



***2018 Flat Kart  
Rule Book***

**Millbridge Speedway  
6670 Mooresville Rd  
Salisbury, NC 28147**

## **Millbridge Speedway 2018 Classes**

- **Clone Lite**
- **Clone Medium**
- **Clone Heavy**
- **Clone 425**
- **Predator 375**
- **Predator 400**
- **Champ 425**
- **JR 1**
- **JR 3**
- **Peewee**

**All classes subject to change. Each class will be put on a 3-race probation period. If a particular class does not average 5 karts the first 3 races of the season, that class will be eliminated from our schedule.**

### **Contact information:**

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## **Disclaimer:**

Millbridge Speedway is a competitive kart racing track which is intended to conduct and officiate in accordance with the rules herein. These rules provide a guideline for all to follow at each event. The rule book may be amended from time to time and special rules may be published throughout the year or at a particular event. By participating in an event at Millbridge Speedway or a separate Burnett Promotions event, all participants agree to comply with these rules and regulations.

NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH THESE RULES AND REGULATIONS. They are intended as a guideline to conduct the officiating of an event and are in no way a guarantee against injury or death of a participant, spectator or official.

The Series Director is permitted at any time to make a reasonable and/or appropriate amendment from any of the specifications herein or change any restrictions that, in his opinion, do not alter the minimum acceptable requirements. Any interpretation of these rules herein are left to the discretion of the series officials and their ruling is final.

Any visible equipment changes and/or performance enhancing changes to previously approved karts and/or equipment MUST be approved by track officials before competition. Millbridge Speedway officials reserves the right to determine the legality and use of any equipment that has not been approved prior to competition.

The Promoter reserves the right to alter, revise or adjust any and all penalties according to terms of circumstances or severity of the infraction.

**The Promoters decision is FINAL.**

Drivers and Parents of minors are responsible to read and understand the rules and regulations set forth in this rule book.

YOU ARE RESPONSIBLE FOR THE SAFETY OF YOU AND YOUR KART. It is ultimately the obligation of each participant to ensure their conduct and equipment complies with all the applicable rules, as they may be altered from time to time. The rules are in no way a guarantee against injury and/or death to participants, spectators, officials and/or others.

## **ALL CLASSES:**

### **A:**

1. All karts must be approved by race director prior to competition.
2. Tires must be kart type tire and approved by series official. Not to exceed 6" diameter.
3. Bodies can be any material except wood. No sharp edges or protruding parts
4. No bars may extend out past the outer edge of the tire except nerf bars.
5. All karts must have numbers on both sides and must be legible from the scoring tower or they will not be scored.
6. Duplicate numbers must have a letter. The letter must be legible.

### **B:**

1. Transponders must be installed and in working order. If your transponder does not work you will not be scored.
2. **Transponders must be mounted on the steering shaft support bar directly in front of the seat closest to the floor pan. (If mounted in the incorrect spot and a close finish is scored you will be put behind the other finisher)**

### **Weight**

1. All karts must meet the designated minimum weight in their perspective class.
2. Additional bolt on weight is permitted, but must be fastened in a secure manner and must be painted white and must have the kart number wrote on it.
3. It is YOUR responsibility to make sure your kart meets the minimum weight each week per track scales.
4. The winner in each heat race will weigh and the top 5 in the features must weigh after the event.
5. If your kart is deemed to light after the heat race/qualifying you will have to start at the tail of the field in the next on track event. If your kart is deemed too light at the conclusion of the feature you will be DQ'ed and lose points for that night of racing. (Additional penalties or assessments may occur at the discretion of track officials).

## Safety

- A.** YOU ARE RESPONSIBLE FOR THE SAFETY OF YOU AND YOUR KART.
- B.** Brakes must be in good working order at all times.
- C.** Kill Switches are recommended in all classes! Karts must also have a 6" nylon tie attached to the spark plug wire.
- D.** Approved neck braces or neck restraints are mandatory.
- E.** Helmets must be DOT or SNELL approved, and must fit the drivers head correctly. Millbridge officials have the right to determine if a driver's helmet is safe enough for competition.
- F.** Racing suits are highly recommended. No shorts or cut off pants allowed.
- G.** Chain Guards, designed to protect the driver in the event of a chain failure are Mandatory.
- H.** Helmets and all safety gear must be worn at all times
- I.** Safety is Millbridge Speedway's number 1 concern. So please make it your number 1 concern as well. Be Smart!!

