



2023 RULE BOOK

Racing in The Pocono's every Friday Night!

Karts • Champs • Microstocks • Mini Mods • Slingshots • Stage 1 Modifieds

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

Email: info@snydersvillraceway.com

This Rule book and the WKA rule book will be used as a guideline for racing events under Racing Promotions LLC. All rules are subject to change. Notice will be given before all rule changes. Just because something is Not Discussed in the Rules, DO NOT assume it's Legal. We are not responsible for misprints. We accept no liability or responsibility for losses or legal actions related to any activities or events used in conjunction with these rules outside of Racing Promotions LLC.

I. 2023 Snyder'sville Raceway Division Rules

A. 2023 Classes & Rules:

Class	Age	Weight	Specifications
JuiceBox	5 & Under	Max 130 lbs.	Radio Flyer Ultimate Karts ONLY! No modifications. Changing of stock number is recommended for scoring. Bike helmet is required.
Kid Kart	5-8	150 lbs. 200 lbs.	<ul style="list-style-type: none"> • WKA Comer C50, C51, or C52: Gas & Oil Mix, Gear Ratio: 10/89, 219 Chain only • Briggs Junior Local Option 206: 2023 Briggs Rules, Gear Ratio: 17/57, 35 Chain Only, Max-Torque Clutch, 4100 RPM Rev Limiter, Black .310 Slide Overall Rules: Maximum Tire circumference is 35 inches, 5-inch rims only, Kid Kart Frames Only, Nose Cone or Full Kid Kart Body Mandatory, Separate Braking System Required, Sprocket Disc Brakes are Prohibited
Kiddie Champ	5-8	260 lbs.	Briggs Junior Local Option 206: 2023 Briggs Rules, Black .310 Slide, Gear Ratio: 17/57, 35 Chain Only, Max-Torque Clutch, 4100 RPM Rev Limiter
Jr. 206 Champ	8-12	285 lbs.	Briggs Lo206, 2023 Briggs Rules, Red .440 Carb Slide, Shoe Clutch Only
Jr. Sportsman**	8-12	265 lbs. 265 lbs. 285 lbs.	WKA Stock Flathead (Blue .500 Restrictor)* 2023 AKRA Box Stock Clone (Green .425 Restrictor with Open Clutch & Big Pipe) WKA Stock Animal (Blue 2 Hole Restrictor w/ .275 Top & .375 Bottom holes)
Jr. Sportsman Champ**	8-12	300 lbs. 300 lbs. 320 lbs.	WKA Stock Flathead (Blue .500 Restrictor)* 2023 AKRA Box Stock Clone (Green .425 Restrictor with Open Clutch & Big Pipe) WKA Stock Animal (Blue 2 Hole Restrictor w/ .275 Top & .375 Bottom holes)
Jr. Restricted**	12-15	300 lbs. 320 lbs. 320 lbs.	WKA Stock Flathead (Unrestricted)* WKA Stock Animal (Black .575 Restrictor) 2023 AKRA Box Stock Clone (Blue .550 Restrictor with Open Clutch & Big Pipe)
Jr. Restricted Champ**	12-15	335 lbs. 355 lbs. 355 lbs.	WKA Stock Flathead (Unrestricted)* WKA Stock Animal (Black .575 Restrictor) 2023 AKRA Box Stock Clone (Blue .550 Restrictor with Open Clutch & Big Pipe)
Jr. Predator	12-15	325 lbs.	Harbor Freight Predator 212cc. STOCK (OUT OF BOX) Model 60363 or 69730 – Max 5200 RPM, Main Jet .031". No other modifications except the following: 10.8 LBS Valve Spring and Disconnecting Oil Sensor. Open Clutch Rule. Chain Guard is required.
Jr. Microstock	8-15	385 lbs.	2023 Briggs 206 Rules: Red .440 Slide + Locking Cap & 2023 MSRS Rules
Briggs Stock Light	15 & Up	340 lbs.	WKA Stock Flathead Only
Briggs Stock Heavy	15 & Up	370 lbs.	WKA Stock Flathead Only
Briggs Super Heavy	15 & Up	400 lbs.	WKA Stock Flathead Only. Driver Must Weigh a minimum of 200 lbs. with gear
Clone Heavy	15 & Up	370 lbs.	2023 AKRA Box Stock Clone, Open Clutch, Big Pipe
Clone Super Heavy	15 & Up	400 lbs.	2023 AKRA Box Stock Clone, Open Clutch, Big Pipe, No minimum driver weight
Yamaha Heavy	15 & Up	375 lbs.	WKA Stock Yamaha KT-100
Sr. Flathead Champ	15 & Up	410 lbs.	WKA Stock Flathead Only
Sr. Animal Champ	15 & Up	425 lbs.	WKA Stock Animal
Sr. 206 Champ	15 & Up	410 lbs.	2023 Briggs 206 Rules
Microstocks	15 & Up	475 lbs.	2023 Briggs 206 Rules & 2023 Microstock Racing Series Rules
Jr. Slingshot	8-15	695 lbs.	2023 Tobias Slingshot Rules: Single Barrel Carb., No Aluminum Flywheel
AllStar Slingshot**	12 & Up	See Specs	2023 Tobias Slingshot Rules: New Steel Flywheel Only- 765 lbs. Aluminum Flywheel- 810 lbs. No Air Pressure Rule
Mini Mod	14 & Up	550 lbs.	2023 Mini Modified Rules
Stage 1 Modified	12 & Up	825 lbs.	2023 Stage 1 Modifieds Rules

