

2023 Thunder Hill Speedway

GENERAL TRACK RULES-

Thunder Hill Speedway is intended for fun and competitive entertainment. Absolutely **NO fighting or inappropriate behavior will be tolerated** anywhere at the facility. Any inappropriate behavior will lead to removal /suspension from the facility. This includes any Negative comments on Social Media from the Keyboard Warriors!

All racers must have a transponder!

Any person who enters the **pit area must buy a pit pass and sign the correct insurance papers!**

Adults must sign adult insurance waiver, minors (under 18 years) must sign minor report and have a parental consent/minor release form completed and signed by legal parent only or they will not enter the pit area! **(If legal parent is not able to make it to the track this form is available on our website to complete, must be notarized and delivered to track.)**

(If anyone is caught in the pit area without a pit pass and having signed the insurance waiver, he/she will be barred from the track!)

Absolutely **no alcoholic beverages consumed in pits** during the races.

Absolutely **no illegal drugs** or underage drinking on thunder hill speedway grounds! Violators will be reported and barred from the speedway!

CAMPING: Camping is allowed on the premises, sorry no hook-ups. Campers will be asked to park in designated area, not in the pits due to limited parking space

KART NUMBERS: Drivers who raced at thunder hill in 2022 will be given first chance at their old number, if they are in the same class they raced in 2022. Also, we prefer one or two digit numbers, and suggest racers do not use letters unless necessary when there are duplicate numbers. If you have not raced at thunder hill, please check the points page on our website to see if number you want is available or is already being used in your class or contact us.

RESERVED PIT PARKING SPOTS: 2022 racers will be given first chance to buy their spot at the first 2 practice events of 2023. After practices all unpaid spots will be available to others.

Each class will race (1) 10 lap heat race and (1) 15-20 lap (depending on class & time) feature event. Lap #'s may change during special events

HOT LAPS PRIOR TO RACES.

Note: Anyone driving a kart on the track at any time must be wearing all required safety gear! (full face helmet with shield closed, padded neck collar, gloves, abrasion resistant jacket, (fire resistant suit in all Winged Outlaw classes required), Rib Protector if required for your class, full length pants, race shoes.)

YOUR KART MUST HAVE FOUR NUMBER PANELS (front, back, sides) of contrasting colors or your kart will not be scored, wing karts must have #'s in contrasting color on hood, tail and wing that are clearly visible to scorers and officials!

*All helmets used at Thunder Hill events in 2023 must be full coverage designed for competitive motorsports use complying at **Snell 2015**, SFI ratings 24.1 (youth), 31.1, 31.1a, 41.1, 41.1a or newer standards. (Required by our Insurance carrier)

Raceiver mandatory in Micro Sprint, 250 and Open classes and may be required in any class for racing at Thunder Hill Speedway!

There will be a mandatory drivers meeting, all drivers must attend!

All racers must be lined up and ready to race in the track entrance area prior to their race. do not be on grid if you are not in the next race!

No tire softener, wet tires, plastic wrap or heaters on tire allowed! Tire softeners/preps/hot boxes are not allowed on any tires in any class!

After each heat race, winner must weigh at scale . After the feature the top 3 must weigh, and the top 1-3 will go to the impound area. Or # of karts specified by scale tech.

All karts will have to **pass pre-tech** before they draw for a number (can be done quickly) up near the tech shed

- Drivers must bring helmet, suit, coat and gloves to pre-tech.
- Keep in mind just because you pass pre tech does not mean you will pass post tech (weights still must be white with your # on them) Failure to pass post tech will get you a DQ!
- Once kart is in tech area, do not go back into that area to check on kart or get helmet etc, this may get you tossed from tech area! And that event
- When in tech, only one person per kart is allowed in the tech shed with kart or engine along with the tech official, NO One else should be in the tech shed when someone's engine is being teched.
- Rookie Cage or any restrictor plate class, **DO not remove restrictor plate until tech person is with you**, if plate is removed while tech person is not with you and watching you remove it you will be DQ'd from that event. No points or awards will be given.
- **Rough driving** is not going to be allowed, make sure you give your competitor racing room on the track, diving under someone, pushing them off the track etc will not be allowed. This includes brake checking on the starts! Race hard but race smart!
- **ALL lead weights MUST be painted white** WITH KART # ON THEM and properly secured to kart, all bolts MUST be drilled and safety wired/pinned/Nylock or double nut. Sheet lead is not recommended but if used must also be painted white and bolted to seat.

- **Chain guards** must have plate between driver's seat and engine (safety issues) And must be properly secured to chain guard.

Thunder hill recommends keeping small children out of the pit area to reduce the risk of injury. Any small children that are in the pit area must be attended by their parents at all times.

*This first page contains rules and classes specific to Thunder Hill Speedway and may be explained in more detail throughout the rules.

WEEKLY RACE FORMAT: Hot laps, heat races, (intermission), feature events

Arrive at track. Pay admission and sign proper insurance papers. Ask about correct pit parking spots. Go to tech shed and register kart and driver in correct class. Then draw number and you will be registered to race. (Cut off for draw is 6:00pm) (special event times will vary) May use scale to check competition weight of your kart. May need to go through safety inspection. Hot laps will begin at approximately 6:15pm. Race Order of classes will be on board by track entrance. Hot laps will be ran same as race order. Each class will be given hot laps. Drivers meeting will be at line up board by concession stand before or after hotlaps. All drivers and parents must attend drivers meeting.

