

SOUTHTOWN SPEEDWAY RULES 2018

Forest City, IA.

www.southtownspeedway.com

A. Race schedule :

1. Races are scheduled to start May 5, 2018.
2. Hot laps start at 6:30 p.m. TRACK PHONE NO: 641-581-5858
3. 6:30 P.M. must be signed in, or start at the back of both heats.
4. First heat will start at 7:00 sharp.
5. In case of possible rain out or any other question, call your nearest board member.
President Bernie Kofron Forest City 641-585-4978
V President Bernie Kofron Jr Carroll 712-830-5914
Jim Smoley Ft. Dodge 515-571-2099

6. Points will start May 5

B. Pit Pass Cost

1. To join the kart club it will cost \$50.00 for the family and first driver. Additional drivers in the same household are \$15.00. (ages 18 and under)
2. Membership includes numbers.
3. Member drivers fee \$30.00 including insurance 1st class, 2nd class \$15.00
4. Rookies member drivers fee \$25.00
5. Non club member entry fee is \$50.00 1st class, 2nd class \$30.00
6. Pit pass are \$10.00

C. Classes (Chest Protector Mandatory Rookie, Jr. 1 Sportsman, Jr. 1)

1. RLV B-91 Mufflers mandatory in all 4-cycle classes.
2. All entries in the classes and age groups subject to approval by the race committee.
3. 4 cycle methanol fuel (no additives) fuel and oil must tech per IKF.
4. Per IKF competition age is the highest age of the driver during the calendar year.
5. Rookie class (putt-putt)(GAS ONLY) Attained Age 5-7 Flat head, 206 Animal, & Clone 235lb
6. Junior 1 Sportsman (GAS ONLY) Age 8-11 Flat Head-----235 lbs
Clone -----250 lbs
206 Animal ---250 lbs
7. Junior 1 (attained age of 8) Age 8-12...Flat head-----235 lbs
Clone-----250 lbs
Animal-----270 lbs
8. Junior 11 Age 13-15.....Flathead-----285 lbs
Clone-----300 lbs
Animal-----320 lbs
9. Adult Stock Age 16- up.....Flathead-----345 lbs
Clone-----360 lbs
Animal-----380 lbs
11. NO CLONE PREDATOR CLONE MOTORS ALLOWED IN ABOVE CLASSES
12. 401.17.4 Clutch/Chain Guard Mandatory
13. 2 Cycle – Weights per IKF
14. MANDATORY all class brake guard between seat and disc (wolf plate)
15. 4-cycle Junior I / Junior II classes if over 12 karts, there will be a B-feature.
The top two may move up to A-feature, but must give up trophy.
16. Southtown Speedway rules are based on and follow all IKF rules (Exempt to local options.)
Decisions of the Board of Directors are final. All karts must weigh after each Race.

17. **NO wet or shiny tires they must be wiped off before entering hot grid.**

D. SAFETY:

1. No alcoholic beverages or substance abuse allowed before or during the races.
2. Any driver or pit person that has been drinking will be removed from the track. Second offense, they will be barred from the track.
3. MANDATORY; Approved helmets. Helmets must be Snell approved. Snell 2005. Youth size helmet must be cms or cmr 2007. Gloves, Neck Collars, eye protection (Goggles or face shield) and full-face helmet. Long sleeves, long pants, & shoes (tied) are mandentory. (High top shoes recommended) Oil catchers mandintory (DQ for dripping oil on the track).

RESTRICTORS (ROOKIE THRU JR II)

- Rookie 4-cycle .440 restrictor plate BLUE Flat head,
206 Animal 3 x .246 restrictor Black Gas only sealed motor (AMERICAN POWER SPORTS)
Clone motor .375 restrictor Red Gas only (AKRA APPROVED)
- JR.. 1 Sportsman 4-cycle .440 restrictor plate BLUE Flat head,
206 Animal 3 x .246 Restrictor black gas only sealed motor (AMERICAN POWER SPORTS)
Clone motor .375 restrictor Red Gas only (AKRA APPROVED)
- JR. 14-cycle .440 restrictor plate BLUE (AMERICAN POWER SPORTS)
- JR. 11.....4-cycle .530 restrictor plate RED (AMERICAN POWER SPORTS)
- JR. 1.....4- cycle Animal 3 x .246 restrictor Black (AMERICAN POWER SPORTS)
- JR. 11.....4- cycle Animal 3 x .309...restrictor Gold (AMERICAN POWER SPORTS)
- JR. 1.....4- cycle Clone .425 restrictor Green (AKRA APPROVED)
- JR. 11.....4- cycle Clone .500...restrictor Purple (AKRA APPROVED)

