMBERS – All numbers **MUST** be clearly visible to the scorers, no exceptions or cars will not be scored.

CARS WITH SEAT BELTS – Seat belt harnesses must bear the manufacturers name and be no more than 5 years old.

KID KARTS – 150 LBS. MINIMUM. 10-tooth driver, 89 tooth sprocket with #219 chain. Specs are the same as the *WKA* rulebooks. All parts shall be spec. & unaltered. All kid karts must run the *WKA* and *Burris* rules pertaining to dirt race tracks.

SILENCER – All classes must run with a *WKA* approved 4-cycle silencer or 2-cycle air box.

WEIGHT – Any and all added weight must be safely secured to the frame of the kart.

Motor Rules – All classes, will be subject to motor specifications as per the 2006 *WKA* and 2006 *Burris* technical manuals.

Additional Rules –

Bugle style exhaust pipes must be "heat wrapped"

Rear axles from 1" and up can be used

QUAD CLASS RULES

THE ESTABLISHED AMA RULES FOR ATV's ARE USED AS A GUIDE LINE, BUT ALL TRACK RULES AND PROCEDURES SHALL HAVE PRIORITY!

QUAD NOISE LIMITATION – All quads that compete at Accord Speedway can not have more than 96 decibels from the rear exhaust. The decibel reading will be taken using the tracks decibel reading device. Decibel reading procedure: The decibel reading device will be held twenty (20) feet from the tip of the rear exhaust pipe, the engine will then be run at half throttle. There will be a zero tolerance for high decibel quads. A decibel check may and will be randomly done throughout the season.

QUAD NUMBER PANELS – All quads shall have a 6-inch minimum number(s) on plastic number plates that are highly visible to the scorers on the front, rear, and right side of the quad for scoring purposes. The scorers and track officials shall have final say to whether or not a number is acceptable and easily visible for scoring purposes. (The contrast should be white on black, or black on white)

TIRES – REAR KNOBBY TIRE ARE NOT ALLOWED FOR 300CC AND HIGHER CLASSES. Only Peewee (50cc) and Junior (90cc) classes are allowed to run rear knobby tires.

QUAD WIDTH – All quads may not exceed 50 inches wide.

***If a competitor moves up to a **EXPERT ONLY CLASS** they will not be able to compete in a **AMATEUR ONLY CLASS**.

QUAD SAFETY

SAFETY KILL SWITCHES – All quads must have a working tether cord.

SIDE BARS – The use of rub rails or “Nerf” bars are mandatory.

SAFETY EQUIPMENT – Helmets with a *SNELL* rating of 95 or higher, goggles or other eye protection, long sleeve shirts, full length pants, gloves and above ankle boots are mandatory. Body armor type protection is recommended.

QUAD CLASSES DEFINED

PEE WEE – Quads in this class range from 0-50cc, any modifications are allowed but they cannot exceed the 50cc limit. Pee Wee 50 Quads will race for trophies and or gift certificates only, no cash prizes.

JUNIOR STOCK (Air Cooled) – Quads in this class range from 0-90cc air cooled engines. Competitors in this class can widen and lower the quad, change tires and gears. No motor modifications are allowed. The quad must have stock exhaust, carb., cylinder and electronics Engine bore may not exceed 90cc. Junior Quads

will race for trophies and or gift certificates only, no cash prizes.

JUNIOR STOCK (Liquid Cooled) – Quads in this class range from 0-90cc liquid cooled engines.

Competitors in this class can widen and lower the quad, change tires and gears. No motor modifications are allowed. The quad must have stock exhaust, carb., cylinder and electronics Engine bore may not exceed 90cc. Junior Quads will race for trophies and or gift certificates only, no cash prizes.

JUNIOR MODIFIED – Quads in this class range from 0-90cc liquid cooled or air cooled engines.

Competitors in this class can make any modifications. The following engine rules are the only limits:

2 Stroke engines: Can not exceed 90cc

4 Stroke engines: Can not exceed 125cc

Junior Modified Quads will race for trophies and or gift certificates only, no cash prizes.

2 & 4 STROKE BEGINNER (stock) – This class is for the beginner rider. Quads that can participate in this class can range from 91cc to 300cc air cooled. The quads must remain totally stock with the following exceptions. Quads can be lowered & widened, gears and tires can be changed. This beginner class will race for trophies and or gift certificates only.

AMATEUR (Air Cooled) – Quads in this class range from 91-300cc air cooled engines. Competitors in this class can widen and lower the quad, change tires and gears. No motor modifications are allowed. The quad must have stock exhaust, carb., cylinder and electronics Engine bore may not exceed 200cc on 2 stroke engines & 300cc on 4 stroke engines. Amateur Air Cool Quads will race for trophies and or gift certificates only, no cash prizes.

2 & 4 STROKE AMATEUR (Open Rules) – Quads in this class range from 250cc liquid cooled, 200cc & up 4 stroke engines. Any engine modifications are allowed. AMATEUR Quads will race for trophies and or gift certificates only, no cash prizes.

2 & 4 STROKE OUTLAW (Open Rules) – Quads in this class range from 250cc liquid cooled, 300cc & up 4 stroke engines. Any engine modifications are allowed. AMATEUR & EXPERT Quads will race for cash. Amateurs that race in this division will not lose their amateur status. NO PEE WEE QUADS OR BEGINNERS ALLOW IN THIS CLASS!

2 & 4 STROKE EXPERT (Open Rules) – Quads in this class range from 250cc liquid cooled, 300cc up to 450cc 4 stroke engines. Any engine modifications are allowed. EXPERT Quads will race for cash.

ANYTHING NOT INCLUDED IN THIS RULEBOOK WILL BE DETERMINED AT THE DISCRETION OF THE TRACK OFFICIALS. THEIR DECISIONS WILL BE FINAL. THESE RULES ARE SUBJECT TO CHANGE AT ANYTIME, ADVANCE NOTICE WILL BE GIVEN IN

ALL CASES.

TECH INSPECTIONS

All cars that enter into competition at Accord Speedway have automatically agreed to follow any pre or post race tech inspections that the track officials feel is needed to insure the safety and integrity of all competitors. Any competitor that REFUSES tech inspection is admitting guilt and will no longer be able to earn points, monetary awards, trophies or continue racing at the speedway.

Protests

Protests – All protests must be filed in writing with a track official immediately following the race. Only drivers or owners entered in the same event as the kart/quad being protested may lodge a protest. Protests must be in writing and signed by the protestor specifying the reason for the protest. A protest fee of \$100.00 will be required when another competitor's motor is protested. If after the inspection the motor is found to be illegal, the \$100.00 will be returned to the protestor minus a \$20.00 protest fee. If the engine is legal, the \$100.00 will go to the competitor's motor that was protested minus a \$20.00 protest fee. **ANY COMPETITOR THAT REFUSES TO BE INSPECTED WILL BE AUTOMATICALLY DISQUALIFIED AND SUSPENDED.**

Protestors may be required to submit to similar inspection procedure as protested participant.

AWARDS – Trophies and money awards must be picked up within two weeks from the date the award was won or award will be forfeited.