B. Kart Specific Rules:

1. **Kart Tire Rule:** All Weekly Kart, Champ, & Microstock Classes must run **Burr's Tires** on all 4 corners of the car. Any compound or date code is permitted. **Kid Karts** are an Open Tire Rule, but only 5" tires & wheels are permitted. **JuiceBox** division must use stock wheel and tires.
2. **2023 Briggs Lo206 Rule Amendments:** The old-style Briggs hologram seal with no tracer is still allowed to compete if it isn't tampered with. All 206 Classes can use a WKA legal Animal Filter. All 206 classes (excluding Kid Karts & Kiddie Champs) are allowed to use a disc clutch. Microstocks can use any exhaust pipe to make sure it fits inside the bumper.
3. ***Briggs Raptor (Flathead) Pistons** allowed up to 0.050 made by Burr's Racing.

4. Fuel Rules:

- i. **OVERALL RULE:** No Additives, Nitrous, or Oxygenators are permitted in the fuel.
- ii. **Comer C50/C51/C52:** Pump Gas or Race Gas permitted with 2-stroke oil mixed in fuel.
- iii. **Briggs Flathead & Animal:** Methanol Race Fuel Only.
- iv. **Clone, Briggs Lo206, and Predator:** Sunoco 87-octane Pump Gas Only from 4300 Manor Drive/Middle Easton Belmont Pike Stroudsburg, PA 18360. *For special events, please consult the track for the specified location.*

5. ****WEIGHT STICKER must be posted and visible on the car** for the specific motor package in use.

- i. **Flat Karts-** Left side on fairing or kart body (near fairing).
- ii. **Champs-** Left side upper roll cage bar.

6. **FUEL FILTERS FOR THE ANIMAL, CLONE, AND BRIGGS LO206** MAY ONLY BE PLACED BEFORE THE FUEL PUMP. ANYONE FOUND WITH THE FILTER BETWEEN THE FUEL PUMP AND CARBURETOR WILL BE ASKED TO MOVE IT BEFORE COMPETING.

7. **Mufflers are required.** Loss of a muffler or exhaust will result in a DQ for the session. Loose mufflers can result in a DQ if safety becomes an issue.

8. **Transponder Mounting Locations**

- i. **Karts & Champs:** Base of the Steering Shaft/Column
- ii. **Microstocks:** 48 inches from the front bumper
- iii. **Please ensure the transponder has a clear view of the ground and is not encased within metal panels. The maximum mounting height is 12" from the ground.**

9. **Bodies**

- i. **Karts/Champs:** Fiberglass or Plastic Bodies are Permitted. Karts may run without a body, but they must have a number panel on all sides of the kart. Metal Body Parts are not Permitted.
- ii. **Microstocks:** A metal, fiberglass, or plastic body that resembles a Dirt, Asphalt, or Vintage Modified is required.

10. **Chassis Specifications**

- i. **Karts:** See 2023 WKA Speedway Division Rules.
- ii. **Champs:** See 2023 WKA Speedway Division Rules. BOLT-ON CAGES ARE **NOT** PERMITTED.
- iii. **Microstocks:** See 2023 Microstock Racing Series Rules.

C. **Slingshot Specific Rules**

1. **All Slingshot Classes will follow the 2023 Slingshot by Tobias Rule Book.**
2. All Cars must be Registered and Inspected with Speedway Entertainment for 2023 by their second race. Failure to do so will result in a disqualification each night the car is unregistered.
3. **Fuel Rule:** Methanol Race Fuel Only. No Additives, Nitrous, or Oxygenators are permitted in the fuel.

4. ****WEIGHT STICKER must be posted on the body by the Left Rear Tire to denote which flywheel you have for the AllStar Slingshots; Steel – 765 lbs; Aluminum – 810 lbs.**
5. **Transponder Mounting Location:** Arm cutout across from the safety belt bolt tab. Please ensure the transponder has a clear view of the ground and is not encased within metal panels. The maximum mounting height is 8" from the ground.
6. **ROCK SCREENS or GUARDS are required.**
7. **Slingshot approved mufflers are mandatory.** Muffler must be attached to end of exhaust pipe. No modifications. Exhaust fins must be no farther apart than 1/4". All exhaust must go through muffler. Muffler must be in working order and mounted to start all events. 9/16" hole max at end of muffler. **Loss of a muffler during a race will not result in a DQ, but if a debris caution is caused by the muffler, the car will go to the rear.**

D. **Mini Mod Specific Rules**

1. **The Mini Mod Division will follow the 2023 Mini Mod Rule Book issued by L&L Chassis.**
2. **Tire Rule:** Hoosier RD20 15.0/6.0-8 Jr. Sprint, P/N 42400 on all 4 corners. No treating, softening, sipping, cutting, or grooving tires.
3. **Fuel Rule:** Sunoco 87-octane Pump Gas Only from 4300 Manor Drive/Middle Easton Belmont Pike Stroudsburg, PA 18360. *For special events, please consult the track for the specified location.* No Additives, Nitrous, or Oxygenators are permitted in the fuel.
4. **Mufflers are required.** Loss of a muffler or exhaust will result in a DQ for the session. Loose mufflers can result in a DQ if safety becomes an issue.
5. **Transponder Mounting Location:** 16 inches behind center of axle tube. Please ensure the transponder has a clear view of the ground and is not encased within metal panels. The maximum mounting height is 8" from the ground.

