



2007 Rules & Regulations

The Forks Karting Association Speedway is a member owned, 1/8 mile clay oval. It is located on the Grand Forks County Fair Grounds property, east of the River Cities Speedway on US Hwy 2 (Gateway Drive.)

The Forks Karting Association follows IKF rules. IKF manuals are provided to IKF subscribing members on an annual basis. If you are not an IKF member, your class rep will have a copy of the manual at the track and can help you with any rule questions or interpretations.

The purpose of this publication is to add clarity and consistency to some of the more frequently questioned rules, and also notes local track options that have been exercised to better serve our members.

This publication is in no way complete and is not intended to be a replacement for the IKF Tech Manual. It is merely an informational aid to provide orderly conduct of our racing events.

Section 1 – General FKA Rules

TIRE RULES

- The Forks Karting Speedway is a **Burriss tire only** track. Rim size and tire compound are non-tech as long as the tire is Burriss brand.

KART NUMBERING

1. Each kart must have numbers in 4 locations: Right Front, Rear and both sides. Numbers must be black in color and a minimum of 5" high and displayed on a white background, minimum of 7" high & 7" wide.
2. **Maximum of two digits** for kart numbers, and they **cannot contain letters**.
3. It is the responsibility of the karter to make sure the number panels are clean and readable. If your numbers are not clearly visible from the scoring stand, you will not be scored.
4. FKA uses the seniority rules concept. You will be able to keep the same number as last year if you race in the same class. If moving to another class and your number is being used, you will have to select another number.

FLAGS AND THEIR MEANINGS

Green - Start, race underway.

Yellow - Caution, reduce speed immediately and maintain your position. The kart causing the yellow will be put in the back of the lineup, unless no fault can be determined. (If your kart causes 2 yellow flags, you will be black flagged.)

Red - You must make a safe stop immediately where you are on the track and shut your engine off. **No** one is allowed on the track during a red flag until track personnel grants permission. **No** working on karts. If your kart causes a red flag you will **not** be allowed to re-start.

Rolled Black Flag - Pointed in the direction of a driver is a warning about a driving infraction. This will be your only warning before receiving the black flag.

Black Flag - Leave the track and return to the pits. You will be awarded a finishing position reflecting when you left the track.

Meatball Flag (Black with Orange Ball) - Leave the track and return to the pits, your kart has a mechanical or safety problem.

Blue with Yellow Diagonal Stripe - You are being lapped, give the racer behind you room to pass.

White Flag - The leader is on the last lap.

Checkered Flag - You have completed the race

RACE LINEUP PROCEDURES

1. All karts are required to draw a number during registration; the number will be used determine the starting line up for the first heat. The second heat will be run in an inverted order.
2. The feature line up will be determined by the combined finishing points in the previous two heats. **NOTE:** Exceptions are special race events, such as the Track Championship where the feature line up is determined by total accumulated season points.
3. If a kart is a no show at the starting grid, or drops out prior to the green flag, karts will move straight forward maintaining their position in the inside or outside line.
4. Karts not leaving the starting grid with the class will have 2 minutes to join the class. If the deadline is not met, you will NOT be allowed to race and will be given the black flag.

RACE STARTS

1. The pole position will set the parade lap speed; the flag personnel will determine if the speed is appropriate.
2. There will be a maximum of two double file starts, the original start, and one additional try. If both are unsuccessful the karts will be rearranged for a single file start.
3. All starts begin with the waving of the green flag; **the kart on the pole does not determine when to start accelerating.**
4. No passing until the green flag waves.
5. No sling shot starts or holding back the line to gain momentum. This will cause a restart and you will go to the back.
6. A kart not accelerating properly at the start and holding up a line will cause a restart. (If you know your kart is not performing properly be a good sport and go to the back before causing a restart.)
7. Following a yellow flag, any karts that have been lapped start at the back of the pack.

RACE CONDUCT

1. **The flagman and infield flag personnel will be the final word for all on track competition.**
2. **Drivers, Pit Crew or Fans may not speak with the flag personnel or race scorers during competition. Penalties will be issued for irate behavior.**
3. Drivers failing to follow flag rules will be black flagged.
4. After the checkered flag, drivers will slow to a safe speed and exit the track and proceed to the scaling area.

SCALING

1. Karts must weigh **immediately after exiting the track.** Karts not in a single file line waiting to get on the scale will be considered out of the scaling area, therefore they will not be allowed to weigh in, and will be disqualified. Once the kart has left the scale area it cannot be re-weighed.

