



# 2017 RULE BOOK

**Racing Karts, Champs, Microstocks, Slingshots &  
Quarter Midgets every Friday Night!**

**Track Location:** 2274 Storm Rd. Stroudsburg, PA 18360

**Track Mailing Address:** PO BOX 447, Kunkletown, PA 18058

**Track Office Phone #:** (610) 381-3787

**Raceway Hotline:** (570) 424-2373  
(Race Days at Gate Opening Time)

**Website:** [www.snydersvillraceway.com](http://www.snydersvillraceway.com)

**Email:** [snydersvillraceway@yahoo.com](mailto:snydersvillraceway@yahoo.com)

This Rule book and the WKA rule book will be used as a guideline only for the racing events under Racing Promotions LLC. All rules are subject to change. Notice will be given prior to all rule changes. Just because something is Not Discussed in the Rules, DO NOT assume it's Legal.

We are not responsible for misprints.



## 2017 Snydersville Raceway Schedule

1/8 Dirt Oval located in Stroudsburg, PA  
 Racing Karts, Champs, Microstocks, Slingshots, and  
 1/4 Midgets Every Friday Night!

Friday Schedule: Gates open at 4pm, Drivers Meeting at 6pm, Practice at 6:15pm, Racing at 7pm

DATE	EVENT
Saturday, March 18	Practice Day: Tech, signups, and parking reservations. Gates open at 10am, Drivers Meeting at 11:30am, Practice will start at 11:45am and will run till dusk. \$25 to Practice (Includes Pit Pass)
Saturday, March 25	THE DE-ICER! Heats & Features, Regular Payout! Non-Points Race. Gates open at 10am, Drivers Meeting at 12pm, Practice at 12:30pm, Racing starts at 2pm
Friday, March 31	Regular Show plus \$200 to win Briggs Stock Heavy Money Race & Start of 2017 Championship Points
Friday, April 7	Regular Show plus \$200 to win AllStar Slingshot Money Race
Friday, April 14	Regular Show plus \$200 to win Sr. Animal 206 Money Race
Friday, April 21	Regular Show plus \$200 to win Sr. Animal Champ Money Race
Friday, April 28	Regular Show plus The Spring Winged 1/4 Midget Super Dirt Nationals
Friday, May 5	Regular Show plus \$200 to win Sr. Clone Money Race
Friday, May 12	Regular Show plus \$200 to win Briggs Super Heavy Money Race & a Mother's Day Weekend Powder Puff Race
Friday, May 19	Regular Show plus \$150 to win Briggs Stock Light Money Race
Friday, May 26	Regular Show plus Eddie Marzigliano Memorial Race (Flathead Champ)
Friday, June 2	Pocono Raceway Night! Regular Show plus \$150 to win Jr. Sportsman Money Race
Friday, June 9	Regular Show plus \$300 to win AllStar Slingshot MA Silver Tour
Friday, June 16	Regular Show plus \$150 to win Microstock 206 Money Race & Father's Day Weekend Mechanics Race
Friday, June 23	Regular Show plus \$300 to win Walt Smith Memorial Race (Briggs Stock Heavy)
Friday, June 30	FIRECRACKER TWIN 20s- All Divisions (except Kid Karts), No Heat Races
Friday, July 7	Regular Show plus PA WING OUTLAW KART SERIES & Bill Puterbaugh Memorial (Sr. Clone)
Friday, July 14	Regular Show plus \$150 to win Jr. Sportsman Champ Money Race & The MRL/WFMT
Friday, July 21	Regular Show plus \$300 to win Jr. Slingshot National Tour
Friday, July 28	Regular Show plus \$500 to win Art Cronce Sr. Memorial (Sr. Animal Champ) & The MRL/WFMT
Friday, August 4	Regular Show plus Brad Farry Memorial (Info to come on memorial)
Friday, August 11	Regular Show plus West End Fair Qualifier for AllStar Slingshots- \$300 TO WIN PLUS GUARANTEED START IN THE \$1000 to win Slingshot A-Main at the West End Fair Dirt-a-Rama!
Friday, August 18	Regular Show plus \$150 to win Jr. Restricted Money Race
Monday, August 21	The 3 <sup>rd</sup> Annual West End Fair Dirt-a-Rama at the West Fairgrounds in Gilbert, PA. Classes to be announced soon. Gates open at 3pm, Sign-in from 3:30pm – 5:30pm, Drivers Meeting at 5:40, Practice at 6pm, Racing starts at 7pm.
Friday, August 25	Regular Show plus a \$150 to win Sr. Flathead Champ Money Race
Friday, Sept. 1	Regular Show plus a \$150 to win Sr. Animal 206 Money Race
Friday, Sept. 8	First Responders Night! Regular Show plus 60 Lap \$300 to win Doug Hoffman Memorial (Microstock Animal 206)
Friday, Sept. 15	Regular Show plus \$447 to win Dale Kuhne Memorial (Sr. Clone)
Friday, Sept. 22	Regular Show plus \$150 to win Briggs Stock Light
Friday, Sept. 29	Regular Show
Saturday, Oct. 7	5th Annual Thunder at The Ville- BIG MONEY FOR ALL DIVISIONS PLUS GRADE A KID KART 16. Gates/sign-in open at 9am, Drivers Meeting at 12pm, Practice at 12:15pm, Races at 2:00pm. (No Points)
Friday, Oct. 13	Regular Show
Friday, Oct. 20	Regular Show plus \$150 to win Briggs Super Heavy Money Race
Friday, Oct. 27	5th Annual FRIGHT NIGHT at The Ville (Championship Points End) with a \$200 to win Pumpkin Run 25 for Briggs Stock Heavy. Will be having trailer decorating contest. Also, Kids (or Adults) can dress up and go trick or treating during intermission. Bring treats for the Ghost and Goblins. PLUS THE FALL WINGED QUARTER MIDGET SUPER DIRT NATIONALS.
TBA	2017 Snydersville Raceway Championship Banquet

