

RACE SERIES 6

**DON'T
MISS IT!**
FALL SEASON

Race Series 6 – Fall 2018

Rules & Policies

August 13 – October 22, 2018

Section 1: Schedules and Costs

1.0 Cost

1.01 Xtreme Action Park Series Registration

Registration is required to participate and is open to all Xtreme Members. Every other week, drivers will participate in a lap race.

1.02 Xtreme Action Park Series Costs

Race Series is \$450 for the entire season and full payment is due one week before League start or \$75 per night due by 5:00 pm the day of.

1.1 Schedule

1.11 Season Schedule

Weekly series held every other Monday night from (8:30p-10p)

August 13 – Forward 50 Laps

August 27 – Backward 50 Laps

Sept 10 – Lights Out 50 Laps

Sept 24 – Two 40 Laps Races and a 12 Driver 20 Lap Shoot-Out

October 8 – Modified Track 50 Laps

October 22 – 100 Laps 2 Driver Team Racing

1.12 Nightly Schedule

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- Driver's Meeting: 8:30 pm
- Feature Races Start: 9:00 pm
- Night's Conclusion: 10:00 pm

*The nightly schedule will be held to as closely as possible. The 8:15 pm sign-in deadline will be adhered to strictly. Competitors should remember that delays could lengthen the night's duration. If you arrive after qualifying is finished you will start in the back.

Section 2: Championship Formats and Procedures

2.0 Class Structure

Weight Class: Open to any driver under 300lbs

2.1 Championship Structure

Drivers will be competing for their positioning in each session.

2.11 Driver's Championship

Title goes to the driver with the best positioning in each session. Prizes listed in section 5.

2.2 Race Format Specifics

2.21 Qualifying and Starting Order

Qualifying will be held on every race. Drivers will leave the pit lane, and have 5 full laps.

2.22 Feature Races

Feature races will be 50 laps long. Starting grid will be determined by qualifying session.

2.23 Kart Selection

6.5HP Class

You can only drive your selected kart during the race session unless the kart should encounter a mechanical issue. **Notify the Track Manager of any kart issues one hour prior to the race. We will remove them from the line as long as we do not need the kart for the race.**

2.3 Race Starts

Starts will be in a grid format, and the race will be initiated with the green flag.

2.31 Restarts/Yellow Flag

Restarts will be a rolling start lead by the pace car with drivers rolling in single file and not starting until the green flag. Passes made on the yellow flag lap will be allowed if completed prior to yellow flag.

Section 3: Flags

3.1 Flag Signals

Green: Start of the race. Used during starts and restarts.

White: One lap remaining.

Checkered: End of race. Drivers need to slow down and enter pits after a single cool down lap.

Crossed Checkered & White: Signals the halfway point of race.

Yellow: Caution flag used for local incidents only. Drivers need to be aware of incident, and not pass. It does not mean that drivers need to slow down, but must be careful when passing incident.

Blue w/ Orange or Yellow stripe: A standing blue will warn the driver that faster traffic is approaching behind; moving over is not yet required. A waving blue w/ orange stripe flag signals that a driver is now required to move over and let the faster traffic by. This will only be given for 1st, 2nd, & 3rd, place drivers to pass.

Pointed Black: Only given at the start/finish, and may be accompanied with a sign informing the driver of the infraction. Warning only.

Black: A waving black will be given to a driver being penalized with a lap deducted.

3.2 Flags in final 2 laps

In the final two laps, only the white and checkered will be given at the start/finish line. Blue flags will still be given around the circuit for slower traffic, but the blue/blue let by flags will not be flown. Any penalize able offenses will be dealt with after the race, either with position docking, or time adding to a driver's finish.

Section 4: Driver Etiquette and Penalties

4.1 Driver Etiquette

Clean racing is the name of the game. Intentional contact and/or on track retaliation for any reason whatsoever will not be tolerated, and will be reason for possible immediate disqualification. Excessive hard bumps, squeezing off, and bump passing/push passing will all be penalized. Checker boarding (weaving back and forth), and reactionary defensive lines (defending more than one line) are all not allowed, and will also be penalized. This will be enforced extremely strictly. **Remember to be sportsmanlike both on and off track.**

We're all here to have some friendly competition and fun, so let's not lose sight of what the main goal is. If a driver's friends or family are present, they also must also conduct themselves in an orderly fashion. Drivers may be penalized for disorderly conduct whether by themselves or their party. This includes unsportsmanlike acts such as inappropriate hand gestures.