2. The top 3 karts after heat races must weigh in. and the top 5 karts after feature races must weigh in.
3. Only the driver and the scale official will be allowed in the scale area. **NO Pit Crew** allowed in fenced area unless scale personnel grants permission.
4. If you disagree with the weight of your kart, you will be allowed to rescale one time. The scale will be recalibrated for the second attempt. If your kart does not meet the weight requirement, you will be disqualified. It is your responsibility to have your kart weighed before the start of the race to ensure that you are at the proper weight.
5. Karts failing to meet the minimum weight for their class will be considered disqualified and will not be scored.
6. **No Hot Pits.** Karts must be shut off immediately after driving off the scale.

POINTS AWARDED

Points will be awarded only for the features. The points will follow the following scheme.

1st Place	35
2nd Place	33
3rd Place	32

Each position after 3rd will decrease by one point per position.

- The rest of the finishing positions will continue to lose 1 point per position.
- If you are Black Flagged or receive the Meatball Flag, your finishing position will be reflective of when you left the track.
- If you are the first one to leave the track for any reason, then you will receive last place points, the second car to leave the track for any reason will receive second to last place points.
- *The only way for a driver to receive a higher finish after leaving the track is for someone finishing higher than them being disqualified.*

DISQUALIFICATIONS

Disqualifications of any sort will not earn any points and the kart will not be scored.

Disqualifications will consist of one of these four situations.

1. Failing to pass post tech inspection
2. Failing to weigh or not meeting the minimum weight
3. Failing to pass Fuel Tech.
4. Profanity directed toward officials or other drivers. *This will usually be accompanied by some form of Suspension as well.*

RAINOUT POLICY

1. After signup, and prior to any karts on the track, races are canceled, and refunds can be issued.
2. After karts have been on the track and before completion of first heat, races are canceled, and entry fee can be used for the next scheduled race. (Not the next time you race). No Refunds if you can't make the next race.
3. After completion of first heats. Double features will be run at the next scheduled race. Lineup will be based on results from the first heat and partially ran second heat or draw number. No Refunds if you can't make the next race.

***On the nights when we run a double feature, the makeup feature will be ran before the start of the regular night's first heat. Practice laps will be doubled to allow more time on the track before the makeup feature.

Section 2 – Tech and Safety

SAFETY EQUIPMENT & APPAREL

1. **Helmets** are required to be Snell 2000 or newer and are subject to tech during Pre-Race Tech inspection.
2. **Chest Protectors** are recommended, and **will be required after July 1st, 2007 for all drivers under Competition age 16 years old.** The chest protectors must meet SFI Section 20.1 Certification.
3. **Gloves** are required and must be made of abrasion resistant material.
4. **Goggles or Face Shields** are mandatory.
5. **Neck Collars** are mandatory.
6. **Jackets** must be made of leather, heavy weight vinyl, or approved abrasion resistant nylon material. Full length pants must be worn with a jacket. Driving Suits must be made of leather, heavy weight vinyl, or approved abrasion resistant nylon.
7. **Shoes** must be high top shoes or boots and **must cover the ankle bone** area.
8. **Long Hair** is a safety concern, competitors with long hair will have to demonstrate a satisfactory method for retaining their hair.
9. **Rub Strips** (material added to the outside of the body to protect the panels when karts rub together) cannot be metal, but must be of flexible plastic material.
10. **Brake rotor guards or Wolf Plates** are mandatory in all classes. You will not pass Pre-Race Tech without one. Visiting karts will be allowed one exception, as not all tracks have adopted this rule yet. If you need more information on Wolf Plates see your class rep or Pre-Race Tech official.

PRE-RACE TECH INSPECTION

1. Your kart must go through Pre-Tech before **Each Race Night.**
2. **All karts and safety apparel** will be required to go through Pre-Race Tech inspection prior to the race.
3. **An Adult Crew Chief** must accompany all Junior drivers & karts through Pre-Tech. The Crew Chief is responsible for making all needed repairs and corrections.
4. Each kart that passes inspection will receive a marking unique to that event.
5. If violations are discovered, the kart will be able to make necessary repairs and be re-inspected-if time allows.
6. If the violations are minor, at the Pre-Race Tech Directors discretion, you may pass with reservation.(meaning next race have it fixed)
7. FKA takes Pre-Race Tech very seriously! Practice good maintenance on your kart, and inspect your kart between heats and features.

***The Pre-Race Tech Director is performing an extremely important function for our racers, so his decision will be final. If you take Pre-Race Tech seriously, you will not have Pre-Race Tech inspection problems. If you flagrantly disregard Pre-Race Tech, you will not race at this track.

POST RACE TECH

1. Top 3 karts from each class must report to the tech area after scaling.
2. **Absolutely No pit crew members or drivers allowed in the post tech area,** unless asked to enter for tear down reasons.
3. Karts must remain in the tech area until cleared to leave.
4. No working on the kart in the tech area unless instructed to start a tear down by the tech official.

