# Central Nevada Racing Association - Tonopah Speedway 2025 Mini Dwarfs (Karts) Rules & Regulations

## 1. General (All Karts):

- 1.1. May run 6- or 8-inch tires.
- 1.2. No independent front suspension or any kind of rear suspension is allowed.
- 1.3. No racing fuel, pump fuel only.
- 1.4. Centrifugal clutch only.
- 1.5. One or two brakes on rear axle only.
- 1.6. Numbers must be plainly visible on front, back, and both sides.
- 1.7. Body styles are vintage coupe, sedans, sedan delivery, sprint, truck, or IMCA modified. Must be made of steel or aluminum, no fiberglass.
- 1.8. Removeable steering wheels must lock securely to the steering column.
- 1.9. All main cage bars must be a one-piece, permanent structure. Must have at least one bar welded through the mid-section of the door frame.
- 1.10. Vehicles must have front and rear bumpers that to do stick out pass the tires.
- 1.11. Nerf bars must be mounted in a minimum of 3 points on both sides and must extend out to be the same width as front and rear tires.
- 1.12. Wheelbase maximum 58-1/2" measured from the front to the rear axle center points.
- 1.13. Maximum width of car 42 inches.
- 1.14. All cars must be fabricated so the driver may exit through a roof hatch or a driver door that opens quickly and safely.
- 1.15. Body panels must cover the side of the car in the leg and foot area.
- 1.16. No sharp points or edges.

## 2. Sportsman Class:

- 2.1. Sportsman Class drivers shall be between the ages of five (5) and eight (8) years old.
- 2.2. Predator 212 engines only.
- 2.3. All engines shall remain OEM stock.
- 2.4. Only parts allowed to be added are exhaust, and aftermarket air cleaner.
- 2.5. Governor must remain in motor but can be secured to the flywheel cover.

#### 3. Master's Class:

- 3.1. Master's Class drivers shall be between the ages of nine (9) and thirteen (13) years old, subject to driver's ability.
- 3.2. Driver's 9 years of age or older may be required to run in the Sportsman class if they do not meet the driving ability of the Master's class, subject to the discretion of the Track Officials.
- 3.3. Engines:
  - 3.3.1. Predator 212
  - 3.3.2. 212 Hemi
  - 3.3.3. Honda GX160 or GX200
  - 3.3.4. Stock Ghost (No modifications to Ghost motors)

- 3.4. All engines shall remain OEM stock and must use the following OEM parts: block, cylinder head, crank, rod, piston, and valve train.
- 3.5. Approved Modifications (excluding Ghost motors) are: CL1 Camshaft, SFI steel or aluminum flywheel (aluminum flywheel recommended), removal of governor and external holes plugged, advanced timing, coil wire, jetting is allowed on stock carbs (no aftermarket carbs, fuel pumps or intakes), valve springs up to 18 lbs., and aftermarket air filter and adapter.

## 4. Helmets & Fire Suits (All Karts):

- 4.1. Drivers and passenger must have a Snell SA2015 or better (preferably SA2020 or better) rated helmet. The strap and clasp must be in good functional condition. Helmets cannot have any cracks and must accompany the vehicle at time of inspection. No open face helmets will be allowed.
- 4.2. Driver (and passenger) must have an SFI rated driving suit and neck brace. SFI rated gloves and driving shoes highly recommended.
- 4.3. No open toed shoes allowed whatsoever.
- 4.4. No part of the driver's helmet shall be higher than the main cage.

## 5. Safety (All Karts):

- 5.1. Window nets OR arm restraints mandatory. Window net and/or arm restraints must be SFI approved.
- 5.2. Window net must be mounted so they can be easily accessible by the driver and Safety Crew
- 5.3. Five (5) point type harnesses required with minimum 2in. waist and shoulder straps. Belts must be no more than three (3) years old. All belts must be securely mounted to the roll cage. No worn or sun rotted belts. Tattered fibers, nonfunctional clasps and insufficient mounting points WILL be cause for vehicle to fail tech.
- 5.4. Commercial manufactured race seat securely mounted and attached to the floor pan in a minimum of 6 locations 4 on the bottom and 2 on the back of the seat using 5/16" grade-8 bolts.
- 5.5. All vehicles must have two kill switches: 1 mounted inside and 1 mounted on top

#### 6. Clarifications:

- 6.1. Any refusal to go through tech or fix tech related issues will result in disqualification from that event.
- 6.2. Any problem found by the tech MUST be fixed before a car will be allowed to race.
- 6.3. Anything not clearly stated in the rules, or in a gray area, is up to the tech's discretion. Any decisions made by the tech are final.
- 6.4. Any car that dominates or walks away may be subject to weight being added at any time.

\*\*\*\*\*\* Central Nevada Racing Association reserves the right to make changes/clarifications to any rules to keep a competitive level playing field in the best interest of the class, the track and the drivers. Changes may be made midseason in order to clarify gray areas <u>not already covered</u> in the rules set forth above. \*\*\*\*\*\*