

2016



RULEBOOK



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MERRITTVILLE SPEEDWAY KART CLUB
GENERAL KARTING AND COMPETITION REGULATIONS FOR THE 2016 KART SEASON

The aim of the following rules is to achieve a day/night of entertainment for the competitors, their families and friends. You will notice that these are written on paper and not granite - as situations happen that necessitate change. Your Race Director is on record saying that the objective of the Merrittville Speedway Kart Club is for the karters to enjoy themselves and have fun. Please leave the egos and attitudes at home.

GENERAL MEMBERSHIP

For insurance purposes and for the safety of any person entering competition or restricted area, the signing of a release form is mandatory upon entering these areas. All competitors under the age of 18 will be required to have a Minor Release form signed at the beginning of the season by both parents and/or legal guardians. On nights in which the minor is competing, he/she will sign the regular competitor form (no minor release required nightly)

PROOF OF AGE

Any driver ages five (5) through seventeen (17) must show proof of age if required.

Each time you register for an event you are required to show your Merrittville Speedway membership. A certified copy of an original birth certificate or other formal proof of age will be required to be provided to us for our files in order to become a member or compete as well.

You are also required to have a minor release form registered with the Speedway. You must be of age by May 1, 2016 to be eligible to drive (race) in a Kart class, or in the case of moving up, be the required age the day of the race.

DRIVER

Driver must be a minimum of five (5) years of age. In order to accrue series points, drivers must be licensed (i.e. Purchase a Merrittville Speedway membership) by the Speedway. The cost of a Kart Membership is \$60.00 (Canadian Dollars, includes taxes). The cost of the membership also includes 1 (one) ticket to the year end awards banquet and luncheon. All drivers must satisfactorily demonstrate driving capability to the Speedway officials when requested to do so.

KART OWNER

All karts must have a registered owner.

KNOWLEDGE OF RULES

Members are responsible to know the official policies, rules and regulations set forth herein and any that may be added during the season. Information contained in periodically distributed update sheets becomes effective immediately upon distribution unless otherwise noted. Driver and/or kart owner assumes full responsibility for their kart and the conduct of their pit crew, and shall be the sole spokesperson thereof.

ASSUMPTION OF RISK

Members assume full responsibility for any and all injuries sustained, property damage, and death at any time while on the race premises or enroute to or from. No Merrittville Speedway Kart Member will have any claim for expenses or damage against Merrittville Speedway or its promoters or officials regardless of negligence. No insurance on vehicles in pits or infield. The primary responsibility for the safe condition and operation of a kart rests with the owner and/or driver.

COMPETITOR ACCIDENT POLICY

All injury reports are to be filed on the date of the incident with the Speedway. Failure to do so may result in denial of claim by the Insurance Company. All injuries are subject to examination by a designated physician.

PARTICIPATION

Competing karts shall be inspected by the Speedway. Such inspection does not deem a kart safe and free from defects. No expressed or implied warranty of safety shall result from publication of or compliance with these rules. Anyone may inspect the racecourse. By participating in the race events you deem the racecourse acceptable for competition.

INSPECTION

Any kart is subject to full inspection by a Kart Official at any time prior to receipt of payoff by that karts owner for the day's/evening's events. Failure to comply will result in disqualification. Post-race disqualification does not require inspection of additional karts. **Only the driver and one crew member may enter the kart inspection area during post-race inspection. Driver/crew may only be present for inspection of their own kart and not to enter during a competitor's inspection.**

CONDUCT

The following will be reason for immediate ejection from the Speedway:

- **Abusive language, fighting, arguing with race officials and unsportsmanlike conduct. This includes EVERYONE – drivers, pit crews, spectators and family members; the instigator will be suspended for the remainder of the year.**
- Possession or consumption of an alcoholic beverage by anyone in the pit area or having a pit pass;
- Any person on the premises who appears to be under the influence of alcohol or any other substance;
- Anyone entering the pits without a pit pass will be ejected from the property for two (2) race events. If they are part of a pit crew or family member of a driver, the driver will forfeit all points and be ejected from the property;
- **Anyone approaching the Flagman or Scorer during a race will be automatically disqualified from the event. This includes drivers, pit crews, family members, and spectators. A second offence will result in ejection for two (2) race events.**

Unauthorized entry into the pit area is not permitted. This includes other people's pit areas as well.