5. **During the tech procedure, only the driver and one representative of that kart are allowed in tech area.**
6. Driver or Crew Chief are responsible for making sure their kart passes tech.
7. Karts without proof of Pre-Race Tech inspection are subject to disqualification.
8. Any kart failing tech inspection will be disqualified and will lose all points earned for the night.
9. Fuel infractions— a) If bad fuel is found coming off of the track, you will not be scored for that particular heat or feature. b) If discovered by random checks in the pits during the races, you will be asked to drain your tank and fix the problem, then you will be re-checked. You will also be checked after each of your races to ensure that the problem is fixed.

Section 3 - Classes Offered

ROOKIE GAS CLASS

This class is designed to be an entry level class for the new karter, competition age 8-11. It will allow the young karter to receive important seat time while learning the ins and outs of racing and sportsmanship. This class does not race for points. This class is designed for the new karter and crew to give karting a try, therefore, we have implemented rules that will discourage participants from spending too much money:

Rookie Gas Engine Rules

1. 5 HP Flat Head Briggs, or Box Stock Briggs Animal engine
2. Engines will run on pump gas only, NO additives.
3. .425 blue restrictor plate for Flat Head, Black 3-hole .250 restrictor for Animal
4. Only shoe type clutches allowed. Clutches must be Noram/Ratech GE Series, Mounted Inboard (Meaning shoes outward so you can see them).

Rookie Gas Chassis Rules

1. Chassis must meet the same IKF Tech Rules as any other JR. Chassis
2. No steering column fairing allowed.
3. Body work may be used upon approval of Pre-Race Tech director, but front nose cannot restrict driver's view of the track.
4. Junior body work recommended.
5. Kart and driver must weigh 235 pounds minimum.
6. Wide back bumper recommended.

Rookie Gas Class Guidelines

1. A driver will be allowed to participate in this class for 2 years maximum.
2. Once a driver completes 3 nights of racing, that is considered a year of eligibility.
3. If a racer is showing consistent dominance in this class, they may be asked to move up to the next class. The end decision will be made between FKA and the parents or guardians of the racer.
4. Age--Born between Jan, 1st 1996 and Dec, 31 1999—For 2007 Racing Season only.

OTHER CLASSES

Jr. I Light

Engine--5HP Flat Head Briggs Only.

Engine will run on alcohol.

.425 blue restrictor plate must be used.

Weight--235lb. Minimum.

Age--Born between Jan, 1st 1995 and Dec, 31 1999

Jr. I Heavy

Engine--5HP Flat Head Briggs with .425 blue restrictor plate, or

Box stock Briggs Animal, Red 3-hole .281 restrictor

Engines will run on alcohol only, NO additives

Weight--270lb. Minimum--(Animal engine weight to be determined)

Age--Born between Jan, 1st 1995 and Dec, 31 1999

Jr. II Light

Engine--5HP Flat Head Briggs Only.

Engine will run on alcohol.

.500 red restrictor plate must be used.

Weight--285lb. Minimum.

Age--Born between Jan, 1st 1991 and Dec, 31 1995

Jr. II Heavy

Engine--5HP Flat Head Briggs, with .500 red restrictor plate, or,

Box stock Briggs Animal, IKF or WKA Rules(Gold .505 restrictor plate)

Engines will run on alcohol only, NO additives

Weight--320lb. Minimum--(Animal engine weight to be determined)

Age--Born between Jan, 1st 1991 and Dec, 31 1995

Sr. Medium

Engine--5HP Flat Head Briggs Only.

Engine will run on alcohol.

Weight--345lb. Minimum.

Age--Born before Dec, 31st 1991

Sr. Heavy

Engines--5HP Flat Head Briggs or Box Stock Briggs Animal.

Engines will run on alcohol.

Weight--370lb. Minimum.

Age--Born before Dec, 31st 1991

Yamaha

KT100 Yamaha

Weight--340lb. Minimum.

Age--Born before Dec, 31st 1991

Masters

Engine--5hp Briggs Flathead

Weight--380lb. Minimum.

Age--35 Years or older

Age Requirements

Competition age is the highest age of the driver during the calendar year. (January 1st thru December 31st) Also, a driver with an attained age of 15 may move to a competition age of 16. Attained age is the age of the driver on the day of competition. During the driver's attained age, changes from one age group to another, the driver may race in either age group. Once the driver moves to the higher age group they can no longer race in the lower age group. If a driver moves up in mid-year, any points he has earned in the lower classes do not move up with him. The option year is designed to give the Junior drivers flexibility of class due to variances in driver weight and driver ability.

