

2008 ROLLING THUNDER SPEEDWAY RULES

Web site: www.rollingthunderkarting.com

Huron Kart Club

Major Sanctioning Rules

PO Box 24

OPEN TIRE RULE Slicks Only

Huron, SD 57350

Header/Muffler Required and must be safety wired

Must Provide Proof of Age at sign in

Membership Fee \$40 RSVP Pit Spot for weekly shows \$20.00

Member Kart Entry Fee Per Show \$20 Non-Member Per Show \$25

Member, Same Kart 2nd Class Per Show \$10 Non-Member Per Show \$25

Member only, more than one kart per family (son, daughter only) per show \$10

Pit Passes Both Shows: \$10.00

- Anyone in pits must sign WAIVER and purchase a pit pass regardless of age.
- A **PARENT** or **GUARDIAN** must sign a minor release and waiver of liability before anyone 17 or younger may participate or be in the pits.
- Anyone in the pits without a pass, with someone racing, will cause that driver to lose all points and money for that night.
- Pit pass must be worn until the end of races each night.

Banquet: Driver member only eligible for door prizes, must have raced 60% of shows to be eligible for prizes—**driver must be present to win.**

<u>Age</u>	<u>Classes</u>			
7-12 yrs	Gas—Rookie Class	Blue Plate .425	235 lbs.	Factory Slick/Treaded Burris
8-11 yrs	Jr. 1 Hvy	Blue Plate .425	270 lbs.	Methanol Only
12-15 yrs	Jr. 2 Hvy	Red Plate .500	320 lbs.	Methanol Only
16 & up	St. Med.		345 lbs.	Methanol Only
16 & up	St. Hvy.		370 lbs.	Methanol Only

Open Class: Open Rules on Web Site weight per open rules. Any 4 cycle motor not B&S corresponding to a listed IKF class, must use a Billet Flywheel for safety.

OHV B&S ANIMAL CLASSES

8-12 JR 1 Animal 270 Black 3 hole .251 no go Methanol Only

13-15 JR 2 Animal 330 Gold 3 hole .313.no go Methanol Only

16 up Animal Heavy 370 Methanol Only

Rookie Class—8 lap heats, 12 lap mains. All other classes 8 lap heats, 15 lap mains.

Rookie Class

- Major sanctioning rules apply to gas class engine rules.
- Full rear bumper.
- Noram GE Drum clutch only! 35 chain

Billet Rod: Allowed, stock length and no lighter than stock rod

Safety Pre-Tech: Front nose mandatory, side nerf bars to outside of tires, recommended full body.

Rookie & Jr.1 : No steering column fairings, all other 14” max width.

Seat: 14” min from ground.

Cotter Pins: All brake, steering, front end, ax snaps, weights, and any other applicable areas.

Clutch guards: No part of driver’s hand or arm can fit between the seat and the guard.

Driver: All parts must be visible when view from above.