4.2 Passing

To make a legal pass, your front bumper needs to be next to the other driver at least halfway so that they can see you, and you must make minimal contact during the attempt. Diving in late and forcing a pass, even with minimal contact, may be reason for a penalty if deemed unsafe. If you are passing or being passed, give the other driver room so as to not squeeze them off, either into an apex or wall at the exit of the corner. This does not mean that you need to give up the position. Always be aware of your surroundings, and what other drivers are doing around you. If you are letting drivers pass, make sure to do so in a way that does not cause further incidents. If you are trying to pass and are not on the race line and end up bumping the other driver out your will be black flagged. If nose to nose the driver with the line does not have to give. The driver on the outside should let up if going into a corner and pass them clean!

If the attempt is deemed illegal, the black flag will be issued and you will be deducted a lap.

4.21 Contact during passes

Some side to side contact is allowed, given it is not severe. Any contact that visibly changes another **driver's line mid-corner will be deemed excessive.** This will be interpreted and enforced by all track officials. Remember, while side-to-side contact will be legal, getting the driver sideways, or squeezing them off will be penalized.

Any passes that stem from front to back bumper contact will be illegal. A bump pass is a bump pass, whether you meant to or not. Never capitalize on contact, even if it is unintentional, or is from a chain reaction.

4.22 Defending Position

A defensive line is legal, but only one move will be allowed. If a driver makes 2 or more moves to defend his position, we will point the black flag. If the action is continued you will be black flagged and deducted a lap.

4.3 Penalties

The following penalties will be given either during or after a race to promote clean racing and good sportsmanship. The rules and penalties are in place to protect the drivers and the karts.

4.31 In Race Penalties

Incident- bump pass, push pass, pinch-off, excessive contact during pass

Penalty- waiving black (deduct 1 lap)

Incident- contact that makes driver lose significant positions or time, ignoring blue flags, excessive contact during race.

Penalty- waiving black (deduct 1 lap)

Incident- blocking, illegal defensive move

Penalty- a single warning (rolled black), black lag (deduct 1 lap)

Incident- on track retaliation

Penalty- waiving black (Which could result in disqualification, and removal from race)

Incident- Unsafe driving such as excessive sliding or spinning out

Penalty- Varies, but may result in removal from race (waiving black)

4.32 Post Race Penalties

Incident- bump pass, push pass, pinch-off, excessive contact during pass (in last 2 laps)

Penalty- Varies (Loss in position and/ or time)

Incident- contact that makes driver lose significant positions or time, ignoring blue flags, excessive contact during race, repeated blocking (in last 2 laps)

Penalty- Varies (Loss in position and/ or time)

4.33 Preventing Penalties

It is still up to each driver to let the other driver back by if they suspect there has been too much contact (within a lap of the pass). Let bys should be done in a way that doesn't cause further incidents, and an obvious signal, such as a point-by, should be given to the driver behind them to do so.

Do not take advantage of another drivers' good sportsmanship. If two drivers in front are driving recklessly and an opening appears, take the opportunity. However, if contact is made and one driver attempts to let the

other by, do not take advantage of the situation. A driver may not gain position via someone else's let by.

4.4 Headsets, radios, or communication with anyone on the sideline is prohibited.

Section 5: Prizes

5.1 Drivers will have the choice of selecting either Pro race sessions or Super race sessions for their prizes based on positioning. Only one category will be permitted as long as you meet the requirements for that category. No combinations of the two types will be allowed.

5.12 Prize Breakdown

1st – Three Pro Races

2nd – Two Pro Races

3rd – One Pro Race

Races will be automatically added to your membership profile. Non-transferable.

**For more information, email:
track@xtremeactionpark.com**