



## 1. Code of Conduct

- 1.1: HazyQdega is a family environment. No violent or aggressive behavior will be tolerated.
- 1.2: Depending on the circumstance any displayed behavior will be first dealt with by speaking with track owner. Any reoccurring or extreme behavior will be asked to leave the premises immediately. Any points earned that day will result in disqualification and zero points awarded.
- 1.3: If any physical violence is threatened or acted upon immediate dismissal and banishment from track will take effect and proper authorities will be called and charges will be pressed.
- 1.4: Remember this is for the kids to learn proper sportsmanship and most of all have fun.

## 2. Cleanliness

- 2.1: Trash and bottle repositories located at several spots around the track to be utilized and help keep the track beautiful. Any aggregates violations will be dealt with by owners.

## 3. Pit Regulations

- 3.1: Spectators are not allowed in pit area without a pit pass bracelet.
- 3.2: Track Staff ONLY are allowed on track during live racing.
- 3.3: Oil dump station is available for use. No oil dumping on the ground is permitted.
- 3.4: Pit Spots are 1<sup>st</sup> come 1<sup>st</sup> serve unless reserved. \$75 a year to reserve.
- 3.5: No carts or vehicles shall be driven down pit road without proper supervision.

## 4. Driver Class Rules

- 4.1: If a driver moves up a class, their points do not follow them.
- 4.2: Due to lack of experience, HazyQdega officials may allow drivers to move down a class in order to gain experience or confidence. This will be handled in a case by case scenario.
- 4.3: If a driver is to race multiple classes, they must have vehicle ready upon announcement of that class to report to grid.
- 4.4: Minimum of three karts per class. If there is a class that shows up with less than three karts, those karts can be placed in other classes with agreement of that classes drivers.

4.5: If a class is not stated in our class structures please feel free to inquire about adding a class with the 3 kart minimum rule in mind.

## 5. SAFETY INSPECTION REGULATIONS:

5.1: There will be a safety inspection for every kart/vehicle for the first attendance each year.

5.2: A sticker will be issued upon passing safety inspection. The sticker MUST be applied to kart/vehicle before competing.

5.3: Any kart/vehicle without a safety sticker will not be allowed on track.

5.4: Drivers safety equipment is included in safety inspection.

5.5: Belts and arm restraints must show no visible damage. No signs of chemicals on belts. Belts must be secured to chassis ( no loop style connection belts allowed and no belt connections to be made to roll cage) using a min  $\frac{3}{8}$  size bolt with nylon lock nuts. Belts must have a SFI rating.

5.6: Seats must be mounted/bolted in 4 locations to chassis. Seat mounts to seat must utilize 5/16 bolts. 1" fender washer min must be used on the inside of seat bolts to prevent bolts from ripping or cracking seals. Nylon lock nuts are mandatory on seat bolts. Use of headrest is mandatory in all classes.

5.7: Helmet must be DOT or higher approved. Chin strap must always be securely fastened. Visor must be in the down position while on track. After sundown tinted shields are not permitted.

5.8: Driver arm restraints are mandatory. Neck collar is mandatory. Hans device is highly recommended, however it is mandatory to have headrest or Hans. Fire suit or fire jacket must always be worn. Full length jeans are mandatory. NO Shorts, capris etc. allowed. Racing shoes are recommended, but closed toe sneakers will be allowed. No sandals, slippers, flip flops or crocs etc. allowed. Elbow pad on right arm is mandatory. Long hair must be in ponytail and not long enough to reach axle, chain, bearings etc.

5.9: All lead must be painted white and labeled with a kart number. Min 5/16 bolts to be used and must be double-nutted or use nylon lock nuts. Must use 1" fender washers on the inside seat when lead is bolted to the seat.

5.10: Wheels and tires must have no visible damage.

5.11: Chassis must have no visible cracks or poor welds.

5.12: Axles and bearing can have no excessive play.

5.13: Steering components can have no excessive play. All fasteners to be 5/16 min and use nylon nuts with safety pins.

5.14: Body must be securely mounted. No lead to be mounted to the body.

5.15: Brakes must function properly with the driver's foot. All fasteners to be safety pinned.

5.16: Fuel line connections to be securely fastened.

5.17: Chain guard must cover chain and clutch when viewed from above.

5.18: Oil catch can is mandatory.

## 6. RACING RULES

6.1: Starts and restarts; Flag man will issue a clinched green flag pointing up signaling green flag next time by, bunch up and get ready to race. Caution lights will go out at this time as well. Front row is not to accelerate until the start/restart line on the front stretch just out of turn 4. Starts will be called off if the driver(s) accelerate too soon.

6.2: Spin outs; if a kart/vehicle spins out 3 times by themselves. They will receive a black flag and awarded last place points.

6.3: If a caution comes out before completion of a 1 lap, line up will go back to original line up.

6.4: Starts and restarts will be double file unless there have been 3 cautions at which point the field will start a single file.

6.5: All kart/vehicle adjustments and repairs must be made in the grid/pit area. No on the track adjustments or repairs.

6.6: Karts/vehicles that come in for repairs may not go back out onto track unless repair is made within that caution or kart/vehicle must wait until next caution and permission from flagger to come onto track.

6.7: All karts/vehicles that come off track for adjustments or repairs are to restart at the tail end of the field. This includes any safety concerns as well.

6.8: All karts/vehicles must have a transponder they will be issued to you by track owner. We will have a designated position to have installed on kart/vehicle. Transponders must be turned in upon completion of race.

6.9: Any karts/vehicles involved in an accident/spin out causing a caution will report to end of the line.

6.10: We understand rubbing is racing and that accidents happen. However, we do not allow a driver to spin their way out through the field. Any of this behavior will result in a black flag and a DQ.

## 7. POST RACE TECH:

7.1: Completion of race, all karts/vehicles must go over scale pad area. Kart will have correct weight for their class.

7.2: Teams have 2 chances at scaling correctly. Fuel may not be added. If lead is lost during race, the lead may not be added to meet the min weight rule. Karts/vehicles that have lost weight during race, will be scored last

and must proceed to the tech impound area. Not meeting min weight with all lead will receive the following penalties.

5lbs and under= last place points

6lbs and up= loss of points for the race. This is considered an intentional rule infraction.

7.3: Failing to go to the scale and/or tech area will be a full day DQ and loss of all points for the day.

7.4: After scaling post features, top 3 karts must proceed to the tech area unless otherwise stated by HazyQdega officials. Failure to do so will be a full day DQ.

7.5: Engine rules; LO206 engines are following the Briggs and Stratton USA rule set.

7.6: Engine fuel is to be 94 octane max.

7.6: No kart/vehicle to leave the tech area until cleared to do so by HazyQdega tech officials.

7.7: Engine changes must be brought to the HazyQdega tech officials' attention. Engine changes between heat races and feature races will result in forfeiting starting position and the driver will start tail of field for the feature. Failure to notify tech of engine change will result in being scored last.

7.8: All decisions are final, scorekeeping, suspensions, DQ's and tech. Questions regarding race procedures will not be discussed while race is in progress. Any rule infractions will carry penalties which include, but not limited to, warnings, suspensions, DQ's or being scored last place.