GREENZWEIG'S KART SHOP

**Home of GKS 4 Cycle & 2 Cycle
WKA National Winning Racing Engines**



"Complete line of Kart Racing Products and Engine Building Services"

***Briggs & Stratton Engine Dealer - Yamaha - Rage Karts
Coyote Motorsports - Burris Racing - Vega Tyres
Hoosier Racing - Bully Clutches - RLV Exhaust - Autolite
AIM/Mychron - FHS Oils - Thor Oil - Noram - Dyno Cams
Zamp Helmets - Impact Racing - Simpson - Van K Wheels
PRC Racing - Outerwears - SUNOCO Race Fuels- BOAZ by WMS***

**Location: 693 Kunkletown Road, Kunkletown, PA 18058
Phone #: 610-381-3787 - Email: barry74@ptd.net**

E. **Stage 1 Modified Rules**

1. **The Stage 1 Modifieds will follow the 2023 Rules issued by Smith Fabrications.**
2. All cars MUST be built by SMITH FABRICATIONS.
3. All cars MUST have 4 Hoosier tires. Right rear must be a RD20 compound. Any compound is allowed on all other locations. NO treating or softening of tires is allowed.
4. Right rear wheel MUST be a beadlock type.
5. All shocks MUST be 6" steel bodied nonadjustable Pro Shock.
6. All bodies MUST match the Stage One Modified templates.
7. **Motor Rules**
 - i. Motors are to be a Briggs v-twin that comes with a standard 1" PRO shaft. The 38 c I motor is the largest motor that comes with a standard 1" PTO shaft. All motors must be stock appearing. Internal modifications are allowed.
 - ii. The carburetor MUST be a single 2 barrel that comes standard on the 38 c I motor.
 - iii. No turbo chargers or super chargers allowed.
 - iv. MUST run a 1" centrifugal clutch.
8. **Mufflers are required.** Loss of a muffler or exhaust will result in a DQ for the session. Loose mufflers can result in a DQ if safety becomes an issue.
9. 5-point dated seat belt harness is REQUIRED. Three-year expiration date only.
10. Safety seats are MANDATORY. Containment seats are recommended.
11. **Gear Rule:** Maximum 74 tooth gear
12. **Fuel Rule:** Methanol Race Fuel Only. No additives or oxygenators other than upper cylinder lube are allowed. MUST have an approved fuel cell.
13. All bumpers and rub rails CAN NOT exceed 1" x .095 wall tubing.
14. MUST have a fuel shut off valve properly marked within reach of the driver.
15. MUST have a properly marked motor shut off switch easily reached.
16. **Transponder Mounting Location:** 15 inches behind the right rear shock

F. **SAFETY RULES CAN BE FOUND IN SECTION V OF THE SNYDERSVILLE RACEWAY RULE BOOK**

II. 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 access to or a copy of the rules and regulations. Ignorance of any of these rules does not exempt anyone from non-conformity.
3. Everyone in the Pits must have a Pit Pass, and the Grandstands must have a Grandstand Pass. If caught without a band, you will be asked to pay the fee or be removed from the property. Refusing to leave will have you escorted off the property.
4. Pets are allowed, but the owner must clean up after the pet and always keep on a leash.
5. No Littering or Dumping Fuel and/or Oil on the grounds. There are trash cans located around the track and an Oil Drain Barrel to dump waste oil by the grid. **It's your track; let's keep it clean.**
6. No open fires are allowed on the property.
7. No unauthorized vehicles (must have a race car) or vendors in the pit area unless authorized by track management.
8. No alcoholic beverages or controlled substances are allowed on raceway property. Anyone under the influence of drugs or alcohol will be told to leave.
9. **The driver is responsible for all crew members and their actions.**
10. **No Fighting! Any physical altercations will result in a suspension from any event!**
 - i. **Any driver or team member that instigates another driver/team while the property of any Racing Promotions event can be subject to disqualification and possible suspension based on severity. For these situations to be valid/factual, Snyder'sville staff will investigate before any punishment is given.**
11. No abusive or foul language will be tolerated toward drivers, spectators, and officials.
12. Any obscene jesters towards anyone will result in disqualification or suspension.
13. **DO NOT STEP ON THE RACING SURFACE without PERMISSION** from a Track Official. You will be **SUSPENDED for the NIGHT! THIS IS FOR YOUR SAFETY!**
14. You must respect all race officials; this includes the EMTs. Disrespect can be grounds for you to be suspended.
15. If there are any problems, see the Race Director! **DO NOT** argue with any officials but the race director. The Race Director will discuss any issues you think you have but will have the **Final Determination!**