4. Junior I and Jr. 1 sportsman and Rookies can NOT run steering column fairing.
5. Kart chassis will be safe as determined by flag person & board members.
6. Drivers and pit crews on this track must be willing to accept the decision of the flag person.
7. Deliberate blocking or bumping will be given the black flag, then a verbal warning. ROLLED BLACK FLAG IS A WARNING.
8. Any driver intentionally endangering others or himself will be disqualified.
9. Permanently attached number plates are required on front, rear, and both Sides of the kart. (WHITE BACKGROUND WITH BLACK NUMBERS).
10. Need 4 or more karts to run a class to receive trophies and points.
11. SAFTEY & SPORTSMANSHIP ARE IMPORTANT. THESE RULES WILL be ENFORCED.
12. UNSPORTSMAN LIKE CONDUCT WILL NOT BE TOLERATED IN THE PITS, IN THE STANDS OR ON THE TRACK.
13. Drivers are responsible for their pit crews. DRIVERS & PIT CREWS CAN BE BANNED FROM THE TRACK.

E. RACE PROCEDURES;

1. 4-cycle & 2-cycle classes:
 - A. Rookie class will run 5 laps starting from dead stop.
 - B. Junior I and Junior I Sportsman class will run 6 lap heats and 10 lap features.

- C. The race program for each of the other classes will consist of two 8 lap heats and 12 lap features.
- D. Starting positions will be drawn for at sign in. The second heat will be Inverted. If you don't finish, you go to the rear.
- E. The feature will be heads up from combined points of the heats.
- F. If you don't make weight you lose your points for the race.
- G. Points stay with number of the kart not the driver.
- H. Must join the club by the 3rd night of your racing to keep points from previous nights. If not points start at night of joining.
- I. Everyone gets points only members get year-end trophies.
- J. All karts and motors used the night of racing will be impounded from each person.
- K. If changing motor or taking any part off of the motor must get tech person or board member to watch or impound first motor.
- L. First line up will start side by side. After 2 false starts violators will go to the back. If kart drops out in staging area karts will move straight ahead. If kart drops out on the track karts move straight ahead.
- M. 90-second clock. After your class is called onto the track you will have 90 seconds in which to get your kart on the track. If you cause a yellow flag you will have 90 seconds to get your kart running.
- N. **We will NOT end on a white flag. If there is an accident after everyone has taken the white flag, we will restart for a green – white - checkered.**
- O. NO FAULT RULE – Anyone involved in causing the yellow flag will go to the back for the restart unless deemed on purpose by flag person or board member.
- P. DO NOT DUMP OIL OR FUEL ON THE GROUND, YOU CAN BE SUSPENDED FOR DOING IT.
- Q. **Must run 50% of nights run to qualify for end of the year trophies and to run in the championship night racing.**

F. Points

- 1. Heats 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 and Etc.
- 2. Feature 20, 16, 13, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 and Etc.

G. Flags

- Green.....Go, Race starts when traffic light turns green
- White.....One lap to go
- Checkered.....Race is over
- Yellow.....Slow down something on the track
- Red.....Stop the race
- BlackDisqualified go to the pits
- Black (rolled)Warning
- Blue/Yellow Stripe. Stay in position then move to the outer part of the track

H. Tear down Procedure

- A. Technical inspection will consist of checking each component to the engine for legality.
- B. The owner is to remove the engine from the kart to be teched. (Only the driver & committee will be present during tech).
- C. Any track official may require an inspection or tech check of any component at any time.
- D. All trophy winning karts will be impounded after the features.
- E. There will be no trophies, money, or points given to a person who is illegal.

- F. The IKF tech manual will be used to determine the legality of the engine.
The decision of the tech man is final that night. (NO OPTION).
- G. THE BOARD RESERVES THE RIGHT TO TEAR DOWN ANY MOTOR.
(LOCAL OPTION).
- H. TRACK INSURANCE DOES NOT PAY FOR THE AMBULANCE.
- I. IF AMBULANCE IS USED, YOU ARE RESPONSIBLE TO PAY THE BILL OR YOU
WILL BE BARRED FROM THE TRACK. (AT THE DISCRETION OF THE BOARD).