

2020-2021 Jr. Class Predator 212 Rules

Safety is our main concern. Therefore, we are asking all drivers to have an ABC Fire extinguisher that will put out an alcohol fuel fire in their pit area. Should you choose not to comply with this rule you are assuming total responsibility for your own safety. Go-Karts that come to race must be in SAFE race ready condition! It is the Kart owner/driver's responsibility to ensure that their go-kart is in SAFE working condition.

Driver and Apparel Must Haves while racing:

- Driver must be between 8 and 14 years of age
- Pants. If you are not wearing a driving suit, then you must wear jeans with no holes or tears - NO sweatpants basketball pants or spandex
- Karting jacket, or driver uniform
 - Fire suit ok but not required
- Long hair must be well-secured and kept under helmet o No loose clothing or hoodies permitted while racing! This is to ensure safety
- Closed toed shoes
- Full faced helmet with shield, NO dirt bike style helmet with goggles
- Neck guard or brace designed for racing is required
- Gloves

Kart Requirements:

By definition, a go-kart is a vehicle manufactured for the purpose of racing and must be a racing frame

- Flat Kart only, no cage karts
- Working hydraulic brakes on rear axle
- Front bumper can be no wider than inside of front wheels, • A fiberglass karting nose is acceptable
- NO plastic asphalt style bumpers (see below)
- Rear bumper no wider than side bodywork or rear tires if full side panels being used. If using a wide rear bumper, it must measure 6" minimum height at edges as to not cause damage to other karts valve stems in case of contact (see rear bumper diagram)
- Side kickout/ Nerf bars must be in place
- All bodies, side panels and nose pieces must be securely mounted
- Kart numbers must be at least 6" tall on nose, both side panels and rear number plate. Solid Colors No Metallic unless outlined in a Solid Color. If the scorers cannot see your numbers properly you will be asked to change them. If you do not comply, within two (2)

races then you simply will not be scored!!!

- All karts must have a chain guard which is designed to retain a broken chain
- Floor pan's must be within one inch of the frame from the front of the seat forward
- Seat must be securely bolted to frame and not be adjustable while kart is in motion
- Any tire is allowable
- Max torque clutch only
- Inboard mounted driver on clutch

Motor Regulations

- Sealed motor from Kart Werx, (Hemi's can only be sealed)
 - Unopened boxed motor has to be taken to Daryl at Kart Werx in order to be sealed
- Box Stock Hemi or Non Hemi from harbor freight is allowable
- 87 octane only
- Must run blue restrictor plate (can be purchased from Kart Werx)
- Gas tank must be in the stock location.

Allowable Engine Modifications:

- Header Pipe
- Aftermarket air filter
- External governor can be removed

Track and Infield

- Only authorized personal shall be in the infield or on the track at any time during the racing program.
- If your kart stalls before the green flag flies (in the pits or on the track) you will have a five (5)-lap cautions to start in your original position, otherwise be ruled a DNS (did not start)
- After race has started if your kart should stall you must go to the center of the racetrack and be restarted (except in the case of a red flag). It is not the track's personnel responsibility to restart your kart. If able to restart the kart must pull back on the track on the straightaway under yellow flag only and must go to the back of the pack during yellow flag.
- All restarts after the first lap is completed will be single file or per the discretion of flagman

- Only 3 attempts to start the race at double file green flag start. After 3 attempts or per the flagman's discretion a single file start

Flaggers and Track Officials: Under NO circumstances is anyone to argue with or approach the flaggers or scorers. Their decisions are final, and any driver caught in violation will be disqualified from the day's events. Any non-driver caught in violation will be asked to leave the track.

Flags

- **Green Flag** signifies the official start of the event. Green may be followed by an immediate yellow for complete restart at the discretion of the Head flagger. On a caution lap restart, race will resume immediately when green flag is displayed.
- **Yellow Flag** signifies track is not clear. Karts must reduce speed and remain in position; NO PASSING IS ALLOWED. Do not race back to the Caution Flag! Line up in single file line in the order of the last lap complete. Drivers are responsible of knowing their position. Hold your spot if you believe you belong there; the track officials will make the final decision. ➤ Two Yellow Rule, if you cause two yellow flags you will be Black Flagged.
- **Red Flag** signifies automatic halting of the race. All karts must come to complete stop in a safe orderly manner. Race will be restarted at the last lap finished under green.
 - o Kart(s) and driver(s) safety equipment involved in an accident may be required to stop for inspection by the officials only. Officials may not allow a kart to continue or safety equipment to be used if there is reasonable visible evidence that the kart or safety equipment is damaged and may pose a safety risk in general. This decision shall be made solely by event officials, and not the drivers involved.
 - o Any driver who has lost consciousness, indicates a strong likelihood of concussion (dizziness, vomiting, blurred vision, memory loss), or indicates a reasonable chance of serious injury may not be permitted to continue in any official session for that event, and is at the discretion of the sanctioned event medical staff and/or the Race Director. The driver may be required to be cleared by a Medical Doctor before being allowed to attend further AZ212 race
- **Black Flag** rolled and pointed at a driver signifies a warning for rough riding or unsafe driving. A Black Flag waved at a driver signifies that they are disqualified from the heat or feature and must retire to the infield or pits in a safe manner. A Black Flag

may be thrown if a kart has mechanical difficulties. If violation is remedied the kart may return, under the track official's discretion. A kart leaving the track to go into the pits may NOT reenter the race. NO exceptions!

- **White Flag** signifies that one lap remains before the completion of the race. If a yellow flag is thrown during the white flag lap the race will start on the last lap completed.
- **Blue/yellow Flag** signifies that the driver needs to move over and hold your racing line.
- **Checkered Flag** signifies completion of event

Conduct

This is a family sport; fighting and excessive foul language is prohibited. Anyone using foul language at any track official will result in automatic one race suspension.

Arguing with track official is prohibited! If you have a problem, bring it to the track officials' attention calmly after the day's races are over. If you choose to bring it to any track official in any manner other than in a calm fashion you will be asked to leave the track until further notice. This rule applies to all drivers, parents, and /or spectators, there is a zero-tolerance policy with this rule. Constructive criticism delivered with appropriate tact is welcomed.

Track reserves the right to modify these rules to benefit track operations and driver safety