For your safety and the safety of others:

- Stay in your designated pit area. If there is a problem, the outsider will be blamed and ejected per above rules;
- Any unauthorized use of the Speedway is strictly prohibited. Anyone using the Speedway without written permission from the current management will be prosecuted to the fullest extent of the law.

ALL DRIVERS ARE RESPONSIBLE FOR THEIR PIT CREWS

Drugs & Alcohol

Mandatory revocation of membership for driver using drugs at any time and/or intoxicating beverages before entering the race premises or while in attendance before these beverages are allowed in the pits. No alcoholic beverages to be consumed in restricted areas until the conclusion of all racing events. Any driver, owner, or pit crew violating this rule will cause disqualification of the kart and loss of purse and points for the program.

Decisions

All decisions concerning scorekeeping, suspension, disqualification, fines and interpretation of rules by the Race Director are final and subject to change at the Race Director's discretion. Questions regarding race procedure or other decisions will not be discussed while the race program is in

progress. Anyone not adhering to this rule will be penalized at the Race Director's discretion, which may include but not be limited to ejection, suspension, or forfeiture of points.

Protests

Any protest must be submitted in writing to the Race Director, Head Tech Official, General Manager or Head Scorer within 15 minutes following the completion of **your** division's race. Protest fees for engines is \$100.00. The team that applies for the protest must submit their engine for technical inspection as well. Money will be refunded to the protester if the competitor's motor is found to be illegal, unless the protesting teams is to be found illegal as well – in this case, the track will keep the inspection fee. If legal, motor owner & head tech inspector will each receive \$50.00 of the protest fee. Driver with illegal motor will receive no payoff and loss of points for that event. If 2nd offence; loss of payoff and all points accumulated up to and including that event will occur with possible expulsion from future competition.

In the event a tech official is unavailable for tear down, or for other reasons, tear down at the track is not possible, the motor(s) or teachable items will be confiscated for technical inspection off site. If confiscation is refused by either team, a disqualification will be issued and result in a loss of points and winnings for that night. If it is a 2nd offence all points for season will be revoked.

Protest fee for scoring race procedure or driver conduct is \$25.00. Money will be refunded to the protester if the protest is upheld, otherwise the protest is disallowed; the protestor shall forfeit the protest fee. Karters will have **six (6) days only** to protest any finishes. Once the next regular scheduled race starts, no previous night's races will be reviewed. On some race days, the issue may be resolved forthwith.

Disposal

Absolutely no oil or tires are to be left on Speedway Property. You must bring your own oil disposal container, and it must leave the Speedway Property with YOU.

FEES AND PAYOFF

Entry Fees (Canadian Dollars) & Registration (subject to change at anytime)

Novice Divisions.....\$15 Member or \$20 Non-Member
Junior Divisions.....\$20 Member or \$25 Non-Member
Senior Divisions.....\$25 Member or \$30 Non-Member
Senior Fun Class....\$15 (no membership required)

Registration begins when the gates open at 5:00pm. Registration ends 15 minutes before the scheduled time of the event. * **Any driver not registered by the official registration completion time – hot laps at 6:20 – will start scratch in ANY and ALL qualifying events.** Entry fees and start times for special events may differ.

Racing Program

A normal racing program will consist of 2 qualifying events and 1 feature event per class. The Novice 1 and 2 divisions will run 2 seven lap heats and an 8 lap feature. The Junior classes will run 8 lap heats and 15 lap features. Senior classes will run 10 lap heats and 20 lap features. Specific events may differ and will be posted.

Pit Area

No vehicles other than karts, tow vehicles or emergency vehicles allowed to drive on the track. No driving of karts while under power in the pit area. You must stop in the exit area and turn kart off.

Payoff Procedure

Payoff will be at the completion of the last event. Only driver or designated agent with membership of driver is permitted to receive payoff. No payoff distribution will occur until tech inspections are completed and all protests resolved.

Year End Awards

In order to receive year-end awards and points in a class or series, the participants **MUST** be current Merrittville Speedway Kart Club members. If you do not have a membership by the end of June 2016, you will not qualify for the banquet elimination draws.