\*\*SCHEDULE & TIMES SUBJECT TO CHANGE\*\*



# 2017 Snyder'sville Raceway Payouts



Go-Kart, Champs, Microstocks, Slingshots and 1/4 Midgets

Promoter: Barry & Alex Greenzweig

Running every Friday Night from March to November

Go-Kart & Jr. Slingshot Prices: 1st Race Fee: \$25.00, 2nd Race: \$20.00

AllStar Slingshots: 1st Race Fee: \$35.00, 2nd Race: \$30.00

1/4 Midgets: 1st Race Fee: \$25.00 (includes pit pass), 2nd Race: \$10.00

Kid Karts: \$20.00 (includes Pit Pass)

Pit Fee: \$18.00

Grandstand: Adult: \$6.00; Senior Citizens 65+, Children 6 to 12, Military: \$3.00; Ages 5 & Under: Free

All regular & Jr. Race nightly payouts schedule:

Money payouts or trophy, except Kid Karts

Kid Karts exhibition only, no money, all receive the same size trophy

## KART & JR. SLINGSHOT WEEKLY PAYOUT

1 car- \$10

2 cars- \$20

3 cars- \$20, \$10

4 cars- \$25, \$15

5 cars- \$30, \$20

6 cars- \$30, \$20, \$10

7 cars- \$35, \$25, \$10

8 cars- \$35, \$25, \$10, \$10

9 cars- \$40, \$25, \$15, \$10

10 cars- \$45, \$25, \$15, \$10, \$5

11 cars- \$50, \$30, \$15, \$10, \$5

12 cars- \$55, \$30, \$15, \$10, \$10, \$5

13 cars- \$55, \$30, \$20, \$15, \$10, \$5

14 cars- \$55, \$30, \$20, \$15, \$10, \$10, \$5

15 cars- \$60, \$35, \$20, \$15, \$10, \$10, \$5

16 cars- \$60, \$35, \$20, \$15, \$10, \$10, \$10, \$5

17 cars- \$65, \$35, \$20, \$15, \$10, \$10, \$10, \$5

18 cars- \$80, \$40, \$20, \$15, \$10, \$10, \$10, \$10, \$5

19 cars- \$90, \$45, \$25, \$15, \$10, \$10, \$10, \$10, \$5

20 cars- \$100, \$50, \$25, \$15, \$10, \$10, \$10, \$10, \$5, \$5

## ALLSTAR SLINGSHOTS PAYOUT

1 car- \$25

2 cars- \$50

3 cars- \$50, \$25

4 cars- \$50, \$40, \$25

5 cars- \$65, \$45, \$30

6 cars- \$70, \$50, \$30, \$15

7 cars- \$75, \$55, \$35, \$20

8 cars- \$80, \$60, \$35, \$25, \$15

9 cars- \$85, \$65, \$40, \$35, \$20

10 cars- \$90, \$70, \$45, \$35, \$30

11 cars- \$95, \$70, \$45, \$35, \$30, \$15

12 cars- \$100, \$75, \$45, \$40, \$30, \$20

13 cars- \$100, \$75, \$50, \$45, \$35, \$25

14 cars- \$110, \$80, \$50, \$45, \$35, \$30, \$20

15 cars- \$115, \$85, \$55, \$50, \$40, \$30, \$20

16 cars- \$120, \$90, \$55, \$50, \$40, \$30, \$20, \$15

17 cars- \$125, \$90, \$60, \$50, \$45, \$35, \$25, \$20

18 cars- \$130, \$95, \$60, \$55, \$45, \$35, \$25, \$20

19 cars- \$130, \$100, \$60, \$55, \$50, \$35, \$25, \$20, \$10

20 cars- \$130, \$100, \$65, \$60, \$50, \$35, \$25, \$20, \$20

Track Hot Line (570) 424-2373. Fridays after 4:00pm Only. Racing Season Only!

