

PRO Bluegrass Karting Competition Rules

1. Racing Format

- 1.1. Each week will run the same set of races: 15-lap Heat 1, 15-lap Heat 2, 30-lap Main. There will be short break between each round for gridding purposes. After each Heat, immediately drive to designated grid zone and spread out to allow room to re-grid.
- 1.2. Weeks 3 & 6 will run the track in reverse direction.
- 1.3. Drivers will be required to make “stop & go” pit stops during each race. ONE pit stop is required during each Heat race, and TWO pit stops are required during the Main. This is done by entering the pits, coming to a stop inside the pit box, then exiting the pits after coming to a complete stop. Drivers cannot make any contact whatsoever with the pit walls. Drivers not meeting the minimum division weight requirement should stay stopped for 2 full seconds during each pit stop, while those who meet weight requirement must only come to a complete stop.

2. Kart Selection

- 2.1. Karts will be selected weekly from a provided list, with the heaviest driver having first choice and lightest driver having last choice. Driver will use that kart for all 3 rounds, unless there is a mechanical malfunction.
- 2.2. Kart mechanical failures will result in a driver being provided a new kart. However, “I don’t like this kart” does not count as kart failure. Flat tires, broken steering components, faulty throttle components, etc. constitute a mechanical failure. If a driver suspects a faulty kart, they should immediately report it to a track worker.
- 2.3. All drivers must be aware that good luck and bad luck are part of racing, and that individual kart performance may slightly vary. Mechanical breakdowns are rare, but happen on occasion. If needed, a driver may make a pit-stop to switch karts (based on there being spares available at the time). Races will stop for a kart switch. All kart switches are subject to actual spare kart availability at that given time. It is the driver’s responsibility to let race control know there is a needed kart switch. If a spare kart is not available, points will be given based on last recorded position for that round. A race will be added to account to use towards practice session in the future.

3. Event Starting Order

- 3.1. Heat 1 starting order determined by random draw when checking in.
- 3.2. Heat 2 starting order is Heat 1 **starting order** inverted.
- 3.3. Main race starting order will be determined by Heat 1 and Heat 2 combined score. For example, if a driver finishes 1st in Heat 1 and 5th in Heat 2, they have a combined 6 points. Another driver finishes 3rd in Heat 1 and 4th in Heat 2 for a combined score of 7 points. The driver with the lower score starts in front of drivers with a higher score. Tiebreakers will be determined by fastest lap from Heat 2.

4. Event Starts/Restarts

- 4.1. **Starts:** all races will start with a single file, grid start. Karts will be stopped at the Monster Energy can, then directed to start grid. After a notification, Green lights will be activated and the race begins. **No passing is allowed until after the first hairpin turn.**
- 4.2. **ANY over-aggressive bumping, pushing, and/or driving during course of race start will be met with an immediate black flag for a stop & go pit penalty. Each stop & go penalty will also result in a 1-point deduction. We will be VERY strict on starts, and hold all drivers to a very high standard. Drive with respect for others and provide room to race.**
- 4.3. **Cautions & Restarts:**
 - **Major Caution:** in the event of a caution involving two or more karts, lights will go to red. Drivers should come to a controlled stop as quickly as possible outside the normal race line to avoid being rear-ended. **All karts involved in the caution will go to back of the field, with order of karts based on who caused caution.** We will re-grid other karts in the order shown on scoreboard. Any kart seen continuing under Red light will be penalized accordingly. Karts will be re-grid under red light, then green lights will be activated to resume racing. **No passing is allowed until after the first hairpin turn.**

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- **Maximum Cautions:** In the event there are more than TWO "Major" cautions in any single race, karts will not be re-grid after the 2nd caution. The red lights will come on, the accident will be fixed, and green lights will be reactivated.
- **If a single driver is involved in more than two cautions in a single week, that driver is disqualified and will receive the lowest points possible for that week.**

4.4. **Final Lap:** Once the white flag has been given, signaling one lap remaining, the next flag will be the checkered flag. There will be no cautions or lights after the white flag. Keep in mind that if any driver is found guilty of rough driving on the final lap, officials will assess a penalty and the driver will be placed at the bottom of the finishing order for that portion of the event. No pit stops allowed on final lap.