Rainouts

An event will be considered rained-out if all qualifying heats have not been run. Rain checks will be honored at the NEXT REGULAR SHOW. You must keep your wristband, and present it when you sign in. There will be **no exceptions**.

TECH ITEMS

Engine

All engines will be teched per World Karting Association (WKA) rules if said rules exist for the current season. Management reserves the right to tech at their own discretion. Please see the current year WKA Technical Manual for engine tech regulations for all classes including updates. Any karter wishing to run an IKF engine **MUST** declare such to the Race Director EVERY time raced. They **MUST** also run the class with an extra 15 lbs.

If an engine (or component of said engine) or carburetor is found to be illegal, tech officials reserve the right to identify (mark) and re-tech the item before allowing it back in competition.

Restrictor Plates

If a restrictor plate or slide is found to be illegal, it will be confiscated by Merrittville Speedway Kart official and will be destroyed. A blatant restrictor plate or slide infraction will deem further suspension by direction of the Kart Director.

Tires

Junior 1: Burreis SS11 or Hoosier D10 with the option of Burreis SS22 or Hoosier D20 on the right rear.

Junior 2 and Junior Restricted: Burreis SS11/SS22 and/or Hoosier D10/D20 can be used anywhere on the kart

Novice: strictly Burreis SS11 or Hoosier D10 only.

Seniors: Burreis or Hoosier Tires ONLY – any compound.

All classes: Compound number (e.g. SS11) must not be ground or unreadable.

In all cases the karts must be equal to or under the WKA maximum width requirements from outside tire to outside tire. The use of tire warmers at regular club race events is NOT PERMITTED. Heat guns used to remove tire build-up are allowed.

Oil & Fuel

Oil and fuel may be teched at any time during race day. No flammable or dangerous additives of any kind are allowed in the crankcase. Any means of testing may be used including smell and appearance. A competitor may be disqualified if his fuel does not smell the same as a clean fuel sample supplied by the track. Three track officials must perform the 'smell' test and all three must agree that the sample in question is different from the track sample.

Pump around will be used for features at the Race Director's option.

***** Anyone disqualified for oil or fuel infractions will forfeit ALL POINTS for the event plus an 25 additional points*****

Karts

All bolts must be safety wired or secured with lock nuts. Brakes must be fully operational. Add-on weight must be bolted securely and colored white – MANDATORY. No more than 7 lbs weight per weight tab; please refer to WKA Rule 401.10.

Transponder

Transponders can either be purchased or rented from the track. They must be returned to the scale area immediately following the feature events. Mounting location is Left Side Crasher on the front upright hoop. Location is checked during safety inspection.

SAFETY EQUIPMENT

Karts will be safety checked at the beginning of the season, and could be re-teched for safety on a random basis throughout the year.

Head Gear

Full coverage (full face) helmets designed for competitive motorsport use and complying at minimum with DOT, SFI or Snell Foundation 2005 specifications are mandatory. Helmet must be in good condition and is subject to pre-tech inspection. It is recommended that participant label or letter rear area of helmet with blood type and any special medical information such as specific drug allergies.

Eye Protection

Eye protection is mandatory, whether goggles designed for motorsport use or of a full visor integral with helmet.

Neck Brace

Collar type, unaltered neck braces designed for motorsport use is mandatory in all classes.

Driver Apparel

Drivers are required to wear jackets of leather, vinyl or abrasive resistant nylon or equivalent with full-length jeans or protective race pants to prevent or minimize abrasions. High top sneakers, racing shoes, socks and gloves are mandatory.

*** Important Note – If hair extends appreciably from beneath helmet level it is mandatory that the participant wears a ‘balaclava’ or head-sock retaining hair from extending outside the helmet. In addition, no apparel items such as bandanas, sweater hoods, loose belts, etc. will be permitted ***

Safety Tech

All driver personal safety equipment is subject to a pre-tech inspection. There will be a safety inspection required each week for ALL KARTS before being allowed to enter the racing area of the track. Any kart not passing safety tech will not be allowed on the track.

