



## **“Track Rules”**

2014

Changes / Additions are highlighted in Yellow

### GENERAL

- All drivers / spectators **MUST sign a Release of Liability** form.  
**Adult** release form - those **18 and above**.  
**Minor** release form - **17 and under** (*must have parent or guardian signature*).
- All drivers draw a pill to determine start position for heats.
- All drivers must register to race - NAME / KART NUMBER / PILL NUMBER
- **Any Karter not registered by 4:00 p.m. will be placed in the rear of the heats.**
- Drivers meeting will be announced on an as needed basis.
- **Restricted class** karters may need to provide a **copy of Birth Certificate**. (Not required unless becomes an issue)
- Purple class drivers cannot have turned 11 by Jan. 1, current year. 8 – 10
- Turquoise class drivers cannot have turned 13 by Jan. 1, current year. 10 – 12
- Gold class drivers cannot have turned 16 by Jan. 1, current year. 12 - 15
- Order of races will be posted each night.
- RACERS VEHICLES only in pit area please.
- Although safety is a major concern for Cove View Speedway Inc., all karters and spectators are hereby warned that they solely assume the risk that minor to catastrophic accidents could occur and is the nature of the sport.
- This track is meant to be a family oriented kart track. Run competitively, safely, and conduct yourself in a manner conducive to good sportsmanship and a family atmosphere.
- All people helping at this track are basically volunteers; they give of their time because they enjoy racing and the opportunity to help racers and fans. Respect and appreciate them for helping to provide an evening of organized racing fun.
- **Fighting, extreme use of profanity, Alcoholic Beverages, Illegal Drugs, Firearms, etc., is cause for dismissal from the track indefinitely.**
- Cove View Speedway reserves the right to ban any driver, pit person, spectator, etc., who does not follow the track rules or causes unnecessary problems for others. (based on my observations and other track officials observations)
- *Please respect the personal property, buildings, farm fields etc... surrounding the “Pits & Race Area”.*

## SAFETY

- No Bike riding unless for a track sponsored event.
- No open flames. Fuel containers should be brightly colored or well marked.
- Do not discard fuels, oils, lubricants, preps, trash, etc... on the ground. CONTAINERS will be available.
- **Karts are to be pushed through the pit area.** Allow yourself time to be in position for the beginning of your race.
- All persons are to stay behind (not on) the safety barriers.
- Only Karter and 1 person to start them in the grid area
- Do NOT cross the track during a race.
- Racers **MUST WEAR** a neck brace/collar, full face helmet, long sleeves, long pants, gloves, and shoes. A racing suit/jacket, and chest/rib protectors are suggested but not required. Long hair needs to be tucked under clothing. Arm Restraints are required for Champ karts
- Kart bodies should not have any sharp edges. Edges should be rounded, preferably flexible. All weight (painted white with Kart # in black) must be bolted onto kart except for lead shot in frame. No weight attached to karter.
- No more than 16 (sixteen) karts will be allowed to compete on the track. If a class has 12 or more karts, the class will be divided for the heats. *Note* - see scoring section.
- If an accident occurs, track officials, emergency personnel and the racer's family and/or guardian only should be around the scene of the accident.
- No alcoholic beverages are to be consumed before or during the races by spectators or racers. Racers caught drinking alcoholic beverages at the mentioned times will not be allowed to race. Anyone caught drinking Alcoholic beverages may be asked to leave. No illegal substances.
- The scale area will be taped off with a "Do NOT Enter" sign at the entrance from the pit area. Once racing starts no one is to go past this point with the exception of the Jr. Sportsman classes. They may have 1 person assist per kart or the ok from a track official for kart(s) needing assistance. Jr. Restricted is NOT part of the exception. Karters will be DQ'd for infractions. This is to help eliminate congestion, and keep "issues" out of this area.