## Race Procedures:

- A.** The race will begin as soon as the racing surface is clear and the karts in in the proper starting position.
- B.** Any driver/team who purposely try to hold up the start of the race will start from the rear of the field or will be parked.
- C.** Any driver to visit the "Hot Pit" at any time during the event, even before the race begins after they were on the racing surface they will go to the tail of the field.
- D.** During the **A main ONLY** drivers will be allowed 90 seconds in the hot pit 1 time only. IF you do not roll off the hot pit before the leader takes the 1 to go signal you will not be allowed to enter the speedway until the next yellow flag.
- E.** Only the caution cars will be given 90 seconds under that particular caution. Teams can pit during that time but will not be guaranteed time unless they were the cause of the caution."
- F.** All classes will run 20 lap features. (Kids classes will run 15)

- G. All starts and restarts will take place at a consistent speed. Both front row karts are responsible for an even and clean start. Consistent speed will be at the discretion of track officials.
- H. Initial starts will be at the striped tire/line on the wall in turn 4. The flag man starts the initial start and it will be at this point.
- I. Restarts will be between the striped cone in turn 3 and the striped tire in turn 4. The leader will dictate where they want to start from in this designated area.
- J. The field must remain single file on restarts and cannot pass until they pass the cone at the start/finish line. If someone jumps the leader on the restart the caution will come out and they will be docked 1 position. If the same kart jumps the start again they will be put to the rear of the field. (If another car is caught passing before the cone and a yellow does not come out they will be docked 1 position at the next yellow or the end of the race). Tower will radio to give the spot back and if you do not you will be penalized.
- K. If the race is not properly started the leader/front row will be docked a position/row. 2 attempts. This is at the track official's discretion. If the driver does not comply he will be put to the rear or parked.
- L. **Under no circumstances is any crew member, family member etc. allowed on the track during an event unless directed so by a track official. Result will either be a DQ or that said kart will restart at the tail of the field. This includes, Green flag, Yellow flag, or even Red Flag conditions.**
- M. If your kart is broke or stopped on the track DO NOT exit the kart until safety workers arrive (unless kart is on fire). If you exit the kart and approach a moving kart you will be parked and suspended. (This goes for crew members as well)
- N. Only when the karts come to a complete stop after the races are over will anyone be allowed on the racing surface for victory lane celebrations etc. Failure to comply will result in a DQ.

- O.** In the result of a Red Flag, karts will be stopped on the track. Once the incident is cleared, 1 crew member per kart will be allowed to enter the racing surface to start their kart. (Only when/IF directed to by series officials.) If any adjustments to the kart are seen that kart will go to the rear of the field.
- P.** During Green flag conditions no one is allowed to stand in the “Hot Pit” area or on the entrance or exit of the track. There will be designated areas to stand in during on track action.
- Q.** Wreckless driving will not be permitted. If you intentionally cause a wreck or wreck someone else under green or yellow you will be parked. Multiple offences will result in loss of points and suspension.
- R.** For any protest the team must finish inside the top 4 to protest. No finisher outside the top 4 will be allowed to protest. Each team is only allowed 2 protest per season. Protest fee will be \$250. \$200 goes to the team that wins the protest. \$50 goes to the tech man. A team can only protest the finisher directly in front of them. For example, 4<sup>th</sup> can only protest 3<sup>rd</sup>. There will be no BACK protest.

## **Flags:**

- 1. Green Flag.** When the green flag is displayed the track is open for racing. The Green flag signifies the start of any race or qualifying session. Passing is not permitted before the green flag is displayed at the designated point.
  - a. Double File Starts. The two lead karts must stay side by side, at Medium speed, until reaching the start area where the green flag is displayed. All starts are at the discretion of track officials and their call is final.
  - b. Single File Re Starts. Restarts will be single file and the lead car can start the race between the striped cone in turn 3 and the striped tire in turn 4. Must

remain single file until the cone at the start/finish line and must go to the outside of the cone.

- 2. Yellow Flag. CAUTION.** When the Yellow flag comes out SLOW DOWN. We do NOT race back to the start/finish line. Stay in single file formation. Track officials will sort out the lineup via RaceCeiver. If you do not cooperate you will be put to the rear of the field.
- 3. Red Flag. Stop as soon as safely possible. Do not drive through the accident scene.** Failure to observe the Red will result in driver being parked.
  - a. NO ONE is allowed on the racetrack at this time! If a crew member, family member, etc comes on the racetrack, your kart will be sent to the rear of the field.
  - b. Only 4 wheelers are allowed onto the track when called for assistance.
  - c. Once the Red Flag is withdrawn Track Officials will ask for people to come start their karts. Only 1 person per kart may come out. If any more than that your kart will go to the rear.
- 4. Black Flag.** Proceed to pit area. Your kart is no longer being scored. This flag is a result of rough driving, loose or broken parts, etc... If your muffler falls off and we see it you will be black flagged. (Box Stock and Beginner ONLY).
  - a. If you get the curled black flag pointed at you this is a warning for rough driving and we will be watching you. Play Nice!!
- 5. Blue with Yellow Stripe.** Hold your line. The leaders are coming to lap you. Please be courteous to them.
- 6. White Flag.** One more lap to the finish.
- 7. Checkered Flag.** The race is officially complete.