Steering Wheels

Steering wheels may be completely circular, minimum of 10-inch diameter and minimum of three spoke designs or may be butterfly style with 10-inch minimum diameter, four spoke designs with minimum of 5-inch grip length on opposing sides.

Side Panels

No metallic side panels will be allowed on any kart – if you have them, you will not be able to compete until they are removed or replaced. Side panels with sharp or pointed edges must be radiused or

rounded off before being allowed to compete. Side nerf bars, if used, must be bullnosed or bent round to side panel.

All Junior Division karts **except Jr. Restricted** must run a full double hoop rear bumper. Bumper must not extend past midpoint of either tire. Maximum width – 34”, minimum width – 30”. For clarification, see Slack Performance or Bicknell Racing Products depending on kart make.

Fire Extinguishers are recommended in every pit - Please keep them visible & easily accessible not only for yourself, but for others not familiar with your pit.

OTHER ITEMS

Anything not covered in the rules will be up to the discretion of the tech inspector and/or Race Director without recourse from any owner, driver, crew member, or spectator. Anything not covered by the rules will be acted upon by the track officials as situations arise and will be added to the rules. The rules and regulations set forth and contained herein are designed to provide for the orderly and SAFE conduction of racing events and to establish minimum acceptable standards and requirements for said events.

HOT PIT

Only driver, kart and one (1) person to start the kart will be allowed in the Hot Pit Area. Any unauthorized persons found in this area may be ejected from the pit area. If you are late to the hot pit area please send a member of your team to the hot pit area and speak with an official.

FLAG DESCRIPTIONS AND RACE PROCEDURES

There will be seven colored flags used by the flagman to control the races. They are: green, yellow, red, white, blue/yellow, checkered, and black. It is the flagman's job to relay information regarding the status of the race to the drivers by waving the various flags. It is the responsibility of the drivers to observe the flagman's motions each time he/she passes by during the race.

Green Flag – Begin racing. When it has been determined that all karts are lined up in the proper position and the track is clear, the flagman will wave the green flag when the karts pass by the start/finish line. On caution lap restarts, the race will resume immediately when the green flag is waved.

Yellow Flag – Caution on the track – slow down and HOLD your position. The yellow flag is also known as the caution flag. The caution flag will not be thrown unless there is a dangerous situation on the track usually resulting from a disabled kart or multi-kart collision. On a caution, karters are to get into single file position as soon as safely possible. If a karter persists in trying to grab/fight for a spot, he/she will be put TAIL. The scorers will refer back to the last completed lap by all karters in order to set the line-up for restarts. The track officials will then indicate where karters should start.

Red Flag – Signifies automatic halting of the race. Karters must come to a complete stop in a safe and orderly manner. The race is scored according to the last complete lap under green.

White Flag – Signifies 1 lap remaining in the race or 1 lap remaining in caution laps before 'going green' again.

Blue/Yellow Flag - Signifies competitor is about to be lapped. Karts about to be lapped MUST MOVE TO THE OUTSIDE OF THE TRACK. During features, karters not responding will be black flagged on their third lap.

Checkered Flag – End of the race. The checkered flag is waved when the person leading the race crosses the start/finish line at the completion of the last lap. The first person to complete the designated number of laps for the race is declared the winner.

Black Flag – Pull off the track immediately in a safe and cautious manner. If the flagman waves the black flag and points to you while you are racing, you must slow down using caution as to not interfere with other racers and exit the track in a safe manner. Reasons to be black-flagged could be – an unsafe situation has developed with your kart while racing; your speed is off pace to the point where it is a danger to other drivers; reckless driving; unsafe or unsportsmanlike conduct.

Track Officials

All practice and competition activity on the track are under the immediate control of the Race Director, Starter, Pit Steward, Flagmen, and Scorers. All competitors shall adhere to their direction.

LINE-UP PROCEDURE

The pole sitter will set the pace for the start of the race under the direction of the track officials. The flagman will control the start of the race at the start/finish line.

Caution Flags – The caution flag will not be thrown unless a DANGEROUS SITUATION is created. In cases of multi-kart collision causing a caution flag, racers who stall or lose chains will be permitted, in a timely manner to restart at the tail end of the field. After the field is reformed and any kart not ready to race will be given two (2) laps to join the field. If you are not ready, move to a safe location and let the race resume. You will be scored appropriately based on the number of karts remaining in the race.