## TECH

- **All Kart classes and/or karts are subject to TECH!**
- Karts may be randomly checked to ensure they meet the proper specifications.
- If a driver refuses to tear down his kart (for whatever reason) or is disqualified because of a tech issue, they will forfeit all points, cash, trophy, etc. for the night. If there is a second offense, the karter will be restricted from participating in any races at Cove View for the remainder of the year and lose any points accumulated for the year.
- Tech request may be made known after their feature. TECH person has to be present at the track. Track personnel may refuse any tech request.
- Drivers may request track officials to tech only racers in their class. The driver who requests the tech must pay track officials \$100 to perform a partial tear down and \$200 for a full tear down. CASH must be paid to track officials in advance. If the kart being checked is ILLEGAL, the driver that requested the tech will receive \$75 back for a partial tear down and \$150 back for a full tear down. The track will keep \$25 for a partial tear down and \$50 for a full tear down. If

the kart being checked is LEGAL, the driver who was checked will receive the \$75/\$150 and the track will keep the remainder. Karts involved in the protest are to remain at the scale area until a decision to tech has been reached.

- **Partial Tech** – Carb & Head, Piston Pop-up and stroke, Visual insp. of flywheel, Cam Profile, Muffler.
- **Full Tech** – Includes partial tech, Degree Cam, Pull side cover, visual insp. of crank, cam, and piston, Exhaust and intake ports.
- Karts/Engines must meet Class Qualifications specifications and use **only alcohol as a fuel with no additives.**  
Exception: Clones are gasoline only
- Engines/Carburetors that have been marked for possible tech are not to be switched without first notifying a track official so the part can be held. If the seal is missing or broken and a track official was not notified then the kart will be disqualified. **If you change your engine after being marked you will start in the rear of the lineup. If we are not notified and discover you changed a marked engine you will be DQ'd**

## **SPECIAL EVENTS**

- **Double Point Nights** – Total accumulated points for race night will be doubled.

## **RACING**

- All classes will have pre-race warm ups.
- All classes will consist of one (1) ten (10) lap heat and a twenty (20) lap feature. Unless a “Special Event”. Number of laps and heats could change depending on number of classes and entries.
- Classes with 3 or fewer karts will only run eight (8) lap heats and a fourteen (14) lap feature. Adult classes with 3 or fewer karts for 3 consecutive weeks may be dropped.
- **Time Limits (if necessary) - Heats – 10:00 minutes Features – 15:00 minutes**
  - ✓ If the races are still continuing when the time limit has been reached the 1 lap signal will be given.
  - ✓ Red Flagged events will not count toward the time limit.
  - ✓ Time limits will probably NOT be enforced unless it becomes an issue.
- Any racer causing 3 cautions will be black flagged.
- Any Kart deemed unsafe or too slow for racing conditions will be black flagged.
- **All decisions made by the flagman are final and will be supported by track officials!** (could be an exception but highly unlikely)
- **Do NOT confront the flagman!** All complaints, criticisms, suggestions may be directed to me (Mark A. Palmer), if I'm the flagman, I will be glad to speak with you when I have a chance.
- Under no circumstance are racers to stop at the flagstand or go to the flagstand to confront the flagman. This may result in disqualification (0 points for race) and/or possible ejection from the track.
- Under no circumstance are any spectators to go on the track, to the infield, or to the flagstand during a race or after for confrontation unless authorization is given from a track official. Failure to comply will result in disqualification of race ( 0 points ) for the racer you are there to represent or possible ejection from the track.
- Check lineup sheets for starting position in each race. (will be posted) When called racers should push their kart to the lineup area immediately and get into starting position. Racers not in their proper starting position on the grid may be required to fall in at the rear of the field once the karts have been called onto the track.
- If there is an empty position in front of you, karts are to move directly forward to fill any vacancies.

- **Start of race** – Flagman will turn on green light to indicate start of race – maintain a steady caution pace (slow pace) Races will start on “STRAIGHT” just before flagstand.
- **All classes** will have **two (2) restart opportunities** – after that will be single file.
- If in the judgment of the flagman or track officials, racers are intentionally or unnecessarily creating contact by intent or overdriving into the turns and causing a loss of position or a caution, the karter causing this will be sent to the rear of the field and possibly black flagged..
- **DO NOT ENTER THE TRACK WHEN THE GREEN FLAG IS DISPLAYED!**
- Once you have exited the track, there will be no re-entry to the race. EXCEPT under red flag conditions due to a crash where karts involved may have time to make repairs.
- If during a race your motor dies or you throw a chain, etc., take your kart to the center of the infield. If you can't get your kart restarted, stay in the infield until the race is over. **Do not cross the track during a race!**
- **During a caution period – No adjustments are to be made to the kart except for safety. Violators will be sent to the rear or black flagged.**
- **No one (1) lap shootouts, if there is a caution on the final lap, the race is immediately over. Karts will be scored as is. Those involved in the caution will be scored at the rear of the field.**
- **If there is a caution involving the lead kart(s) passing a lapped kart the field will be reset as was just prior to the caution.**