- Weights: **Min 5/16” bolt, painted white, with kart number, keyed or pinned bolts**
MANDATORY: SFI Certification chest protector device. Hot Grid person will check for this.
- Number Panels: Permanently attached to kart, 7 x7 **white with min. 5” black numbers**; placed in front right, both sides, and rear of kart. **NO LETTERS** numbers only.
- Helmets: Snell 2000 or better and must have sticker inside. Rule 105.1.6.1
- Driving Suit: Denim or leather recommended no hood or hair outside.
- Mandatory: Helmets, approved neck brace, gloves, long sleeves, long pants, high top shoes. All attire must go through pre-tech. No goggles, full shields only.
- Chains: You **may not** put the chain on if it comes off on the track.
- Track: ****No one is allowed to work on kart at any time on the track. Once a kart leaves the race, it will not be allowed to return to that race.**
****2 Yellow Flags—to the pits for that race.**
****All karts must complete 1 lap on start or there will be a complete restart.**
****No restarts after you leave the hot grid—unless a track official stops the kart of the race to line up and the motor dies you may restart it and get your spot back.**
****Do not get out of kart! If feet touch ground you are done for that race unless track official tells you to get out of kart.**
****No brake checking or any other act that will disrupt the rest of the field behind you prior to the start of the race.**
No motorized vehicles, no scooters, no bicycles, etc., in the pits.
No driving in the pits before, during, or after races—shut kart off after leaving track by scale. No driving on scales.
- Sign in: By 1:00—call if late. Hot laps 1:30. Race starts after hot laps. 2nd show ½ hr after 1st show ends.
- Points: **Go to the driver only** running the same kart number, in the same class all year, **NO substitute drivers!!**
- Yellow Flag: Go back to last completed lap.
- Tech: Top 3 scale in the heats, top 5 scale in the mains.
- Top 3 to Tech: No parts maybe removed from karts unless ok'd with tech person.
- Protest Fee: \$100 in cash required for each tear down and all **PROTESTS!!**
****Protest of A feature only by driver/owner in the same class.**
****Protest in writing and \$100 cash, no later than 10 minutes after that class has completed the feature. This includes any and all protests!!**
****In tech, only 1 person taking motor apart and tech team will be present.**
****If motor is found legal, owner receives \$85 and \$15 to club.**
****If motor is found illegal, \$85 back to protestor and \$15 to club.**
****If illegal, driver will lose all points for that night, for each class entered and all money won.**
- Fire Extinguisher AB & C & First Aide Kit in Trailer
 - No alcoholic beverages or substance abuse is allowed before or during the races: failure to follow this rule will result in immediate suspension.
 - No dumping fuel or oil on ground, this also will result in an immediate suspension.
- Zero Tolerance Policy: Zero tolerance will be the rule this year. Questioning of any calls by any race official will not tolerated. We will ask anyone who makes a scene to leave

the premises, including everyone pitted within the same trailer. The rule includes pit crew and family members in the stands. Any questions about the race can be discussed after all races are completed. **WILL BE ENFORCED!**

ENGINE TECH

- Tech will be mandatory for the 1st thru 3rd place positions at the discretion of the tech director or protest. The tech director may require an inspection of any component at any time. This includes fuel in hot grid.
- The tech director will determine tech. The top 3 in all classes must scale and go straight to the impound area. No motors or any part of the kart may be removed. If anything is removed from the kart without a track official's permission you will be disqualified from that race and no points or money will be awarded for that night.
- If tech is refused--the 1st time you lose all points and money and the 2nd time you will not be allowed to race at the track for the rest of the year.

RACE PROCEDURES

- All pit areas will be picked up and the garbage put in the proper receptacles before you leave the race track that evening. It is recommended that each racer bring their own trash receptacle.
- Drivers on the track along with their pit crews will accept the decision of the Competition Director. If there is any question the Competition Director will answer them after the races. Any driver/owner who has a complaint about a race or call must state their complaint in writing and submit to the Board Members. Competition Director is Head Flagman.
- High top shoes are mandatory.
- All attire must go through pre-tech with each driver. All karts and driver safety items must go through pre-tech before the kart enters the racing surface. If there is a concern about any driver or kart, the Board of Directors reserves the right to make a decision they feel reasonable to ensure the safety of everyone.
- Board Members reserve the right to call any event if they consider it unsafe for drivers or spectators.
- All karts and drivers are required to go through a pre-tech before hot laps. Any safety items must be corrected and re-teched before the kart or driver will be allowed on the track.
- Any race resulting in a yellow flag will go back to the last completed lap. A race is complete once the first kart on the lead lap of the race has crossed the start/finish line on the white flag lap. Any kart causing a yellow on the white flag lap will be scored last. If the red flag is displayed you must stop your kart in a safe manner and abide by the track workers orders.
- Mains—must run same kart and motor that ran in heats, if motor or kart changes you start in the back of the main. Kart changes must be pre-teched. Both motors subject to tech. Changes motor must be taken to tech shed.
- NO One is allowed on the track until all karts are stopped and the track official permits entry.
YOU WILL NOT BE ALLOWED TO WORK ON YOUR KART AT ANYTIME ON THE RACE TRACK.

Weekly Points

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Heats

1 st	10
2 nd	9
3 rd	8
4 th	7
5 th	6
6 th	5
7 th	4
8 th	3
9 th	2
10 th	1

Mains

1 st	50
2 nd	45
3 rd	41
4 th	38
5 th	36
6 th	35
7 th	34
8 th	33
9 th	32
10 th	31
11 th	30
12 th	29
13 th	28
14 th	27
15 th	26
16 th	25
17 th	24
18 th	23
19 th	22
20 th	21