B. Fire Extinguishers

1. Every vehicle in the pits must have a working and up-to-date fire extinguisher.
2. **Consequences of not having a Fire Extinguisher**
 - i. 1st Time: Warning
 - ii. 2nd Time: The driver will start in the Rear of the Field for all Classes
 - iii. 3rd Time: The driver will not be allowed to participate in that race event

C. Class Age/Minor Releases/Birth Certificates

1. Anyone Under the Age of 18 must have a Parent or Guardian fill out a minor's release and have a copy of the minor's birth certificate given to the tower by the next race.
2. **CONSEQUENCES OF NOT HAVING BIRTH CERTIFICATE TURNED IN AFTER 1st VISIT**
 - i. 1st Time: Warning
 - ii. 2nd Time: The driver will start in the Rear of the Field for all classes
 - iii. 3rd Time: The driver will not be allowed to participate in that race event
3. A driver's actual age will be determined as of January 1 of the current year and will determine which class will be raced for the season. If a driver has a birthday during the racing season that would make them eligible for an older age class, they may proceed to the more senior class.
4. Once the driver moves up, they may not return to the younger class. Points will not be moved upon class change. **Slingshots, Mini Mods, & Stage 1 Modifieds are excluded from the rule; however, you can't run Jr. & AllStar Slingshots in the same event.**
5. Under particular circumstances, upon approval from the track management and the track insurance, may a junior driver be allowed to move up above his class level early.

D. Reserve Parking

1. **Reserved Parking Spots are to be used by the payee only. The payee can allow someone to use their spot but must notify the track before the event.**
2. Reserved Spots from 2022 will be held until Practice Day for the prior owner. After Practice Day, the spot is open to anyone to buy.
3. Pit Spots are \$75.00 each, and it gives you Two Free Grandstand Passes each week.

E. Payout

1. No money will be paid before the post-race tech is completed.
2. If a driver competes in multiple similar engine classes (i.e., Briggs Stock Light & Briggs Stock Heavy), the payout will be held until the driver's car has been teched.
3. Weekly Payout schedules can be found in Appendix A through Appendix C of the rule book.

F. 2023 Entry Fees

1. **JuiceBox Class Entry:** No Entry Fee, just a Pit Pass Only
2. **Kid Kart/Kiddie Champ** - \$25 for 1st Entry (includes Driver's Pit Pass), \$10 for 2nd Class Entry
3. **Kart/Champ/Microstock Regular Class Entry** - \$25 for 1st Entry, \$20 per additional class
4. **Slingshot Regular Class Entry** - \$35
5. **Mini Mod Regular Class Entry** - \$20
6. **Stage 1 Modified Regular Class Entry** - \$40
7. **Pit Pass** - \$20 (Ages 5+), \$15 (Ages 4 & Under), Free (Infants)

G. 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 qualifying (heats/qualifying) sessions are completed. The heat(s) results will be the feature results for all payouts and points that evening. Money Races will be rescheduled to another date for completion.
3. If an event is rained out before all heat races are complete, the completed heats will count as Features, and the remaining heats will be run the following week as features. All previously pulled numbers will stand. No additional entries are allowed to join a postponed race.

H. Social Media Policy

1. Snydersville Raceway would like to inform any competitor, participant, crew member, spectator, or fan that the use of social media networks/forums to promote ANY negative conduct via the Internet or any messaging platform may be grounds for suspension/revocation of their driver or any affiliated driver and/or may result in the offender being banned from participating or attending any Snydersville Raceway events effective immediately. Fines may also apply. This policy includes harassment or negative comments directed at Snydersville Raceway employees, officials, drivers, participants, and sponsors that interact at our events. A banned person will not be allowed to enter Snydersville Raceway's property or any subsequent event hosted by Racing Promotions. Any person on this list can appeal if they wish to follow our rules by simply contacting Snydersville Raceway by email or phone, and we will allow you to plead your case. An appeal carries no promise of being allowed to enter any event afterward. Please remember, if you need to vent, vent to us on Monday with a phone call. Don't post negativity on social media.

III. Competition Rules

A. **Cameras or Videos will not be used as a mechanism for making or overturning calls at any Racing Promotions event. The calls will be made by raceway directors or staff.**

B. Sign In

1. All racers participating in the event must register at the scoring tower.
2. The starting spot for your heat race or qualifying session will be determined by pill draw from least to greatest. Pill number swapping for multiple classes is prohibited.
3. Pill Draw for heat races & qualifying will close at 6:30 pm on Friday events (No Exceptions).
4. When a driver registers via the phone and fails to start the heat race or qualifying, the driver will be scored as a DNS (Did Not Start).

C. Flags

1. Green Flag- The Session has begun or restarted.
2. Yellow Flag- Slow Down to Slow Pace. Get Single File & No Passing.
3. Red Flag- Come to a safe and complete stop and shut off the 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 the outside groove until the traffic has passed. No Passing.
7. Black Flag- Rolled Up: Warning for Rough Riding; Waving: Disqualified for a Mechanical/Safety Issue or Unsportsmanlike conduct.