## FLAGS

- **GREEN** - *Warm ups* – Track clear to warm up at race pace.  
*Race* - Track is clear to race.
- **YELLOW** – *Warm ups* – Keep speed **slow** – enter track cautiously and/or watch for karts entering the track.  
*Race* - When the caution flag/lights are displayed, all karts are to **slow down immediately (Do not race to the flag)**. Do not pass any kart, moving, in the normal direction of the race, under its own power. In the event positions need determined, karts will be held at the flag stand then sent to, and held at a corner flagman in restart position until ready to continue.
  - After one (1) complete lap, **any kart involved in a caution will go to the rear of the field!** If more than one (1) kart is involved, positions will be determined by the flagman and/or track personnel. Incidental contact of an inside marker causing a caution will not result in lost positions, however, blatant or intentional hitting of an inside marker causing a caution (determined by flagman and/or track personnel) will result in that racer going to the rear of the field.
  - **All karts involved in a caution will go to the rear.** If the consensus of track officials is that a kart was intentionally spun out or put in a yellow flag situation, the offender will go to the rear and the recipient(s), will be placed in front of lapped karts if any.
  - Lapped karts involved in the caution will be placed behind karts on the lead lap.
  - Karts involved in altercations after the initial caution will NOT result in loss of position.
  - **Caution restarts will be on the flag stand straight at the discretion of the lead kart.**  
No passing until after start/finish line.
- **RED** - *Warm ups* – slow down and retire from the track.  
*Race* - stop kart immediately and kill engine. When track is clear, race will continue from a caution restart.

- **BLACK** - *Rolled* - flag is a warning  
                   *Unfurled* - if you receive this flag, exit the track immediately. Explanations, if necessary, can be requested at the end of the race. You will receive '0' points for the race you received the black flag in. If black-flagged during the race because your kart has become a safety/hazard concern, (ex. Flat tire, loose, or broke parts) you will receive points for your position at the end of the race.
- **CHECKERED** - Slow down, **Exit the track in the order you finished.** Proceed to the scales, if you have Been lapped fall to the rear of the field before exiting the track.
- **MOVE OVER** - **Blue flag with an orange diagonal stripe** - stay to the outside of the track, stay high through the turns – use caution.

## SCORING

- **Kart number** must be on **FRONT, BACK, LEFT** and **RIGHT** side of kart. Numbers should be **easily visible and on contrasting backgrounds**. No more than 2 numbers. ----- Use 6" (inch) numbers or larger.
- Karters have choice of trophy or cash.
- If your muffler / header falls off during a race, you will receive last place points for the race. If you lose weight during a race and cause a caution or safety issue on the track you will be placed in rear of kart field. (you will not be able to use the lost weight to make weight)
- Karters – make sure scorer has your correct kart # and finish position BEFORE leaving scales.
- Duplicate numbers in a class are not allowed. Racers will request a number the first night that should be used thereafter. Racers from the previous year will be given first opportunity to use their same number if they race the first point race night.
- You will only receive points for races you (or possibly a substitute) have completed a green flag lap in.
- Scoring could be by kart # or karter. A race must be finished though with the kart that started it.
- **1 (one) substitute driver** will be allowed per class, per season.
- Heat race will be determined by drawing a pill at sign in. The lowest number pill drawn in class will have pole position, 2<sup>nd</sup> lowest pill 2<sup>nd</sup>, 3<sup>rd</sup> lowest pill 3<sup>rd</sup>, etc... If there is a second heat race it will be run in the reverse order of the first heat race.
- The total number of points earned in the heat races will determine the feature race lineup. The kart with the most points earned will start in first position and continue in this order until the kart with the least amount of points in the heat races starts last. Ties will be determined by Pill # drawn.
- If a class has 12 or more karts, the class will be divided into two (2) groups.