Track Office (610) 381-3787

Snyder'sville Raceway Mailing Address: PO BOX 447 Kunkletown, PA 18058

\*\*Go-Kart Money Races will have a \$35.00 Entry Fee. \$150.00 to win with 5 or more karts. 4 or less karts will have 80% payback

\*\*Slingshot Money Races will have a \$45.00 Entry Fee. \$200.00 to win with 5 or more cars. 4 or less cars will have 80% payback

## 2017 Division Rules

Class	Age	Weight	Specifications
Kid Karts	5-8	150 lbs.	2017 WKA Comer C50 or C51. Gear Ratio: 10 tooth clutch with 89 tooth rear sprocket, 219 chain only. Tires: 11 x 5.5 x 5 maximum tire size. Tire circumference is 35-inch maximum diameter. 5 inch rims only. Nose Cone or Full Kid Kart Body Mandatory. Must have a separate braking system; sprocket as a brake disc is prohibited.
Jr. Sportsman Briggs**	8-12	265 lbs. 265 lbs. 285 lbs.	WKA Flathead (Blue .500 Restrictor) AKRA Box Stock Clone (Green .425 Restrictor with Open Clutch & Pipe) WKA Animal (Blue 2 Hole .275 Top, .375 Bottom Restrictor)
Jr. Sportsman Champ**	8-12	300 lbs. 300 lbs. 320 lbs.	WKA Flathead (Blue .500 Restrictor) AKRA Box Stock Clone (Green .425 Restrictor with Open Clutch & Pipe) WKA Animal (Blue 2 Hole .275 Top, .375 Bottom Restrictor)
Jr. Restricted**	12-15	300 lbs. 320 lbs. 320 lbs.	WKA Flathead (Unrestricted) WKA Animal (Black .575 Restrictor) AKRA Box Stock Clone (Blue .550 Restrictor with Open Clutch & Pipe)
Jr. Restricted Champ**	12-15	335 lbs. 355 lbs. 355 lbs.	WKA Flathead (Unrestricted) WKA Animal (Black .575 Restrictor) AKRA Box Stock Clone (Blue .550 Restrictor with Open Clutch & Pipe)
Sr. Animal 206	15 & Up	375 lbs.	2017 Briggs Local Option 206 Rules (w/ Factory Seals Intact), Open Clutch, Any WKA Approve Animal Air Filter, RLV 5506 or 5507 Spec Pipe, 4104 RLV Muffler, 87 Octane Sunoco Fuel Rule.
Briggs Stock Light**	15 & Up	340 lbs.	WKA Flathead Only
Briggs Stock Heavy**	15 & Up	370 lbs.	WKA Flathead Only
Briggs Super Heavy**	15 & Up	400 lbs.	WKA Flathead Only. Driver Must weigh 200 lbs. or more
Briggs Animal Sr.	15 & Up	360 lbs.	WKA Briggs and Stratton Animal
Sr. Clone	15 & Up	360 lbs.	AKRA Box Stock Clone, Open Clutch, Open Pipe
Sr. Flathead Champ**	15 & Up	410 lbs.	WKA Flathead Only
Sr. Animal Champ	15 & Up	410 lbs. 425 lbs.	Controlled Flathead, HL357 Carb Optional WKA Stock Animal
Microstock Animal 206	15 & Up	450 lbs.	2017 Briggs Local Option 206 Rules (w/ Factory Seals Intact) 2017 Microstock Racing Series Rules
Microstock World Formula	15 & Up	475 lbs.	2017 Microstock Racing League Rules
Open Modified Kart*	15 & Up	375 lbs.	2 cycle engine allowed. Single Engine Only.
Winged Outlaw Karts	15 & up		PA Wing Rules
Jr. Slingshot	8-15	695 lbs.	2017 Tobias Slingshot Rules: Single Barrel Carb., No Aluminum Flywheel Driver may move up if able to run with Seniors
AllStar Slingshot	11 & Up	750 lbs.	2017 Tobias Slingshot Rules: May have Aluminum Flywheel if car and driver weigh a minimum 810lbs.
Beginner 1/4 Midgets	5-17	250 lbs.	QMA Red Plate. Beginners Only!
Novice 1/4 Midgets	8-17	260 lbs.	QMA Blue Plate
Honda 120 1/4 Midgets	8-17	275 lbs. 325 lbs.	Honda 120. 275lbs- Light & 325lbs- Heavy (Heavy: Driver Must Weigh a minimum of 100lbs. and run 160 carburetor)
Honda 160 1/4 Midgets	9-17	270 lbs. 325 lbs.	Honda 160. 270lbs- Light & 325lbs- Heavy (Heavy: Driver Must Weigh a minimum of 100lbs. and run 200 carburetor)
Animal 1/4 Midgets	9-17	275 lbs.	QMA or USAC Animal
World Formula 1/4 Midgets	9-17	270 lbs.	QMA or USAC World Formula

\*Modified Classes: No Gear shift, centrifugal clutch only, methanol and oil only. No additives to fuel or oil. Muffler Mandatory, No Transmission. Must Run Billet flywheel. NO Billet Block. Any 2-stroke engine design for racing aloud with max cc of 120 on methanol and 135 on gas. No additives to fuel except oil.