Stalled or disabled karts not under caution (become disabled while the race is underway) will not be permitted to restart the race unless there is another caution. Scoring stops at the point kart became disabled. If you spin out and are still under power, and capable of continuing, the caution flag will not be thrown. Single kart spins where kart is ruled NOT to be in a dangerous position WILL NOT cause a caution to be thrown. Anyone charged with three (3) cautions in any race can be black-flagged.

Red Flags – **No family members, crews or any other attendees are permitted to enter the track surface until approved by the officials.** The competitors need to come to a complete stop before anyone is allowed to assist the karters involved.

Black Flags – If you are black-flagged for any reason you MUST leave the track within two (2) laps. You will be scored in last place based on the number of karts starting the race. If you do not leave the track in specified time, you WILL NOT be scored and will forfeit all points for the event. Any unsportsmanlike actions resulting from this situation could also result in suspension.

Restarts – Restarts are under control of the flagman. There will be no passing until the green flag is waved. Anyone charged with 'jumping' the start two (2) times in the same race (not necessarily in the same start) may be disqualified from that race.

RACE PROCEDURE

Practice

Practice session begins 20 minutes before race time unless otherwise scheduled. No practice will occur without ambulance, starter and flagman present. Length of practice is determined by available time NOT by number of practices per class.

Heats

Heats are set up according to the draw at the pit gate. **IT IS THE DRIVER'S RESPONSIBILITY** to make sure that he/she draws. The second heat will be lined up in reverse order from the first. That is, if you start on the pole in the first heat, you will start last in the second heat. In the event of ties from the heats, the karter with the fastest heat time will start ahead of the other. **AGAIN MAKE SURE YOU DRAW.**

Line Up

Line up is based upon the number drawn by the driver at the time of registration at the pit gate. Any entry not in lineup chute when previous race has ended is subject to start scratch for the race. Once white flag is shown, no entry will be permitted on track. This rule subject to Race Director's discretion.

Start

All karts must stay in line and maintain pace. No acceleration until reaching the designated starting line (white chalk line in turn 4). On initial start; no passing or pulling out of line until after the green flag is displayed. All karts attempting to pass before this point or driving to the outside before the green flag is displayed will be black-flagged and put back for jumping spots. Inside pole kart sets the pace. Both karts on front row must cross the line at the same time. All karts must maintain the same pace as the leaders and remain nose to tail until the green flag is displayed. **Before completion of 1 lap, original position is assumed; however the instigator kart may require starting in the rear of the field at the official's discretion.** If virtually the whole field is involved in the incident, a complete restart with original positions will occur. There will be two attempts at a double file original start then a single file restart will be signaled. In the event that a karter does not start any race, they will be scored with last place position for that heat. It is the karter's responsibility to be ready to start his/her heat.

If a karter scratches on the hot pit grid, we will cross-over the positions. If a karter pulls off the track and the field has not taken the green, that line only moves up. If a kart pulls off the track for any reason (during heat or feature) that kart will go TAIL. This does not include a stoppage on/off track for a civil discussion with officials, or the Race Director indicating he should check your kart on safety issues.

A karter stopping on track for a red flag, or during a caution **MUST** stay seated. You stand up – you go tail. Common sense is to be used (e.g. getting out assisting in an accident).

Restart After One or more laps complete

Line-up is in the order in which the karts were scored on the last completed green flag lap. If sufficient laps have been completed, the race may be called with points and payout according to the position to be held for restart. After 1 lap, restart is single file.

Once the leader has crossed the finish line to complete lap 1 (ex. mid to late pack karts spin in turn 3 & 4) and a yellow flag condition occurs; the lap has counted and karts involved will be tail for the restart.

Incident

Any kart causing a caution or stopping due to mishap and not driven immediately in the caution lap or to the starting line will be considered involved in the incident.

Repairs

No kart may be attended to on the track. Only the driver **and 1 designated crew member** may attend to his/her kart in the infield (**crew member may not enter track area without consent of the officials**). If repairs are necessary and the yellow or red flag is displayed, a kart will be permitted to pull into the pit area. They will have 2 caution laps during features only to fix/repair kart and return to the race. All entries returning to the track shall start in the rear in the order of return to the track. Once the white flag is shown signifying one lap before restarting, no entry will be allowed back on the track (refer to line up rule).

