



RACE RULES - START to FINISH

May 2010

RACE RULES

- 1. LAND RUSH START** – This is a standing start with all race vehicles lined up Wheel2Wheel across the start area. Numbers will be drawn for the line up position for that day.
- 2. RED FLAG RE-START** – If a red flag occurs on the first lap the race will be restarted with a Land Rush Start. Any other red flag stops will restart the field in the order they were stopped. The race vehicles will stage at the starting line in rows of two. The starter satisfied with the staging will start the race. If an unintentional pass is made while stopping for the red flag, no penalty is given but the driver must go back to his prior position before the pass. Co-operation is essential from all racers to minimize restart time. DNF will be given to any racer knowingly restarting in the wrong position. If the race vehicle that caused the red flag can continue, its starting position will be last.
- 3. CHECKERED FLAG – Finishing** – If a race vehicle breaks down on the track and is unable to compete but can still move, the driver can pull off and park in a safe area next to the track and wait for the checkered flag. Once the checkered flag has been dropped the driver has two minutes to cross the finish line unassisted to collect points and avoid a DNF. All occupants must stay harnessed and wear their helmet(s) until crossing the finish line. The only exception is when danger is present. In this case, the occupant(s) should make every attempt to exit safely.
- 4. AFTER THE CHECKERED FLAG** – Within ten minutes following a race, any driver starting the race may protest any race vehicle. A \$100 challenge fee will be collected and if the challenged race vehicle is in violation or refuses the inspection, the challenged competitor will be disqualified and no money or points will be given. If the challenged race vehicle passes the inspection, the \$100 challenge fee will go to this competitor.

THE FLAGS

1. **AWARENESS** – Drivers must know, recognize, and obey each of the following flags. Failure to obey the flags will result in disqualification. This is at the discretion of the Starter. The definition of rough driving is intentional contact with other race vehicles.
2. **GREEN (Start or Restart)** – The starter will point at each racer confirming they are ready to race. The starter will then move into place to safely drop the flag. When the flag is pointed at the sky drivers are ready. Drivers may go when the flag is dropped and waved.
3. **YELLOW (Hazard)** – Vehicles must slow their speed and will not pass. Drivers can continue to race once past the hazard. A yellow waving flag will be shown until all other drivers have passed the hazard and a furred yellow will be shown for each subsequent lap until hazard is not present.
4. **RED (Stop)** – This must be done as safely as possible regardless of location on the track. Wait for instructions from track officials on restart position. Be patient and prepared to wait for track to be cleared of hazard. Keep your helmet on and remain harnessed.
5. **FURLED BLACK (Warning to Driver)** – The **Starter** or **Pit Boss** will point a furred black flag at a driver to warn him of rough driving. Only one warning for each race day will be given.
6. **FULL BLACK (Report to Pit Boss)** – The Starter or Pit Boss will wave a full (unfurled) black flag at a driver to indicate rough driving. The driver must report **IMMEDIATELY** to the Pit Boss to be informed of the penalty. There are two options:
Stop and Go Penalty: driver stops safely near the Pit Boss and waits for the signal to be released back onto the racetrack.
Did Not Finish (DNF): Pit Boss sends the driver to the pits ending his race with a DNF. This penalty may also include disqualification from any further racing that day.
7. **WHITE and RED (Vehicle Problem)** – The white flag shown together with a red flag indicates a mechanical or structural problem that is a hazard to yourself or other competitors, the driver must stop safely near the pit boss for an explanation, or if possible a quick repair.
8. **WHITE (Last Lap)** – This indicates the last lap of the race.
9. **CHECKERED (End of Race)** – This indicates the winner and the end of the race for all competitors.