\*\*Briggs Raptor Pistons allowed up to 0.050 made by Burris

**FUEL RULE (Clone & Lo206 Divisions):** Drivers must get Sunoco 87-octane fuel from: 4300 Manor Drive/Middle Easton Belmont Pike Stroudsburg, PA 18360-9496. Fuel must test within +/-10 points on the Fuel Tester. Snydersville Raceway uses **Sunoco 87-octane fuel** from the specified gas station to zero the Fuel Test Gauge. Fuel can be checked anytime at drivers request for legality.

## I. General Rules

### A. Track Ground Rules

1. Cheating will not be tolerated! If caught penalties will be decided by the tech inspector(s) and the promoters. **THIS IS YOUR WARNING!**
2. Each pit area shall have a copy of these rules and regulations, as well as each driver. Ignorance of any of these rules does not exempt anyone from non-conformity.
3. Everyone in the Pits must have a Pit Pass. If caught you pay the pit fee or will be asked to leave the property. Refusing to leave will have you escorted off the property.
4. Everyone in the Grandstands must have a Grandstand Band.
5. Pets are allowed but the owner must clean up after pet and must be kept on a leash always.
6. No Littering or Dumping Fuel & Oil on the grounds. There are trash cans and an Oil Drain Barrel to dump waste oil. **It's your track, let's keep in clean.**
7. No open fires on the property.
8. No unauthorized vehicles (must have a race car) or vendors in the pit area unless specified by a track official.

### B. Track Officials

1. You must respect all race officials. This can be grounds for you to be thrown out.
2. If there are any problems, see the race director! **DO NOT** argue with any officials but the race director.
3. The Race Director will discuss any problems you think you have but he will have the **Final Determination!**

### C. Drugs/Alcohol

1. No alcoholic beverages or controlled substance allowed on raceway property.
2. Anyone found to be under the influence of drugs or alcohol will be told to leave.

### D. Fighting/Confrontation/Abusive Language & Gestures

1. No Fighting. **Any physical altercations will leave you out for the year!**
2. No abusive or foul language will be tolerated to other drivers, spectators, or officials.
3. Any obscene jesters on the race track to anyone will result in a disqualification for the session.
4. **DO NOT** go into anyone's pit area for confrontation. This can be grounds for you to be thrown out.
5. If found instigating in someone else's pit you will be disqualified for the night and face being suspended, based severity of situation.
6. **The Driver is responsible for all crew members.**

### E. Track Safety

1. **IF YOU STEP ON THE RACE SURFACE without PERMISSION** from a Track Official, you will be **THROWN OUT for the NIGHT!**

## **F. Fire Extinguisher**

1. Every Vehicle in the pits must have a working up to date fire extinguisher.
2. **Consequences for not having a Fire Extinguisher**
  - i. 1<sup>st</sup> Time: Warning
  - ii. 2<sup>nd</sup> Time: Start in the Rear of the Field for all Classes
  - iii. 3<sup>rd</sup> Time: Will not be allowed to participate that race event

## **G. Minor Releases/Birth Certificates**

1. Anyone under the age of 18 must fill out a minor release and have copy of birth certificate given to the tower by the next race. If you gave a birth certificate last year it will be reused but you must refill the minor release out.
2. A driver's actual age as of January 1 of each year will determine which class will be raced for the season. If a driver has a birthday during the racing season that would make him/her eligible for an older age class, he/she may proceed to the older class.
3. Once the driver moves up he or she may not return to the younger class. Points will not be moved upon class change. Slingshots and 1/4 Midgets are excluded from the rule.
4. **CONSEQUENCES OF NOT HAVING BIRTH CERTIFICATE TURNED IN AFTER 1<sup>st</sup> VISIT**
  - i. 1<sup>st</sup> Time: Warning
  - ii. 2<sup>nd</sup> Time: Start in Rear of the Field for all Classes
  - iii. 3<sup>rd</sup> Time: Will not be allowed to participate that race event

## **H. Reserve Parking**

1. **Reserved Parking Spots are to be used by the payee only.**
2. Reserved Spots from 2016 will be held 2 races for the prior owner. Once the 2 races pass the spot is open to anyone to buy.
3. Pit Spots are \$75.00 each and it gives you 2 Free Grandstand Passes each week.

## **I. Payout**

1. The earliest money will be paid 2 races after your races.
2. No money will be paid before tech is done for similar classes.

## **J. WEATHER**

1. Please hold onto your wristbands in case of mid race rainout (unless specified differently).
2. An Event will be considered COMPLETE when all Heat races are completed. The Heat(s) will count as the Feature for payout and points. Money Races will be rescheduled to another date for completion.
3. If an event is rained out before all Heat races are complete. All races (Heat & Feature) will be completed over a series of events (scheduled prior to running). All previous pill draws will stand.

