

# TKC Race Day Rules and Procedures



Please make sure your drivers understand the track layout before they get on the track for practice.

These rules and procedures complement the Competition Guidelines/Rules document, which all competitors should be familiar with while competing at TKC.

Karts must have numbers on front, both sides and rear in a color contrasting from color of body and of a size for easy identification by flagman, corner safety workers and scoring.

All karts must be tech inspected by a safety tech person before being allowed on track for practice or race. It is the driver's responsibility to ensure this occurs.

Safety gear is mandatory at all times. Full face helmet, neck collar, gloves, long sleeves and long pants are the minimum allowed for all drivers. Rib/chest protector is highly recommended for all drivers.

Mufflers are mandatory at all times. If muffler or exhaust comes off during race, driver will receive a mechanical black flag and will be scored as they Did Not Finish (DNF) the race.

When spinning off track, DO NOT pull back onto track until safe to do so. Hold hand up when pulling back onto track. Do not re-enter track at a point that advances your running position. When passing another kart, do not take all four wheels off track. Doing so may subject you to a one lap penalty. Scrubbing tires on pace lap may subject you to being placed to the rear of field.

No push-back or restarts allowed once the green flag has been displayed unless race director or flagman determines it is safe to do so. If race is stopped due to an accident, karts involved in accident will be lined up at rear of field in the order which they were running prior to accident. If kart cannot continue under its own power, driver shall park it off the racing surface and await the end of that race. Drivers will be scored as they drop out of race. If race is stopped before completion of one lap, karts will be lined up according to the original line up.

Engine and/or chassis tech inspections will be performed on a random basis at the discretion of the race director.

**UNSPORTSMANLIKE CONDUCT ON THE PART OF ANY DRIVER OR HIS CREW INCLUDING BAD TALK, OBSCENE SIGNS OR FIGHTING WILL SUBJECT DRIVER TO DISQUALIFICATION FOR THE DAY AND DRIVER OR CREW MEMBER MAY BE SUSPENDED FOR A LENGTH OF TIME TO BE DETERMINED BY THE BOARD OF DIRECTORS. NO ALCOHOLIC DRINKS OR ILLEGAL DRUGS ALLOWED IN PITS.**

When practice, qualifying or racing is underway no one other than track workers are allowed inside any part of the fence surrounding the track. This includes the open areas where karts enter and exit the track.

<b>Race Day Schedule</b>	<b>Time</b>	
<b>Registration Opens</b>	8:30 AM	
<b>Practice 3min Transfer – 7min Track</b>	<b>Practice 1 0900-1000</b>	<b>Practice 2 1000-1100</b>
Kid Kart	0900-0910	1000-1010
LO206 Green Slide	0910-0920	1010-1020
LO206 Gold Slide	0920-0930	1020-1030
LO206 Sr. Lite	0930-0940	1030-1040
LO206 Sportsman & Masters.	0940-0950	1040-1050
LO206 Expert	0950-1000	1050-1100
<b>Drivers Meeting</b>	11:15 AM	
<b>Qualifying</b>	11:45 AM	
<b>Awards Ceremony</b>	15min AFTER TEAR DOWN	

# ***TKC RACING FLAGS***



Knowing your flags is as important as knowing how to drive.

**Check Flagman and Corner Workers Each Lap! They Keep YOU Safe!**



**Green Flag**  
GO GO GO!  
Course is Clear &  
Race has started!



**Passing Flag**  
Alerts driver there is a faster  
driver behind them. Hold your  
line and lift throttle.



**Yellow Flag**  
Waiving: Immediate danger,  
no passing. Safely slow down



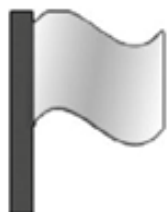
**Red Flag**  
Extreme Danger- Safely  
come to a stop.



**Black Flag**  
Rolled Up Pointing: STOP  
behavior!  
Waiving and Flagman Pointing:  
Driver Return to Pits



**Crossed Green &  
White Flag**  
Race is 1/2 way complete



**White Flag**  
Last Lap! Finish Strong!



**Checkered Flag**  
Race is finished  
Exite track with right  
hand up. Be Safe!