Check the line ups and make sure you know where you start for each of your races. All racers must be lined up in the hot grid area at the track entrance, when you are next up to race. **LEAVE AN OPEN LANE FOR OTHER COMPETITORS TO GET TO HOT GRID AREA! Be prepared or you may miss your race!** When your class enters the track you may be asked to stop by the flagman to line up if you are not already. When in the correct order, you will then take 1-2 pace laps. flagman will shut off the yellow light on the back stretch during your rolling pace lap, this indicates you will receive the green flag to start the race coming out of turn 4 if everyone is in order. Stay in line and do not start racing until the green flag/ light is displayed. When the green is given you may pass before the flagstand, but not before or you will be charged with jumping the start and penalized.

The Flags used will be as follows:

green flag - GO! Begin racing.

yellow flag - This means there has been an accident or other reason to interrupt the race. When the yellow flag/light comes, slow down and hold your position, look ahead for accident! You may be asked to slow or stop on the front stretch to be lined up in the correct order.

red flag - This means something major has happened (usually accident) and you should stop as soon as you are in a safe position to do so! Look ahead for accident! You will be re-lined up to resume race.

white flag - This means there is one lap left in the race.

checkered flag - This is the end of the race. Always go past the checkered flag and take one more cool down lap before exiting track.

black flag - This may be rolled up and pointed at you if you are driving dirty, this is a warning to clean up your driving. If this flag is waived at you, this means you are disqualified from the event, you should exit the track safely as soon as you can.

blue w/orange stripe flag - This flag means you are going to be passed by the leader of the race and possibly other faster karts. When you see this you should maintain your line on the track, keep control of your kart and let the faster karts pass. Do not race these faster karts.

In addition to the flags we also have green, yellow and red lights. Always be looking ahead and pay attention to the flags, lights and your competitors.

Respect your fellow competitors and give them room to race. Anyone driving reckless or intentionally blocking, drifting or cutting off a competitor may be black flagged! We do have a No Fault rule, so anyone who stops on the track during an incident that requires a caution will go to the rear of the field, the only exception to this is if a black flag is given to a competitor, then that competitor would be charged with the caution and other drivers involved may get their spot back depending on the situation. If you spin out on the track, you need to safely get going again, because the yellow flag will not come out unless absolutely necessary. If the officials throw the caution for you even if you don't stop, you will go to the back of the pack also.

RESTARTS: During a caution period, any competitor who needs to work on their kart will have a max. of 3 laps to do so in the designated work area of run-off area. Any driver causing two cautions will be DQ'd. If you work on your kart you may be lined up at the rear of the field.

POST RACE WEIGH IN AND TECH: The winner in each heat race and the top 3 in each feature must weigh at the scale (kart and driver) immediately. (# of karts scaled may vary according to scale tech) If you do not weigh or do not meet the min. wt. for your class, you will be DQ'd. The top 3 or more may be teched after any feature event, the track also has the option to tech any competitor for engine legality after any event, this includes RESTRICTOR PLATES!

POINTS: Points will be awarded for feature events only, if a competitor cannot start feature event after racing heat race, they will still receive last place points. A person receiving a black flag in a heat race will get no points towards feature line up from that event and a person receiving the black flag in a feature event will receive last place points.

PENALTIES AND CONDUCT: Drivers will be responsible for themselves and their crews even when the driver is racing. Any misconduct will be chargeable directly to the driver. Anyone at anytime can be penalized or removed from the Thunder Hill Speedway premises for misconduct. There will be zero tolerance with this. Thunder Hill Speedway promotes a positive, safe environment for all fans and competitors. Any person who uses foul language, complains to official during event or threatens someone will be removed or other penalty at the discretion of the official. THE DECISIONS OF THE OFFICIALS IS FINAL AND NON-NEGOTIABLE.

THIS IS A REVISED VERSION OF RULES. THUNDER HILL SPEEDWAY FOLLOWS ENGINE & CHASSIS SPEC GUIDELINES AS IN THE NKA NATIONAL RULES for the regular speedway karts. Thunder hill speedway also follows the chassis specs set by organizations with S.K.E. AND Q.R.C. style winged outlaw karts. Thunder hill speedway has no affiliation with any of the above named organizations . Do not assume something is legal because it is not written in these rules. Contact THS if you are in question, THS officials do reserve the right to judge the legality or conduct of any participant and/or equipment used at thunder hill speedway!

Disclaimer: Thunder Hill Speedway is a competitive race track which is intended to conduct and officiate in accordance with the rules herein. These rules provide a guideline for all to follow at each event. The rule book may be amended from time to time and special rules may be published throughout the year or at a particular event. By participating in an event at Thunder Hill Speedway, all participants agree to comply with these rules and regulations. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH THESE RULES AND REGULATIONS. They are intended as a guideline to conduct the officiating of an event and are in no way a guarantee against injury or death of a participant, spectator or official. The Series Director is permitted at any time to make a reasonable and/or appropriate amendment from any of the specifications herein or change any restrictions that, in his opinion, do not alter the minimum acceptable requirements. Any interpretation of these rules here in are left to the discretion of the series officials and their ruling is final. Any visible equipment changes and/or performance enhancing changes to previously approved karts and/or equipment MUST be approved by track officials before competition. Thunder Hill Speedway officials reserve the right to determine the legality and use of any equipment that has not been approved prior to competition. The Promoter reserves the right to alter, revise or adjust any and all penalties according to terms of circumstances or severity of the infraction. The Promoters decision is FINAL. Drivers and Parents of minors are responsible to read and understand the rules and regulations set forth in this rule book. YOU ARE RESPONSIBLE FOR THE SAFETY OF YOU AND YOUR KART. It is ultimately the obligation of each participant to ensure their conduct and equipment complies with all the applicable rules, as they may be altered from time to time. The rules are in no way a guarantee against injury and/or death to participants, spectators, officials and/or others.

Thank you and enjoy Thunder Hill Speedway!