### Heats are as follows:

Group "A" will contain karts 1, 3, 5, 7, 9, 11, 13, 15, etc.  
 Group "B" will contain karts 2, 4, 6, 8, 10, 12, 14, 16, etc.

### Feature is as follows:

Top 8 point karts from Group "A" and "B" in the heats will comprise the "**Feature**"  
 There is no preference given to group "A" or "B" for feature lineups.  
 Pole position for feature if class was split is determined by pill drawn for initial lineups.  
 If more than 16 karts, the top 6 from group "A" and "B" will move to feature. The remaining karts will have a consolation race and the top 4 will move to the feature.  
 Any Kart(s) not making the feature due to more than 16 karts will receive 30 points for the Feature.

- **WEIGH IN – Top 3 in class must weigh.** Shut your kart off BEFORE going onto or past scales. Wait for score keepers OK to continue. Weight must indicate equal to or more than class stated weight. If you choose to weigh after your race and don't make weight you'll receive 0 points for the race. Push/Pull your kart back to your pit area. If there is an issue at the scale area, do NOT leave until resolved to your liking or not. Do NOT return with an issue.
- Track champions will be decided by the karts/karters with the most points accumulated for the year. You must have run at least 50% of the point races to qualify for a championship trophy.
- Championship trophies will be given for *Track Champion*, 2<sup>nd</sup> place, and 3<sup>rd</sup> place.

### SCORING - Point Breakdown

- **Heat Race Points:**

1 <sup>st</sup> – 70	8 <sup>th</sup> – 35
2 <sup>nd</sup> – 65	9 <sup>th</sup> – 30
3 <sup>rd</sup> – 60	10 <sup>th</sup> – 25
4 <sup>th</sup> – 55	11 <sup>th</sup> – 20
5 <sup>th</sup> – 50	12 <sup>th</sup> – 15
6 <sup>th</sup> – 45	13 <sup>th</sup> – 10
7 <sup>th</sup> – 40	14 <sup>th</sup> – 5

- **Feature Race Points:**

1 <sup>st</sup> – 250	6 <sup>th</sup> – 150	11 <sup>th</sup> – 80	16 <sup>th</sup> – 40
2 <sup>nd</sup> – 230	7 <sup>th</sup> – 130	12 <sup>th</sup> – 70	17 <sup>th</sup> on ... 30
3 <sup>rd</sup> – 210	8 <sup>th</sup> – 110	13 <sup>th</sup> – 60	
4 <sup>th</sup> – 190	9 <sup>th</sup> – 100	14 <sup>th</sup> – 50	
5 <sup>th</sup> – 170	10 <sup>th</sup> – 90	15 <sup>th</sup> – 45	

- Points received for the number of entries in your class.  
Example – your combined Heat and Feature points = 285 (2<sup>nd</sup> and 4<sup>th</sup> in Heats and 3<sup>rd</sup> in the Feature) and 8 karters raced that night in your class. You would receive a total of 293 points for the night. On Double Points nights by the example above you would receive 586 points for the night.
- There will be 2 (two) dropped races. (1 free night and 1 lowest points night)
  - You may miss 1 (one) night and not be penalized in points. (Vacation, injury, other track, etc.)
  - The lowest point night will be dropped. (Whether your lowest point night is 60 or 300)
  - If you make all scheduled point races then your 2 lowest point nights will be dropped.
  - Example – If there are 16 point races, 14 will be scored.
  - FYI – 1 (one) point will be allotted for each dropped race.
- **DQ's are not used for dropped or lowest points nights.**

**RULES** – May be added, deleted, or changed as necessary.

On race days I will change the **Track Phone** answering machine to reflect the current running status. A definite decision will be made by **1:00pm** whether or not to cancel races due to weather. If you need a response back, use the Track Phone and leave a message.

[www.CoveViewSpeedway.com](http://www.CoveViewSpeedway.com)

**Track Phone** - 717-294-6568

**E-mail** - [KartCoveView@yahoo.com](mailto:KartCoveView@yahoo.com)

### **RAIN OUTS** .....

1. Will not be rescheduled.
2. Gate entry fee refunded if warm ups are not completed.
3. **Kart entry fee refunded for classes that did not complete heats.**