



General Track Rules

General:

There will be **zero tolerance** regarding **alcohol**, **drugs** or **pets** anywhere on the premises. This is not only for safety, but for compliance with our insurance carrier. Absolutely no children aged 12 and under in the pit area before, during and after race events. Any fighting or physical abuse of any kind will not be tolerated. If you have a disagreement, discuss it with an official. Disregard of this rule may result in being asked to leave the premises and/or escorted by RCMP if necessary.

Flags:

Green - Passing at the start of the race will not begin until the green flag drops. The polesitter may not be passed until he/she passes under the starter's stand

Yellow - If a yellow flag is displayed, racers must slow down immediately and await further instructions. Anyone continuing at racing speed after a yellow flag and light are shown may be penalized. Yellow flag laps do not count towards lap totals.

Red - If a red flag is displayed, all drivers must come to a complete stop as soon as practically possible. No driver is allowed to exit their vehicle unless it is an emergency. Drivers will stay where they are until further orders are given.

Blue - Cars about to be lapped may be shown this flag. Move off the racing line and allow leaders to pass by.

Black - Indicates driver malfeasance. A furred black shown or shaken at a driver is a warning to behave. A driver given a waved black flag must leave the track, proceed slowly through the pits and come to a complete stop at the Wrangler's position if they wish to re-enter the race. The Wrangler may then give permission to re-enter the race under his direction. You will be scored a minimum of one lap down.

Meatball - (black with orange center) Indicates vehicle mechanical problem, driver must exit the track and correct the problem, re-entering under Wrangler's direction.

White - Waved with 1 lap remaining in the race. May be combined with checkered flag to indicate 2 laps

remaining.

Checked - If you don't know this flag, get yourself a different hobby. Vehicles must slow after taking the checkered

If a yellow flag is displayed within the last two laps of a race, a green-white-checkered scenario will ensue.

Registration:

On every race day, an entry fee of \$20 must be paid. You must have previously completed your registration form online or you will need to do it on-site. You must also provide proof you have completed the online waiver with our insurance carrier. This MUST be done in advance of registration, NO EXCEPTIONS

Laps:

Heat races will consist of 12 laps for all classes. There will only be 1 heat race per class. Feature races will consist of 20 laps for all classes. Yellow flag laps do not count toward the lap total. If you must exit the track during a yellow flag session, you will be given a 2-minute period in which to re-enter the track, after which green flag racing may resume. Vehicles re-entering the track must go to the rear. If you re-enter after the green flag is waved, you will be scored a minimum of 1 lap down.

Running Order:

All drivers will draw numbers to determine the starting order for the first race of the year. The winner of the previous feature goes to the back for the next feature. New drivers will start at the back of heats and features. Drivers will be moved up to normal positions in the lineup at track officials' discretion. Entrants who miss 2 consecutive race events must start at the back Drivers who miss the drivers' meeting will start at the back of the field.

Drivers' Meeting:

The drivers' meeting is mandatory, all drivers must attend. Drivers meetings will start promptly at 1230pm in the infield. Engines must be turned off during the meeting.

Race Receivers:

Race receivers are mandatory for all drivers/vehicles. Race receivers may be available to rent at the start of the race event if a driver does not have one. A \$20 fee will be charged. You break it, you bought it!

NO EXCEPTIONS