- 1. Drivers who are involved in the cause of the caution/red will be put to the rear of the field. If you stop or your kart spins or faces the wrong way, or if you need assistance you will be put to rear.** At track official's discretion. (Kids class lap 1 exception. See Class section for details.)
- 2. There will be a 3 spin rule. If you cause 3 cautions in any event, you will be parked.** Official count is at the race director's discretion.
- 3. No refunds will be issued once your kart reaches the track.**

### **Tech Area:**

- 1. After the races are over only the driver and one crew member may be in the tech area to assist with their kart getting through the scales and tech area.**
- 2. If an engine is in the shed being checked, only that person and 2 crew members of that kart will be allowed in the building. NO ONE ELSE IS ALLOWED IN THE TECH AREA AT THIS TIME.**
- 3. The top 3 karts must remain in the tech area until cleared by tech official ONLY. If your kart leaves this area you will be DQ'ed.**

### **Unsportsmanlike Conduct:**

- 1. Fighting at Millbridge Speedway will result in suspension.**
- 2. Any display of unsportsmanlike conduct (on or off the track) will result in a Fine, Suspension, and Immediate Removal from grounds, Point Penalties, or All of the above.**
- 3. Rough driving will result in docked positions, fine or black flag. Drivers and Crew members observed verbally or physically abusing other drivers and/or officials will result in loss of points, fines and/or suspension. NO EXCEPTIONS!**

## Points System:

### Points structure for all feature races.

1 <sup>st</sup> – 100	9 <sup>th</sup> – 74
2 <sup>nd</sup> – 95	10 <sup>th</sup> - 71
3 <sup>rd</sup> – 92	11 <sup>th</sup> - 68
4 <sup>th</sup> – 89	12 <sup>th</sup> - 65
5 <sup>th</sup> – 86	13 <sup>th</sup> - 62
6 <sup>th</sup> – 83	14 <sup>th</sup> - 59
7 <sup>th</sup> – 80	15 <sup>th</sup> - 56
8 <sup>th</sup> – 77	16 <sup>th</sup> – 53

All non-transfer karts will receive 50 points.

1. Any violation of technical rules or equipment shall result in the driver being disqualified. No points will be awarded.
2. Only Performance enhancing infractions will result in a 0. Safety or other DQ's will be subject to track official discretion. And/or 2<sup>nd</sup> time offences will be subject to a 0.
3. Any driver to be black flagged during an event will still receive last place points.
4. Any Kart to lose or break an exhaust pipe will be penalized and receive last place points.

## **CLASS RULES:**

- ALL classes will follow NKA engine Rules.
- Open Tire rule but NO VEGA's ALLOWED
  
- Clone Lite will be 325 lbs following the race with driver on the track scales.
- Clone Medium will be 350 lbs following the race with driver on the track scales.
- Clone Heavy will be 375 lbs following the race with driver on the track scales.
- Clone Super Heavy will be 425lbs with a minimum driver weight of 200 following the races on the track scales.
  
- Predator Lite will be 375lbs following the race with driver on the track scales.
- Predator Heavy will be 400lbs following the race with driver on the track scales.
  
- **Predator Engine Rules**
  - The engine must be ran out of the box
  - The governor must be connected and operational
  - The air filter and sock must be installed per factory.
  - The engine must have a key way as installed by factory on the flywheel
  - The engine must pass a governor test on the stand if asked 5500 max. Engine must fully surge.
  - Any engine can be claimed by a racer in the field after race
  - Claim price \$130
  - Track can claim any engine or in pre-announced races require any participant to run a track supplied engine or swap with a competitor in the class.
  - You may disconnect vent tube on tank
  - You may disconnect throttle stop screw
  - You must run the factory gas tank
  - You can only bolt on a chain guard, no other aftermarket parts allowed
  - You can disconnect wire used for oil sensor and tape it.
  - Champ 425 will be 425lbs following the race with driver on the track scales.

- PeeWee will be 250lbs following the race with the driver on the track scales.
  - Must use an unaltered RED restrictor plate.
  - Driver must be 8 years or younger at the date of the first race of the season.
  - Gear rule is 15/65
  - Must run Weiner pipe with unaltered RLV Mini 91 Silencer (Part #4117)
  
- JR1 will be 265lbs following the race with the driver on the track scales.
  - Must use an unaltered GREEN restrictor plate measuring .425”
  - Driver must be between the ages of 8 and 10 at the first race of the season. Younger drivers MUST be approved by track officials in advance.
  
- JR3 will be 320lbs following the race with the driver on the track scales.
  - Must use an unaltered BLUE restrictor plate measuring .550”
  - Driver must be between the ages of 12 and 15 at the first race of the season. Younger drivers MUST be approved by track officials in advance.