## II. Competition Rules

### A. **Burris Tires Rule**

1. **Burris Tire Rule is in effect.** It can be any compound of Burris on all 4 corners of the kart, NO other tire will be allowed to compete in points races or money races.
2. **EXCEPTION TO THE RULE:** Slingshots, 1/4 Midgets, & Traveling Series (if allowed by Series).

### B. **Sign-In**

1. All Racers must register at the scoring tower on Friday from 4pm-6:30pm.
2. Starting spot for your Heat race or Qualifying Session will be determined by the Pill number that you have drawn from least to greatest.
3. Pill Pulling for Heat Races will close at 6:30pm (No Exceptions).
4. If a driver signs in over the phone and does not make it in time for the Heat race, the driver will be scored as a DNS.

### C. **Flags**

1. Green Flag- The Session has begun or restarted.
2. Yellow Flag- Slow Down to Slow Pace. No Passing.
3. Red Flag- Come to a safe and complete stop and shut off motor.
4. White Flag- One Lap left in the session.
5. Checkered Flag- Session is Complete.
6. Blue Flag with Orange/Yellow Stripe- You are going to be lapped by leaders. Please move to outside groove until faster traffic has passed.
7. Black Flag- Rolled Up: Warning for Rough Riding, Waving: Disqualified for a Mechanical/Safety Issue or Unsportsman like conduct

### D. **Driver/Kart Changes**

1. Any Driver/Kart Changes must be told to a track official prior to race entering the track. Driver must start in the rear of the field for either changes.
2. Any Driver/Kart Changes **WITHOUT PRIOR NOTICE** will result in disqualification for the night and will be suspended for 1 race week.

### E. **Grid**

1. **BE ON TIME FOR YOUR RACE:** Push to the grid two races prior to your class going out.
2. Get into your Starting Spot on the grid one race prior to going out.
3. There is a 2-minute time limit to get onto the track. Once the time limit has passed you will not be able to enter the track and start the race. Unless specified different by the Race Director.

### F. **Double Starts/Restarts**

1. A Start Zone is located in the middle of Turn 4. The leader will start the race between the two start zone cones. No earlier! If leader doesn't go by the 2<sup>nd</sup> cone, the outside pole can start the race. No Passing until you exit the start zone (the 2<sup>nd</sup> Cone).

2. You will have 2 chances for a double file restart:

- i. 1<sup>st</sup> Double File- Initial start
- ii. 2<sup>nd</sup> Chance is a double file restart
- iii. 3<sup>rd</sup> Chance is a single file restart

#### G. Single File Restarts

1. All Restarts will be Single File and will start in the start zone. No Passing to the Inside/Outside of a car until the 2<sup>nd</sup> Start Zone cone in Turn 4.

#### H. Jump Starts

##### 1. Double File

i. There will be 2 chances given at a Jump Start. On the first jump, the driver(s) will receive a warning. On the 2<sup>nd</sup> jump start in a row; the front row will be put back one row in the starting field. Jump Starts will not count toward Rule II.F.2 Double File Restart Chances.

##### 2. Single File

i. If a driver jumps the start, the caution will come out after the field crosses the Start/Finish Line. The driver that jumped will get a two-spot penalty in the restart order.

#### I. Dropping Out before Initial Green Flag

1. If your kart stops working before Turn 4 before Initial Start you have 1 chance to fix it. Once the race starts no more working on the kart.
2. If a driver drops out **before** the race or a competitor is unable to start during the initial start of a race, the **field will cross over**.

#### J. Contact Rule

1. All cars involved in an accident that brings out the caution will restart in the rear. **INVOLVED** is when a driver makes contact with the caution cars
2. **IF YOU ARE INVOLVED IN A WRECK BEFORE THE 1<sup>st</sup> LAP YOU WILL BE SENT TO THE REAR.**
3. If you **STOP OR SPIN** to avoid an accident you will go to your last scored position.

#### K. Commitment Line Rules (Jr. Divisions Only)

1. There is a cone in the entrance of Turn 1 and Turn 3 that is the commitment line.
2. If the car on the inside is not half way (front wheel even with center of cockpit) under the car on the outside by the commitment line, the inside car is required to yield to the outside car.
3. If the car on the inside is half way (front wheel even with center of cockpit) under the car on the outside by the commitment line, the outside car is required to yield to the inside car.

#### L. Caution Rules

1. When a caution comes out and leader crossed the finish line, the lap will count but will resort to previous scored lap if not all lead lap cars pass the finish line.
2. **Completed Lap-** A completed lap is considered when the last car on the lead lap passes the Start/Finish line.
3. **Lap cars will start behind any lead lap or people involved in caution.**



#### M. Spin Rule

1. **Senior Divisions-** If you are to spin **ON YOUR OWN** 2 times, on the 3<sup>rd</sup> time you spin you will be disqualified from the race session (Not entire night) and will be marked as a DQ.
2. **Junior Divisions-** If you are to spin **ON YOUR OWN** 3 times, on the 4<sup>th</sup> time you spin you will be disqualified from the race event (Not entire night) and will be marked as a DQ.