Competition Ages for the 2006 FKA Racing Season

Date of Birth	Competition Age	Classes Offered
Jan 1 st , 99 thru Dec 31 st , 99	8	Gas, Jr. I
Jan 1 st , 98 thru Dec 31 st , 98	9	Gas, Jr. I
Jan 1 st , 97 thru Dec 31 st , 97	10	Gas, Jr. I
Jan 1 st , 96 thru Dec 31 st , 96	11	Gas, Jr. I
Jan 1 st , 95 thru Dec 31 st , 95	12	Jr. I, Jr. II
Jan 1 st , 94 thru Dec 31 st , 94	13	Jr. II
Jan 1 st , 93 thru Dec 31 st , 93	14	Jr. II
Jan 1 st , 92 thru Dec 31 st , 92	15	Jr. II
Jan 1 st , 91 thru Dec 31 st , 91	16	Jr. II, Senior

PIT RULES AND POLICIES

1. FKA is dedicated to maintaining a fun, family atmosphere and a safe environment for all family members and race fans. We will not tolerate any foul or abusive language around our young fans or racers.
2. Racers will be responsible for the conduct of themselves, their crew and pit guests. Any unsportsmanlike conduct by the driver or the crew/guest will be charged directly back to the drivers awards or points for that event. First offense, Driver loses points for the event. Second Offense: Further action will occur, with the loss of points and suspension.
3. NO HOT PITS. Karts must be shut off immediately after driving off the scale.
4. Fuel tech is available to drivers in the tech shed before the race starts. You are responsible for the legality of your fuel. **The Forks Karting Association reserves the right to tech fuel anytime before or during the races.**
5. No lighting devices are allowed on the kart (example: valve stem lights). Engine monitoring devices only for lighting.
6. The scale area will be available to racers for checking their kart weight before the races begin.
7. Pit passes must be purchased and worn by everyone in the pits before and during the race.
8. Pit Spots are available for purchase. The cost will be \$25 per year. People who have purchased pit spots the previous year will have first chance to reserve the same spot again, as long as the payment is received on time. If you would like a different pit spot, the new spot is subject to availability and you will not have any preference over the new purchaser. Spots will be reserved on a first come first serve basis. Pit spots will be clearly marked if they are open or reserved.
9. The track phone number is 701-792-1015. Any announcements pertaining to weather delays or event cancellations will be on a recorded message no later than 2:00 PM on race day. Please use this phone number or the web address www.forkskartingassociation.com for race information.
10. Each racer will have a throw-out night that will be calculated into the final points tally. Points belong to **driver, not the kart**. Points are awarded only for the feature race.
11. If you change oil while at the track, please dispose of waste oil in the barrel provided next to the pit bathrooms.
12. We hope you enjoy your time with us. If there is anything we can do to make your experience better, please contact a track official.
13. **No Pets allowed on FKA premises, either in the spectator areas or in the pits.**
14. **The Pit Gate will be locked during competition and will not be unlocked until the completion of the last scheduled race. Pit vehicles are to remain in their assigned stall until the completion of the last scheduled race. There are NO EXCEPTIONS to the gate rule. If you have to leave early, you will need to have your vehicle outside of our fence.**

2007 Board of Directors

David Otto, President
1482 South 40th Street
Grand Forks, ND 58201
Home (701) 335-2538

Craig Croaker, Vice President
RR 3 Box 243
East Grand Forks, MN 56721
Cell (218) 779-4103

Debby Wisk, Treasurer
928 Bygland Road SE.
East Grand Forks, MN 56721
Cell (218) 791-2581
Home (218) 773-3164

Greg Wicken, Track Director
733 Dawn Circle
Grand Forks, ND 58203
Cell (218) 791-0856
Home (701) 772-7669

Brandon Thorvilson, Secretary
615 N. 39th St.
Grand Forks, ND 58203
Cell (218) 791-9818
brandon@bwthor.com

Tim Lund, Pre Race Tech
Todd Graham, Pre/Post Race Tech

Class Reps:

Rookie Gas - Allison Winters
Jr I - Wayne Blasky
Jr II - Brad Gilbertson

Sr. Medium - OPEN
Yamaha - OPEN

Location:

2300 Gateway Drive
Grand Forks, ND 58203
*Located in the
Grand Forks County Fairgrounds*

Mailing Address:

Forks Karting Association
P.O. Box 14553
Grand Forks, ND 58208-4553

Phone:

(701) 792-1015

Web Address:

www.forkskartingassociation.com

Any questions regarding this rule book or our track procedures can be directed to one of the above names, or use the web address below to contact us online.
<http://forkskartingassociation.com/contact.htm>