5. **Proper Passing Techniques:** Bluegrass Karting is like most tracks in that there is one true "race line", making passing very difficult under normal circumstances. A "racing line" is an imaginary line that, if followed exactly, would result in the fastest way to get around the track. Because you will not be on the track by yourself, and because there will be karts/drivers with differing speeds and lap times, passing must still occur throughout the race. **Only clean passes will be allowed. Any violation of these rules will result in a stop & go penalty for one or both drivers involved.**

5.1. The best way to make a pass is using a proper pit strategy. If stuck behind a group of slower drivers, taking your pit stop allows you to possibly come out of the pits with a clear track ahead of you. However, keep in mind if you wait until the end of the race to complete pit stops, you risk there being a caution and losing any gap due to a re-grid.

5.2. A strategy for passing while racing, if done cleanly, correctly, and with respect for fellow drivers, is the "Push & Run". The "bump & run" is a strategy used in many forms of motorsports, including open-wheel karting. However, in order to avoid officiating a bump that is legal and a bump that is too rough, we only use the "push & run". Performed correctly means that entering the corner, you slightly **push** (not bump) a driver out of the preferred racing line. In order to do this, you must already be touching bumpers prior to the driver in front of you braking (proving the driver in the back is faster). Driving into a corner and hitting another kart is not legal. Our track marshals will determine if a pass is legal or not. Once a legal "push & run" has been completed, it is both drivers' (overtaking and overtaken) responsibility to maintain a race line respectful of one another into the following corners. No pinching into barriers and/or steering into one another will be tolerated. This is especially true coming around the Monster Energy can turn and out of chicane onto front stretch.

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5.4. A "ricochet" is also prohibited. This is when a chasing kart intentionally drives too fast into a corner and uses contact with the lead kart to make the pass.

5.5. Any time an illegal pass is made, the driver breaking the rules will be signaled to give that position back. This will be shown as a pointed Black flag and pointed blue flag with hand motions to swap positions back. This signals you have made an illegal pass and you have 1 full lap to give the position(s) back. If you have not given the position back before you reach the flag stand where you originally received the Blue/Black flags, a stop & go penalty will be enforced using a waved black flag. We suggest picking an area of the track where you can give a single position back and avoid being passed by multiple karts. However, there will be instances where a driver loses multiple positions when giving a position back. That is why we strongly encourage clean passes only, to avoid being penalized.

6. **Blocking/Defensive Driving**

- 6.1. The following rules do not mean in any way the lead kart is expected to move over for faster competitors. It only means no type of defensive driving will be permitted to hold a position. You are allowed to run the normal race line and force the other driver to get around you cleanly.
- 6.2. Defensive driving only causes your lap times to significantly increase and allows additional karts to catch up to you. If a kart is on your bumper, it means that driver is running faster than you. The longer you try to protect the one position, the more opportunity you provide to the rest of the karts to catch you. If track officials notice several consecutive lap times significantly higher than your overall best lap (indicating defensive driving), or if a driver is sliding/drifted and creating a hazard for other drivers behind them, a blue flag will be used.
- 6.3. Blocking and/or defensive driving of any type will not be tolerated. Examples of blocking and defensive driving include, but are not limited to, the following: repeatedly looking over your shoulder, pinching passing drivers into barriers, steering into other karts, brake checking, and running unconventional race lines. Penalties for rules infractions can range from receiving a blue flag (minor infraction), stop & go pit penalty (medium infraction), to disqualification (major infraction/retaliation).
- 6.4. If the chasing kart's front wheels are even with or past the lead kart's back wheels, the lead kart must respect the racing line of the chasing kart, leaving the chasing kart room to race. It is the lead kart's responsibility to know when a chasing kart is in a position to make a pass. Any driver who intentionally pinches a passing kart will be given a stop & go penalty. Unintentional pinches will result in the violating driver being shown the Blue/Black flag combo and will be required to give up their position.