#### N. Stalling

1. **If you stall during a spin or wreck, you will have a chance to restart your car.** If motor stalls under Caution you will be allowed to restart your kart.

#### O. Unsportsman Like Conduct

1. **UNSPORTSMAN LIKE CONDUCT** in the race or after the race will result in DISQUALIFICATION for that race event and face possible suspension for race week(s).
2. **ROUGH RIDING, BLOCKING AND/OR PUSHING WILL NOT BE TOLERATED. YOU WILL BE DISQUALIFIED.**
3. **IF YOU INTENTIONALLY DELAY A RACE YOU WILL BE DISQUALIFIED.** Example: Deliberately Spin Out on your own.

#### P. Breaking Down

1. If during a race, you pull off the track you will be score as a Did Not Finish (DNF). You are not allowed to enter the track again once you pull off, unless specified by officials.

#### Q. Lap Traffic

1. If you are going to be lapped, the driver(s) will be shown the Move Over Flag (Blue Flag with Orange or Yellow Stripe). Drivers are expected to move to the outside groove of the race track.
2. If you don't comply to the Move Over Flag after 1 lap to move over you will receive the black flag.



### III. Timing and Scoring

A. **Transponders are REQUIRED TO COMPETE. Snodysville Raceway uses a Mylaps/AMB -i-t Scoring System**

#### B. **Transponder Mounting**

1. Karts/Champs- Left rear seat strut or left rear nerf-bar upright (within 6 in. of the seat strut)
2. Microstocks- 48 inches from front bumper
3. Slingshots- Center of the drivers' compartment
4. 1/4 Midgets- Center of car on left side
5. **For the Transponder to work properly, please make sure it has a clear view of the ground (no metal panels in the way, Kart frames will not cause a problem) and they are not mounted higher than 18 inches from the ground.**

#### C. **Rental Transponders**

1. Drivers or Parent/Guardian must sign a waiver to rent out a transponder and provide a valid driver's license that will be held till the end of the event. ALL RENTAL TRANSPONDERS MUST BE RETURN at the end of the event and PLEASE collect your driver's license at the Tower before leaving.
  2. All rentals transponders must be mounted in a new style AMB/Mylaps transponder clip (has round peg) or a Westhold Transponder Bag. **NO ZIP TIES OR METAL WIRE TO HOLD TRANSPONDER TO CAR!**
  3. Any Transponder found to non-operational or destroyed when returned after the race event, the driver who rented the transponder will pay \$340.00.
- D. If you have your own transponder, please provide the number on the front of the transponder to the staff during sign-in.

#### E. **Race Laps**

##### 1. **Karts, Microstocks, & Champ Karts**

- i. **1-3 Entries-** 8 Lap Heat & 12 Lap Feature
- ii. **4-9 Entries-** 8 Lap Heat & 15 Lap Feature
- iii. **10+ Entries-** 10 Lap Heat & 20 Lap Feature
- iv. **21+ Entries-** 10 Lap Heat, 10 Lap B-Main, & 20 Lap Feature

##### 2. **Slingshots**

- i. **1-3 Entries-** 8 Lap Heat & 15 Lap Feature
- ii. **4+ Entries-** 10 Lap Heat & 20 Lap Feature

##### 3. **Kid Karts**

- i. 6 Lap Heat & 12 Lap Feature

##### 4. **1/4 Midgets**

- i. 8 Lap Heat & 12 Lap Feature

#### **F. Time Limits**

1. All Divisions will have a time limit.
  - i. 6 Lap Race: 5-minute Time Limit
  - ii. 8 Lap Race: 6-minute Time Limit
  - iii. 10 Lap Race: 7-minute Time Limit
  - iv. 12 Lap Race: 8-minute Time Limit
  - v. 15 Lap Race: 10-minute Time Limit
  - vi. 20 Lap Race: 12-minute Time Limit
  - vii. Money Races: 1-Minute per Lap
2. Once Time Limit has been reached you will get one more chance to complete the race. The next yellow will finish the race with all involved caution parties being put to the rear of the finishing order. Finish will be based off last completed lap.

#### **G. Qualifying Procedures**

1. 3 Karts or 2 Slingshots will be sent out in order by pill draw at a time for Qualifying.
2. The Green Flag will be thrown immediately once you are sent out. You will have 2 laps to set your best time. Once Checkered is thrown you will take a cool down lap and then pull in the infield.
3. Qualifying Results are sorted based on fastest time of a driver.
  - i. In case of a tie of the first fastest lap between two drivers. The second fastest lap will determine who gets the position. The driver who has a better second lap will receive the position they are tied for.
4. No Transponder= Not Timed (You will be put last).
5. If you miss your time to go out, you will only get 1 lap to Qualify unless specified by an official.

#### **H. Combining Classes**

1. The Faster Class will start ahead of slower class for all starts and restarts.

#### **I. Number of Cars on Track**

1. Heat Races will have no more than 10 cars in each race.
2. Feature Race will have no more than 20 Cars + 1 Past Champions Provisional (if needed).