*** Only authorized personnel shall be in the infield or on the track at anytime during the race program ***

Any participant, driver, pit person or other individual going onto the track uninvited will cause the kart they are associated with to automatically go tail whether it is a heat or feature. This person's demeanor will determine if they and/or the karter is suspended for at least that race.

Competitor Performance

Continual ill handling or rough riding will result in disqualification. Any kart that leaves the race course must return in a safe manner only. Any kart leaving the race surface starts in the rear if caution is thrown. If no caution, karter will be black flagged if not fully under control while re-entering the race surface. For drivers entering their first season of karting, you will be placed in the novice division for the first three events. You will then be placed in your respective age group, unless the Race Director feels you are not competitively ready to compete in that division.

POINT AND HANDICAP SYSTEM

Points

Points are awarded for feature races based on the DIRTCar Points System (i.e. 60 points to win, 56, 52, 50, 48...). No points awarded for heat races.

At the end of the season the track statistician will drop the lowest 2 points race or 'no-shows' from all competitors' points totals to determine the official final point standing. **DISQUALIFICATION FOR UNSPORTSMAN-LIKE CONDUCT AND/OR TECHNICAL INFRACTIONS WILL NOT COUNT AS A DROPPED RACE.** In all cases of season ending ties, ties will be broken by using the greatest number of 1st place finishes in events counting toward that position. If a tie still exists, the 2nd's, 3rd's, etc. will be considered until the tie is broken. Points count each week except for noted non-points events.

Point Allocation

All points are awarded to the principal driver registered upon entering the pit area. Any driver changes must be registered prior to the beginning of the race. If any change is made during a race, the new driver will start scratch in all remaining races. Points and purse will go to the original driver **ONLY** if the original driver has taken the green flag in at least 1 qualifying race, otherwise points will go to relief driver. Points are awarded in all divisions, except Novice 1 and Novice 2.

Handicap

All heat races are lined up according to the draw number order. First heat – straight up; second heat – reverse draw order except for straight up Championship races. New drivers and/or rookie drivers or a driver disqualified, may be asked, at the Race Director's discretion, to start scratch in each race of the first complete program in which the driver participates.

Starting Position

Feature starting positions will be determined by the finishing position in the two qualifying heats with best finishing positions starting in the front. Heat qualification ties will be broken using the AMB Timing and Scoring system times from the heat races. The driver with the fastest time in either heat will start further ahead. The driver qualifies, not the kart. Driver must drive last kart qualified if operational. Use of a backup kart **MUST BE PRE-APPROVED** by the Race Director. If backup kart is used, driver will start scratch in his/her next scheduled race. Registered number must be used. Dividing heats into slow and fast karts at discretion of Race Director. Novice features are lined up by best finishing positions starting in the front from qualifying heats; a tie is broken by pill draw lowest number since we are not using transponders for this class.

Feature Qualification

A pre-determined number of karts qualify through heats for the feature. Drivers not qualified will start scratch or qualify through a consolation race if necessary. The number of karts qualifying will be determined by the size of the field and the number of heats. The balance of the field (if any) will be lined up straight up according to handicap rules with non-qualifiers in the rear.

Scales

The TOP 3 and TOP 5 finishers in heats and features respectively must go directly to the scale and stay with their kart in line until weighed. No crew members are allowed in the scale area during scaling. If kart and driver are deemed light or forget to scale (leaving hot pit area) they will be disqualified and lose all payout and points for that night. In a heat you will receive last place points for feature line up procedures.

Any disqualifications can not be used as drops for the overall championship.