D. Driver/Car/Engine Changes

1. **Driver/Car changes** must be reported to track officials prior to the race entering the track. The driver must start in the rear of the field for either change (Feature Only). Any Driver/Car changes **WITHOUT NOTICE** will result in disqualification for the event and incur a one-race suspension.
2. **Engine Changes:** Any Engine Changes (including carburetor changes) after the driver's first qualification event (i.e., Heat Race) must occur in the specified tech area under the observation of the tech inspector. The driver will be placed at the rear of the next session(s). Failure to report an engine change or have broken paint at post-race tech will result in a DQ for the evening and incur a one-week suspension.
 - i. **The only exception** is swapping two different motors (i.e., Flathead to Animal or Animal to 206). Both motors will be painted to ensure no similar engine (i.e., Flathead to Flathead) swapping occurs.

E. Grid

1. **BE ON TIME FOR YOUR RACE:** Push to the grid two races before your class goes out and get into your Starting Spot on the grid one race.
2. There is a **2-minute** time limit to get on the track. Once the time has expired, you will not be permitted to enter the track unless specified differently by the Race Director.

F. Starts

1. The Start Zone is located in the middle of Turn 4, consisting of two cones/lines.
2. There is no passing (inside or outside) until you've exited the start zone (the 2nd cone).
3. **Double File Starts:** The leader must start the race in the start zone. No earlier! If the leader fails to start by the 2nd cone, 2nd place may start the race. It will be used on the initial start.
 - i. If the field fails to complete the first lap, one additional double-file/completed restart will be given. After that, it will revert to a single file start with caution cars to the rear.
4. **Single File Starts:** The leader will start in the start zone. No earlier! **Lap cars will start behind any lead lap or caution cars.**

G. Jump Starts

1. Double File

- i. Only one chance is given for a Jump Start. After the 2nd jump start in a row, the driver(s) at fault will be penalized one row in the starting field. Jump Starts will not count toward Rule III.F.3.i.

2. Single File

- i. A two-position penalty will be incurred at the next restart or in the official results if a driver jumps the start.

H. The field will cross over (gain a position) if a car drops out.

I. Fixing Cars on Track

1. If your chain comes off during the race, you will have ONE attempt to put it back on. You will be parked for the session if it comes off a second time.
2. If any other issue occurs that requires fixing **BEFORE** the 1st lap is complete, you will be given ONE attempt to fix it if it can be resolved quickly and doesn't require pit crew involvement.

J. If a piece of the car comes off or needs to be removed due to safety concerns, the car must weigh without that piece. You may claim your lost part after scaling.

K. Contact Rule

1. All cars involved in an accident that causes a caution will restart in the rear. **INVOLVED** is when a driver makes contact with the caution cars. If you **STOP OR SPIN** to avoid an accident, you will go to your last scored position.
2. **Contact Rule goes into effect** when the leader exits the start zone on all starts and restarts.
3. **One Complete Restart will be given before the 1st Lap. After the chance is exhausted, it will revert to the contact rule.**

L. Completed Lap

1. A lap will count when half of the lead lap field has crossed the start/finish line. If less than half of the field crosses the start/finish line, the lineup will resort to the previously completed lap.

M. On the last lap of any race, when the leader passes the 2nd start zone cone/line, the race will finish in either a checkered or checkered/yellow. The scoring will freeze upon the yellow being displayed from the Head Flagger.

N. Commitment Line Rule (Only Applicable for Corner Entry)

1. This rule always applies to Jr. Classes and can apply to Sr. Classes when designated by the track either pre-race or over the one-way scanner.
2. A cone is placed at the entrance of Turn 1 and Turn 3, designated the commitment line. These lines define if a driver can make the pass or not. The advancing car must be halfway up to the other competitor's car to have the racing line and make the pass (front-wheel center of the car). If unable to commit by the line, the driver must yield. Any caution resulting from a commitment line violation will result in the driver not having the racing line/position being sent to the rear. The car in the position/line will keep its spot.

O. Spin Rule

1. If you spin **ON YOUR OWN** 3 times, you will be disqualified from the race session (not the entire night) and marked as a DNF.

P. Stalling

1. **If your engine stalls during a spin or wreck, you get one chance to restart your car.** If the engine stalls under caution, you get one chance to restart it. This is for each session.

Q. Breaking Down

1. If your kart breaks during any session, put your hand up and pull off the track into the infield. You cannot reenter the track after you pull off unless specified by officials.

R. Lap Traffic

1. Lapped traffic will be shown the Move Over Flag (reference III.C.6). Drivers must move to the outside groove and hold their race position (No Passing). A two-position penalty will be incurred if a driver passes a car while being moved over to gain position. Only the top 3 will have lapped traffic moved. Failure to comply with the Move Over Flag after one lap can result in penalty or disqualification.

S. Unsportsmanlike Conduct

1. **UNSPORTSMANLIKE CONDUCT** before, during, or after the race will result in a PENALTY, DISQUALIFICATION, OR SUSPENSION pending severity.
2. **ROUGH RIDING, BLOCKING, AND PUSHING WILL NOT BE TOLERATED. YOU WILL BE PENALIZED SPOTS OR DISQUALIFIED FROM THE SESSION.**
 - i. **Blocking** is when a driver changes their line more than once due to passing attempts from the driver behind.
3. **INTENTIONALLY DELAYING A RACE WILL RESULT IN A DISQUALIFICATION.**
4. **DRIVERS, KEEP YOUR HANDS ON THE STEERING WHEEL AT ALL TIMES!** Only gestures should be displayed if you respond to an official's request, need assistance, or plan to go to the infield. Penalties can be incurred.