#### **J. Past Champion Provisional**

1. The Provisional is given to drivers who received an award from the 2016 championship banquet for that specific division and is the highest in finishing position of B-Main. The Provisional may only be used once a year. You must attempt to start in the B-Main to use the provisional.

#### IV. Points & Championship Awards

##### A. Championship Points

1. To be eligible to receive an award a division must run 80% of the events completed in a season (special events do not count). The Driver must run 50% the of the races completed by the division to qualify.
2. Drivers are required to drop two weeks in points. Lowest Point Race, Missed Weeks, DNF's, and DNS's can be dropped for points.

##### B. Overall Points Championship

1. Overall Points Champion is the awarded to the driver that has the most points in 1 class overall all Sr. or Jr. Divisions. Single Car Classes are ineligible for Overall Points Championship.

##### C. Points System

###### 1. 3 or more entries

Pos.	Point Amount	Pos.	Point Amount	Pos.	Point Amount
1 <sup>st</sup>	65	8 <sup>th</sup>	40	15 <sup>th</sup>	26
2 <sup>nd</sup>	55	9 <sup>th</sup>	38	16 <sup>th</sup>	24
3 <sup>rd</sup>	50	10 <sup>th</sup>	36	17 <sup>th</sup>	22
4 <sup>th</sup>	48	11 <sup>th</sup>	34	18 <sup>th</sup>	21
5 <sup>th</sup>	46	12 <sup>th</sup>	32	19 <sup>th</sup>	20
6 <sup>th</sup>	44	13 <sup>th</sup>	30	20 <sup>th</sup>	19
7 <sup>th</sup>	42	14 <sup>th</sup>	28	21 <sup>st</sup>	18

2. **1-2 Entries:** 1<sup>st</sup> Place: 55 pts., 2<sup>nd</sup> Place: 50 pts.
3. **Kid Kart Points:** Each week a Kid Kart driver runs they get 1 point for participation. All Kid Karts Get Same Size Trophy at the Banquet

##### D. DNF's (Did Not Finish)

1. Points, Position, Money will be award (after you scale)
  - i. Situations that are DNFs: Drop out during the race (after taking the initial Green Flag), Muffler Falls Off, Mechanical/Safety Failure, Spin Rule

##### E. DNS's (Did Not Start)

1. This will apply if you don't take the initial green flag. No Points, Money, or Position will be awarded

##### F. DQ's (Disqualifications)

1. No Points, Money, or Position will be awarded
2. Situations that are DQs: Did Not Weight or Under Weight, Failed Post Race Tech, Unsportsman Like Conduct

##### G. DNF/DNS & DQ- DNF's and DNS's will be scored before DQ

**This Rule book and the WKA rule book will be used as a guideline only for the racing events under Racing Promotions LLC. All rules are subject to change. Notice will be given prior to all rule changes.**

V. Tech Items and General Safety

A. **Scaling**

1. Everyone must scale to receive position, points, and money (Heats, Qualifying, B-Main & Features). If you do not scale you will be disqualified and will not receive Points, Position or Money.

B. **Car Safety**

1. All Cars must be safety teched before entering the race track. Safety tech is ensuring that your vehicle is within the safety regulation. Any vehicle found to be unsafe will not be allowed to compete.
2. The guidelines for safety inspection can be found in the WKA tech manual or if in question ask the tech inspector. WKA rules will be used in classes except where noted.
3. For all go kart classes, chassis specification can be found in the WKA rule book under speedway division regulations.
4. The tech officials have the right to change the safety requirement to ensure the safety of the competitors and spectators.
5. Officials will be checking for proper safety equipment before entering the track.
6. The Competitor is Responsible for being LEGAL.

C. **Driver Safety Rules**

1. All competitors are required to wear a Full faced helmet (minimum Snell SA2010 approved), a Neck supports (Neck Brace or Hans Device), Gloves, Abrasive resistance jacket or suite, Fire Suits for Caged Cars (Microstocks, Champs, Slingshots, Quarter Midgets), and Ankle high leather boots or shoes.
2. All Kids 12 and under must wear a SFI 20.1 Approved chest protector.
3. No Cameras or Go Pros can be mounted on the Helmet. All cameras must be securely fastened to the kart.

D. **Caged Car/Microstock Safety Rules**

1. All competitors in caged vehicles are required to have a 5-point belt system harness in their vehicle. ALL seat belts systems are not to be over 5 years of age. Seatbelt mounting procedures are in the WKA tech manual or Tobias Slingshot Rule Book.
2. Arm restraints are mandatory and must be attached to the driver restraint belt or fire suit, and the other end should be attached between the wrist and the elbow of each arm.  
\*\*Microstocks that have window nets do not require to have arm restraints.\*\*
3. All caged car drivers are required to wear a fire-resistant racing suit (1 piece or 2 piece suits), tops and bottoms.
4. All Caged Karts must have a Quick Release Steering Wheel.