7. Driver Conduct

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- 7.2. Bumping as a result of over-aggressive or irate driving (at official's discretion) may first result in a rolled black flag. If not acknowledged, an additional penalty will be enforced, up to and including driver disqualification if necessary. Based on the severity of any violation, a penalty may be given with no previous warning. A disqualified driver may be cleared to race in the next event, but will be under close observation.
- 7.3. Race officials will be on site to interpret acceptable racing versus actions that may deserve reprimand or penalty, and will enforce penalties accordingly. Drivers should be aware that unforeseen situations and circumstances may arise which will require on-the-spot rule interpretation and decisions. In such cases, officials reserve the right to decide on which course of action to take. Our race officials are no different than a basketball or football referee or a baseball umpire...we will make mistakes and miss calls but will do our absolute best to ensure fairness. We welcome your constructive assistance, but will not tolerate yelling or berating our staff. Decisions will be based on common sense, promoting fairness, and preserving the smooth flow of the racing schedule. All decisions and penalties enforced are final, unless...
- 7.4. Following a race, drivers (or parents of drivers) may email Brandon@BluegrassKarting.com to present an argument and request further review of race footage, as all races are recorded by our surveillance system. If the driver is right, calls can be modified and proper points assigned to the driver. However, if the call is not reversed, the driver will forfeit 5 points from that week's Main race. In either case, BKE's decision is final.
- 7.5. Agitated or upset drivers will receive additional penalties if there is irate behavior (by driver and/or parents/family of drivers) in response to a call made by race officials. Any driver and/or parent/grandparent/etc. guilty of not setting a positive example for the kids will be asked to leave and the driver will forfeit all points for that week. Do not argue an official's decision; do not confront any driver or

parent of another driver; no cussing, no yelling, and no causing your kid or any other person not to have fun. You will not be welcome back as a driver or spectator if you exhibit this type of behavior.

- 7.6. While we encourage parents and families to work closely with their driver in regard to strategy and driving techniques, BKE will not tolerate any form of disparaging remarks to any driver. Only constructive, encouraging remarks will be tolerated.
- 7.7. Participants will be financially responsible for any damage they may cause to karts, equipment or areas of the racetrack facility as result of anger, rage, aggressive driving, or irresponsible behavior.

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- 8.2. There will NOT be an Official in the pits to assist or to signify a proper pit stop. If any part of the pit stop does not meet these guidelines (driver hits wall on entry or exit, does not come to a complete stop, misses the pit box, etc.), the driver will be shown a black flag upon returning to the track. Driver must pit again the same lap.
- 8.3. The pit box is the area in the pit staging lane between the 2 white lines. This box is used for Pit Stops and for Stop & Go penalties. When entering the pit area for any reason, you cannot touch the black plastic barriers at ANY time from when you are entering the pits until you exit.
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- 8.5. No kart can enter the pit box until the kart in front has exited the box.
- 8.6. Proper control of the karts in the pits will be strictly enforced. If you hit any barrier in the pit, you must pit again. All decisions made by race officials are final!
- 8.7. Upon re-entering the track area, drivers are not allowed to cross the white blend line or merge into traffic until they are at full speed. Any driver who crosses the blend line or interferes with oncoming traffic will be disqualified if there is intent to block an oncoming kart.
- 8.8. Pit stops can only occur during green light. If you are already in the pits when a red light occurs, your pit stop does count but you must start at the back of the field. No kart may enter the pits under yellow or red light.
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- 9.1. Each of the drivers is competing directly against all other drivers in their division for Driver Championship. The Driver Championship points are individually assigned to each driver.
- 9.2. Heat races do not count towards points. Mains count for points. Drivers score points in races based on the points scale below.

9.3. Points Scale

- Main: 1st (10), 2nd (8), 3rd (7), 4th (6), 5th (5), 6th (4), 7th (3), 8th (2), 9th (1), etc.
- CHAMPIONSHIP STANDINGS: drivers may drop their lowest weekly score total, leaving their best 7 weeks applied towards the championship standings
- Trophies will be awarded to the winners of each division in the Championship Standings at Banquet
- Weekly trophies will be distributed for Main winners.
- Championship tiebreaker will be the most Main-race wins.

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