T. Scanners/Radios

1. All Racers must have a one-way radio (i.e., a scanner or raceceiver) during all sessions. Radio Frequency is 454.000MHz.
2. **NO TWO-WAY RADIOS ON THE RACE CAR OR COMMUNICATION BETWEEN DRIVER AND CREW DURING A RACE!**
3. Officials will check at the beginning of each session to see if all drivers have their one-way. Failing to follow the instruction will result in being sent to the rear of the field. Failing to follow instructions twice in one night will result in the DQ for the session. Multiple infractions will result in additional penalties.
4. One-ways are available to rent by the racetrack and will require a license as collateral.

U. Transponders

1. **Transponders are REQUIRED TO COMPETE. Snydersville Raceway uses a Mylaps/AMB -i-t Scoring System. Contact the track to see if your personal transponder works with the system.**
2. **Mounting Locations can be found in the class rules in Section I.**
3. **Rental Transponders**
 - i. A Driver or Parent/Guardian must sign a waiver to rent out a transponder and provide a valid driver's license (***Expired licenses will not be accepted***) that is held till the end of the event. ALL RENTAL TRANSPONDERS MUST BE RETURNED at the conclusion of the event. PLEASE collect your driver's license at the tower before leaving.
 - ii. All rentals transponders must be mounted in a new style AMB/Mylaps transponder clip (has round peg) or a Westhold Transponder Bag. **NO ZIP TIEING OR WIRING THE TRANSPONDER TO THE CAR. PLEASE USE A TRANSPONDER CLIP OR POUCH.**
 - iii. Any Transponder found to be non-operational or destroyed when returned after the race event, the driver/parent/guardian who signed the agreement will pay \$430.00.
4. If you have a **personal transponder**, please provide the number on the front to the staff during sign-in.

V. Car Numbers

1. All Cars are to have visible and easy-to-read numbers on the Front, Rear, Left, and Right sides of the car. **ALL NUMBERS MUST MATCH!**
2. Minimum Number Sizes
 - i. Karts/Champs- 6 inches
 - ii. Microstocks/Mini Mods/Slingshots/Stage 1's – 10 inches
3. Cars with the same number in a class will be required to add a letter or number to differentiate between the cars.

W. 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. **10-20 Entries-** 8 Lap Heat & 20 Lap Feature
- iv. **21+ Entries-** 8 Lap Heat, 10 Lap B-Main, & 20 Lap Feature

2. Slingshots/Mini Mods/Stage 1 Modifieds

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

3. Kid Karts & Kiddie Champs- 6 Lap Heat & 12 Lap Feature

X. Time Limits

- 1. All Divisions will have a race time limit.

Laps	6	8	10	12	15	20	Money Race
Time Limit (Min.)	5	6	7	8	10	15	1 min./lap

- 2. When the Time Limit Expires, a race under green will complete the remaining laps. *The next yellow* after the time limit will finish the race with all involved caution cars put to the rear of the finishing order. The finish will be based on the last completed lap. Extending the race is at the discretion of the Promoter or Race Director.

Y. Qualifying Procedures

- 1. A set number of cars will be sent out in order by pill draw for qualifying.
- 2. You will have a set number of laps to place your best time. Once the Checkered is thrown, you will take a cool-down lap and pull in the infield.
- 3. Qualifying Results are sorted based on the fastest time of a driver.
 - i. In case of a tie of the fastest lap between two drivers, the person with second-fastest lap will determine who gets the position.
- 4. No Transponder = No Time (You will be put last).
- 5. If you miss your time to go out, you will get 1-Lap unless specified by an official.

Z. Combining Classes

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

AA. Number of Cars on Track

- 1. Heat Races- 10 Cars maximum per heat.
- 2. Feature Races- Maximum 20 Cars + 1 Past Champions Provisional (if needed). Stage 1 Modifieds will have a Maximum of 16 Cars.

BB. Past Champion Provisional

- 1. A One-Time Annual Provisional is given to drivers who received an award from the 2022 championship banquet for that specific division. The highest finishing B-Main non-qualifier that is eligible will get the provisional. You must attempt to start in the B-Main to use the provisional.

IV. Points & Championship Awards

A. Award Eligibility

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 60% of the races completed by the division to qualify. Mini Mod division and racers must run 75% of races to qualify.
2. Drivers are required to drop two weeks in points (except Mini Mods). Lowest Point Race, Missed Weeks, DNF's, and DNS's can be dropped for points.

B. Overall Points Championship

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

C. Points System

1. 3 or more entries

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

15 pts. will be given for non-qualified cars

2. **1-2 Entries:** 1st Place: 55 pts., 2nd Place: 50 pts.
3. **Kid Kart & Kiddie Champ Points:** Each week a 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), Mechanical or Safety Failure, and the Spin Rule.

E. DNS's (Did Not Start)

1. This will apply if you don't take the initial green flag. Drivers will receive 15 pts. for Showing Up if the kart puts all four tires on the racing surface and be under its own power for the qualifying race. Money will not be awarded.