**MERRITTVILLE SPEEDWAY KART CLUB
RESERVES THE RIGHT TO ADD, DELETE, AND/OR
COMBINE CLASSES AT ANY TIME
IF KART COUNTS DICTATE SUCH ACTION.**

**FURTHER PROCEDURAL AND
TECHNICAL RULES CAN BE FOUND
IN THE 2016 WORLD KARTING ASSOCIATION
MANUAL.**

**THE RACE DIRECTOR MAY,
IF THE OCCASION WARRANTS,
DISCUSS ANY DECISION WITH THE TRACK
OFFICIALS AND CONVEY RESULTS TO THOSE
INVOLVED. ANY CALL MADE BY THE CHIEF
FLAGGER IS AUTOMATICALLY CONDONED.**

THE RACE DIRECTOR IS A COMMITTEE OF

ONE

AND HIS DECISIONS ARE FINAL.

2016 MERRITTVILLE SPEEDWAY LUCAS OIL WEEKLY KARTING SERIES DIVISIONS

ALL DIVISIONS FOLLOW WKA RULES – UNLESS STATED

DRUMMOND HOME HARDWARE / PERFORMANCE MANUFACTURING NOVICE 1 DIVISION	
Driver Requirement	Ages 5 thru 8 (as of May 1, 2016)
Minimum Weight	245 lbs. (kart & driver)
Engine	Briggs & Stratton Local Option 206 – must run Black Slide Part# 555728 specified by Kart Director and Unleaded Pump Gas Any Dry Disk or Shoe Clutch - Merrittville Speedway LO206 Rulebook
Gear Rule	13 clutch drive : 58 gear on axle - NO STEERING FAIRING ALLOWED
TIM PHILLIPS GARAGE / KC AUTO PARTS / PERFORMANCE MANUFACTURING NOVICE 2 DIVISION	
Driver Requirement	Ages 5 thru 8 (as of May 1, 2016)
Minimum Weight	245 lbs. (kart & driver)
Engine	Briggs & Stratton Local Option 206 – must run Purple Slide Part#555735 specified by Kart Director and Unleaded Pump Gas Any Dry Disk or Shoe Clutch - Merrittville Speedway LO206 Rulebook
Gear Rule	13 clutch drive : 58 gear on axle - NO STEERING FAIRING ALLOWED
RCM RACING EQUIPMENT / PERFORMANCE MANUFACTURING JUNIOR 1	
Driver Requirement	Ages 8 thru 10 (as of May 1, 2016)
Minimum Weight	265 lbs. (kart & driver)
Engine	Briggs & Stratton Local Option 206 – must run Purple Slide Part#555735 specified by Kart Director and Unleaded Pump Gas Any Dry Disk or Shoe Clutch - Merrittville Speedway LO206 Rulebook
ED MacPHERSON CONSTRUCTION - PERFORMANCE MANUFACTURING JUNIOR 2	
Driver Requirement	Ages 10 thru 12 (as of May 1, 2016)
Minimum Weight	280 lbs. (kart & driver)
Engine	Briggs & Stratton Local Option 206 with red slide Part # 555733 specified by Kart Director and Unleaded Pump Gas Any Dry Disk or Shoe Clutch - Merrittville Speedway LO206 Rulebook
SUPERIOR PETROFUELS – PERFORMANCE MANUFACTURING JUNIOR RESTRICTED HEAVY	
Driver Requirement	Ages 12 thru 15 (as of May 1, 2016)
Minimum Weight	Heavy - 300 lbs (kart & driver)
Engine	Briggs & Stratton Local Option 206 with stock slide Part # 555590 specified by Kart Director and Unleaded Pump Gas Any Dry Disk or Shoe Clutch - Merrittville Speedway LO206 Rulebook
WILDER RACING ENGINES / PERFORMANCE MANUFACTURING SENIOR ANIMAL MEDIUM	
Driver Requirement	Ages 15 and older (must be 15 on day of race)

Minimum Weight	360 lbs (kart & driver)
Engine	Briggs & Stratton Animal
CASELL MANUFACTURING / PERFORMANCE MANUFACTURING SENIOR FUN CLASS	
Driver Requirement	Ages 15 and older (must be 15 on day of race)
Minimum Weight	375 lbs (kart & driver)
Engine Option 1	Briggs & Stratton LO206 Animal with Stock Slide – Unleaded Pump Gas
Engine Option 2	Briggs & Stratton 5hp Flathead – Methanol Fuel
Engine Option 3	AKRA 6.5hp Clone or 6.5hp Box Stock Clone – Unleaded Pump Gas