**E. Kart/Champ/Microstock Safety & Tech**

1. No Metal body parts are allowed on any go kart.
2. ALL VEHICLES will be required to have a WKA approved mufflers and must be properly installed and removable so they can be inspected
3. Loss of a muffler or running a loose muffler will result in being black flagged for the session.
4. Safety wiring of the header bolts is mandatory in 4 cycle classes
5. **NO FLAT KARTS CAN HAVE QUICK RELEASE STEERING WHEELS**

**F. Fuel/Oil Tech**

1. All competitor are subject to fuel tech by means of water test or hydrometers.
2. ADDITIVES ARE PROHIBITED including all flammable or oxygen bearing additives.
3. Oil is also subject to tech by means of s beeper and/or flash test.

**G. Engine Tech/Protesting**

1. Protesting a competitor is achieved by contacting a track official as soon as the competitor has ended his race. You have 10 Minutes to Protest. Cash Only.
2. **Go Kart, Champ, Microstock Protest:** Complete Motor Inspection: \$150; Carburetor, Head and fuel inspection: \$50, with the winner getting all the money

**H. Anyone found in violation of track tech or protest will be disqualified in all classes competed in with that vehicle.**

1. **Minor Infractions:** Under Weight, Did Not Weigh, Illegal Fuel, Tires
  - i. Automatic Disqualification from the Session. For Feature: No points or money for the class.
2. **Major Infractions:** Illegal Motor, Restrictor, Oil, or Refusal of Tech.
  - i. **1<sup>st</sup> Offense:** Will lose all points and awards for that night.
  - ii. **2<sup>nd</sup> Offense:** Will lose all points and awards for that night and be suspended for One Race Week.
  - iii. **3<sup>rd</sup> Offense:** Will lose all points for the season and suspended for one year.

**I. If a competitor refuses tech they will lose all points and awards for all classes competed in with that vehicle for that night and will be suspended for one race week. When you come back, you may be teched again. IF YOU ARE FOUND ILLEGAL YOU WILL HAVE A WEEK OFF!**

**J. If found guilty of any of the above infractions, your fates will rest with track management!!!**

**K. Cage Kart Guidelines for Open Champ Kart/Winged Outlaw Class Only**

1. Caged karts maybe run in the Winged Outlaw class only at the discretion of the tech committee when the following is met: Minimum 1 in. O.d .085 thick steel tubing is used on the Main Cage.
2. Main Cage must be typed designed for racing and have 4 down tubes attached to main frame
3. The attaching point must be either be welded solid or have Slip Fit connection that is bolted with a minimum 3/8 Grade 8 bolt and safety wired and then spot weld for safety
4. No Heim Joint Connections Allowed

5. Side protection bars are mandatory on both sides and maybe welded on both ends or welded on one end and a slip fit on the other end but must remain captive
6. Side Protection bars must be made from a minimum ¾ 0.750 steel tubing with a minimum thickness of 0.065.
7. Minimum wheel base is 40 inches
8. The rest of the kart will be teched as in the WKA Rule Book and Sanctioning Body

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## DIRECTIONS TO SNYDERSVILLE RACEWAY

**From Bloomsburg:** Travel Interstate 80 East to Exit 302A: PA-33 South. Travel 2.8 Miles on PA-33 then get off at the 1st Snyder'sville Exit. At the end of the Ramp, Turn Left onto Business Route US-209. Travel 0.1 miles then Turn Left onto Polk Valley Rd. Travel 0.5 miles on Polk Road then Turn Left onto Storm Road. Then travel up to the top of the hill and turn in at the 1st set of Gates on the left.

**From New Jersey:** From I-80 West, take exit 304 onto US-209 South toward Snyder'sville. Continue 3.5 miles then Turn Right onto Beaver Valley Road. Turn Left onto Business Route US-209. Travel 0.1 miles then Turn Right onto Polk Valley Rd. Travel 0.5 miles on Polk Road then Turn Left onto Storm Road. Then travel up to the top of the hill and turn in at the 1st set of Gates on the left.

**From Easton/Allentown Area:** Take PA-33 North to Snyder'sville Exit. Take Ramp at Snyder'sville Exit. At the top of the ramp. Turn Left onto Manor Drive, go 0.3 miles to Stop Sign. Make a Right onto Mid Easton Belmont Pike. Continue 0.6 miles then make a slight Right onto Business Route US-209. Travel 0.7 miles then Turn Left onto Polk Valley Rd. Travel 0.5 miles on Polk Road then Turn Left onto Storm Road. Then travel up to the top of the hill and turn in at the 1st set of Gates on the left.

**From I-476:** After going through toll plaza, keep right at the fork, follow signs for US 209 N/Stroudsburg and merge onto US-209 N. Continue 20.3 miles, then take ramp to US-209 BUS exit toward Sciota. At the end of the ramp make a left onto Business Route US-209. Travel 3.2 miles then Turn Left onto Polk Valley Rd. Travel 0.5 miles on Polk Road then Turn Left onto Storm Road. Then travel up to the top of the hill and turn in at the 1st set of Gates on the left.