F. DQ's (Disqualifications)

1. No Points, Money, or Position will be awarded. A DQ is not Droppable.
2. Situations that are DQs: Did Not Weight, Under Weight, Loss of Muffler, Illegal Apparel, Failed Post Race Tech, and Unsportsmanlike 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 & Post Race Tech

1. Everyone must scale to receive position, points, and money (Heats, Qualifying, B-Mains, Dashes & Features). If you do not scale, you will be disqualified and not receive Points, Position, or Money.
2. The top 3 finishers from each Regular Feature and top 5 from Money Races must proceed to post race technical inspection in the designated area. The driver is responsible for reporting to the tech area after scaling. Leaving the tech area without permission will result in an immediate disqualification.

B. Race Car Safety

1. All Cars must pass an annual pre-race safety teched before entering the race track. Any vehicle found to be unsafe will not be allowed to compete. The Competitor is Responsible for being LEGAL.
2. The safety inspection guidelines for Karts, Champs, and Microstocks 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. The safety inspection guidelines for Slingshots, Mini Mods, and Stage 1 Modifieds can be found in the Divisions Rule Book issued by the manufacturer.
3. The tech officials have the right to change the safety requirement to ensure the competitor's and spectators' safety.
4. Officials can check for proper safety equipment before entering the track; however it is the driver's responsibility to ensure that he has all safety equipment and it is being used properly.
5. Safety wiring of the header bolts is mandatory in Kart classes.
6. **NO FLAT KARTS CAN HAVE QUICK-RELEASE STEERING WHEELS.**
7. **All Lead Weights and Ballast must be painted White and bolted to the car with a minimum 3/8" bolt and fender washers. Weights must be double nutted, or single nutted with lock nut and have a clip through the bolt. Car numbers written on the wright are recommended**

C. Driver Safety Gear Rules

1. **HELMET:** Minimum Snell M2015 & M2020 Certified Helmet for Flat Karts. Minimum Snell SA2015 or SA2020 Certified Helmet for All Caged Vehicles.
2. **NECK SUPPORT:** Neck Brace or Head & Neck Restraint (HANS).
3. **ABRASIVE RESISTANT JACKET/SUIT** are **required** in Flat Karts & Champ Karts. **NO HOODIES OR SWEATSHIRTS.**
4. **SFI Certified 1 or 2-piece FIRE SUIT** is required for Microstocks, Slingshots, Mini Mods, and Stage 1 Modifieds. *Recommended for Champ Karts, but not required.*
5. **GLOVES** are Required for All Classes.
6. **All Kids 12 & Under** must wear an SFI 20.1 Approved chest protector (Except Jr. Cage Classes).
7. **No Cameras or Go Pros can be mounted on the Helmet.** Anywhere else on the car is allowed.

D. Caged Car Safety Rules

1. All Caged vehicles must have a 5-point belt system harness in their vehicle with a Maximum Age of 5 years for Belts (except Stage 1 Modifieds). Mounting procedures can be found in the WKA tech manual, Tobias Slingshot Rule Book, Mini Mod Rule Book, or Stage 1 Modified 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/Mini Mods with window nets do not require arm restraints.
3. All Caged Karts/Cars must have a Quick Release Steering Wheel.

E. Fuel/Oil Tech

1. All competitors are subject to fuel tech utilizing a water test, a fuel tester, or a hydrometer test based on the type of fuel specified. If it smells wrong, it will be deemed illegal.
2. ALL ADDITIVES ARE PROHIBITED, including all flammable or oxygen-bearing additives. Unless specified otherwise.
3. Pump Gas Tech: The Track Fuel Tester is calibrated using 87 octane pump gas from the specified location. All fuel must test within +/-10 points from the calibration point. Fuel can be checked anytime at the driver's request for legality.
4. All Oil is subject to tech utilizing an s-beeper or flash test.

F. Engine Tech/Protesting of Another Competitor

1. **Karts, Champ, Microstock Protest:** If a competitor wishes to protest another competitor's engine, the protest fee is: **Complete Motor Inspection- \$150; Carburetor, Head, Restrictor, and Fuel inspection- \$75. PAID CASH ONLY! And the steps below must be followed:**
 - i. The Race Director & Tech Director must be notified of a protest at the scale/impound area while both cars are in the impound area **IMMEDIATELY**.
 - ii. Both the protestors and the protested car/engine must remain in the tech area until the tech procedure for the engine being protested is complete.
 - iii. If, after the engine teardown, the protested engine is found to be legal, the engine owner receives all the protest money.
 - iv. The protestor engine will be teched first and, if found illegal, will be disqualified, and the Protested engine owner will receive all the protest money. The protest is concluded if the protestor engine is not legal.
2. Only **one** representative of the motor being teched is allowed with the tech man. Any Filming or Photographing of the engine during tech is **PROHIBITED**.
3. **Slingshot Protest:** If a competitor wishes to protest another competitor on legality, the protest fee is: \$500 for **Full Engine Tech by Tobias**, and \$150 (Fuel, Tire Duro, Gear, Flywheel Check, Carb Check). The protestor must pay any Additional Fees incurred by the full engine protest.

- G. **Anyone found violating track tech, or a protest** will be disqualified in all classes competed with that vehicle/engine. The Tech team's decision is final.
1. **Minor Infractions:** Under Weight, Did Not Weigh, Illegal Fuel, Loss of Muffler
 - i. Automatic Disqualification from the Session. For Feature: No points or money for the class.
 2. **Major Infractions:** Illegal Motor, Illegal Oil, Illegal Tires, Illegal Restrictor, or Refusal of Tech.
 - i. **1st Offense:** Will lose all points and awards for that night.
 - ii. **2nd Offense:** Will lose all points and awards for that night and be suspended for One Race Week.
 - iii. **3rd Offense:** Will lose all points for the season and be suspended for one calendar year.
- H. **If a competitor refuses tech**, they will lose all points and awards for all classes competed in with that vehicle/motor 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!**
- I. If found guilty of any of the above infractions, your fates will rest with track management!



APPENDIX A: Kart, Champ, Microstock Weekly Payout Structure

Entries	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	\$10									
2	\$20									
3	\$25	\$10								
4	\$30	\$15								
5	\$35	\$20								
6	\$40	\$20	\$10							
7	\$45	\$25	\$10							
8	\$45	\$25	\$10	\$10						
9	\$50	\$25	\$15	\$10						
10	\$50	\$30	\$15	\$10	\$10					
11	\$55	\$30	\$20	\$10	\$10					
12	\$60	\$30	\$20	\$10	\$10	\$10				
13	\$65	\$30	\$20	\$15	\$10	\$10				
14	\$70	\$35	\$25	\$15	\$10	\$10	\$10			
15	\$75	\$35	\$25	\$15	\$10	\$10	\$10			
16	\$80	\$40	\$25	\$15	\$10	\$10	\$10	\$10		
17	\$85	\$40	\$25	\$20	\$10	\$10	\$10	\$10		
18	\$90	\$45	\$30	\$20	\$10	\$10	\$10	\$10	\$10	
19	\$95	\$45	\$30	\$20	\$15	\$10	\$10	\$10	\$10	
20	\$100	\$50	\$30	\$20	\$15	\$15	\$10	\$10	\$10	\$10

APPENDIX B: Slingshot Weekly Payout Structure

Entries	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
1	\$25																			
2	\$30	\$20																		
3	\$40	\$25	\$20																	
4	\$50	\$25	\$20	\$20																
5	\$50	\$30	\$25	\$25	\$25															
6	\$60	\$35	\$30	\$25	\$25	\$25														
7	\$70	\$40	\$30	\$25	\$25	\$25	\$25													
8	\$80	\$40	\$30	\$25	\$25	\$25	\$25	\$25												
9	\$90	\$45	\$35	\$30	\$25	\$25	\$25	\$25	\$25											
10	\$100	\$50	\$40	\$35	\$30	\$25	\$25	\$25	\$25	\$25										
11	\$110	\$55	\$40	\$35	\$30	\$25	\$25	\$25	\$25	\$25	\$25									
12	\$120	\$60	\$45	\$40	\$30	\$25	\$25	\$25	\$25	\$25	\$25	\$25								
13	\$130	\$65	\$50	\$40	\$35	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25							
14	\$140	\$70	\$55	\$45	\$35	\$30	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25						
15	\$150	\$75	\$60	\$50	\$40	\$40	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25					
16	\$160	\$80	\$60	\$50	\$40	\$35	\$30	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25				
17	\$170	\$85	\$65	\$55	\$45	\$35	\$30	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25			
18	\$180	\$90	\$65	\$55	\$45	\$40	\$35	\$30	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25		
19	\$190	\$95	\$70	\$60	\$45	\$40	\$35	\$30	\$30	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	
20	\$200	\$100	\$75	\$60	\$50	\$40	\$35	\$35	\$30	\$30	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25	\$25

APPENDIX C: Stage 1 Modified Regular Payout Structure

Entries	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th
5	\$200	\$100	\$75	\$50	\$30											
6	\$200	\$110	\$75	\$50	\$30	\$30										
7	\$200	\$120	\$80	\$60	\$50	\$30	\$30									
8	\$225	\$130	\$85	\$65	\$55	\$30	\$30	\$30								
9	\$225	\$135	\$90	\$70	\$60	\$40	\$30	\$30	\$30							
10	\$250	\$140	\$95	\$75	\$60	\$40	\$40	\$30	\$30	\$30						
11	\$250	\$140	\$100	\$80	\$65	\$50	\$40	\$30	\$30	\$30	\$30					
12	\$250	\$145	\$110	\$90	\$70	\$50	\$45	\$40	\$40	\$30	\$30	\$30				
13	\$250	\$150	\$120	\$100	\$75	\$60	\$50	\$40	\$40	\$30	\$30	\$30	\$30			
14	\$250	\$160	\$130	\$110	\$80	\$70	\$60	\$50	\$50	\$40	\$40	\$40	\$30	\$30		
15	\$250	\$170	\$140	\$115	\$90	\$80	\$70	\$60	\$50	\$40	\$40	\$40	\$30	\$30	\$30	
16	\$250	\$175	\$150	\$125	\$100	\$90	\$80	\$70	\$60	\$50	\$40	\$40	\$30	\$30	\$30	\$30

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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.