



2019 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

Email: 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.



2019 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 4:30pm, Drivers Meeting at 6pm, Practice at 6:15pm, Racing at 7pm

DATE	EVENT
Saturday, March 30	THE DE-ICER! Heats & Features, Regular Payout! Gates open at 10am, Drivers Meeting at 12pm, Practice at 12:15pm, Racing starts at 2pm. (No Points)
Friday, April 5	Regular Show plus \$200 to win Briggs Stock Heavy Money Race & Start of 2019 Season Points
Friday, April 12	INVERT NIGHT! Regular Show plus \$200 to win Sr. Clone
Friday, April 19	Regular Show plus \$200 to win Sr. Flathead Champ
Friday, April 26	Regular Show plus \$300 to win AllStar Slingshots
Friday, May 3	Regular Show plus \$150 to win Briggs Stock Light
Friday, May 10	Regular Show plus \$150 to win Animal Super Heavy & a Mother's Day Weekend Powder Puff
Friday, May 17	POCONO RACEWAY NIGHT! Pocono Raceway Ticket Giveaways and the Pocono Raceway Pace Car! Regular Show plus \$236 to win Walt Morrison Memorial Race – Microstock 206 – 36-Lap Cone Race
Friday, May 24	CLOSED FOR MEMORIAL DAY WEEKEND
Friday, May 31	Regular Show plus \$300 to win Eddie Marzigliano Memorial Race (Flathead Champ) – 50 Laps (Two 25-Lap Stages)
Friday, June 7	INVERT NIGHT! Regular Show plus \$150 to win Sr. 206 Champ
Friday, June 14	R.G. Hoffman Electrical SlingFest! Regular Show plus \$500 to win AllStar Slingshot Tour & \$350 to win Jr. Slingshot Tour & a Father's Day Weekend Mechanics Race
Friday, June 21	Regular Show plus \$150 to win Briggs Super Heavy
Friday, June 28	Regular Show plus \$150 to win Jr. Sportsman
Friday, July 5	CLOSED FOR INDEPENDENCE DAY WEEKEND
Friday, July 12	Checkered Flag Fan Club Night! Regular Show plus \$300 to win Walt Smith Memorial Race – Briggs Stock Heavy plus the Microstock Racing League
Friday, July 19	Regular Show plus \$150 to win Jr. Sportsman Champ
Friday, July 26	Regular Show plus \$500 to win Art Cnonce Sr. Memorial – Sr. Animal Champ – 60 Laps (Two 30-Lap Stages) plus The PA Wing Outlaw Karts & The Microstock Racing League
Friday, August 2	INVERT NIGHT! Regular Show plus \$250 to win Microstock 206 40-Lap Cone Race
Friday, August 9	Regular Show plus \$300 to win West End Fair AllStar Slingshot Qualifier – Winner GUARANTEED START IN THE \$1000 to win Slingshot A-Main at the West End Fair Dirt-a-Rama & \$150 to win Sr. Clone
Friday, August 16	MID SUMMER BREAK – CLOSED FOR WEST END FAIR DIRT-A-RAMA
Monday, August 19	The 5th Annual West End Fair Dirt-a-Rama at the West Fairgrounds in Gilbert, PA. SLINGSHOTS, KARTS, STAGE ONE MODIFIEDS, AND THE PA WING OUTLAW KARTS! Gates open at 12pm, Sign-in from 12:30pm – 2:30pm, Drivers Meeting at 2:45pm, Practice at 3pm, Racing starts at 4pm.
Friday, August 23	Regular Show plus a \$150 to win Briggs Super Heavy
Friday, August 30	Regular Show plus a \$150 to win Sr. Flathead Champ
Friday, Sept. 6	FIRST RESPONDERS NIGHT! Regular Show plus \$300 to win 50-Lap Microstock 206 Cone Race
Friday, Sept. 13	Regular Show plus \$547 to win Dale Kuhne Memorial Race – Sr. Clone – 47-Lap Feature
Friday, Sept. 20	Regular Show plus \$150 to win Briggs Stock Light
Friday, Sept. 27	Regular Show plus \$150 to win Sr. 206 Champ
Saturday, Oct. 5	7th 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. 11	INVERT NIGHT! Regular Show plus A MONEY RACE – CLASS TBA
Friday, Oct. 18	7th Annual FRIGHT NIGHT at The Ville! Regular Show plus a \$250 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. End of 2019 Season Points!
Saturday, Dec. 14	2019 Snydersville Raceway Championship Banquet @ Kunkletown Fire Company



2019 Snydersville Raceway Entry & Payouts



ENTRY FEES:

Karts & Jr. Slingshot: 1st Race Fee: \$25.00, 2nd Race: \$20.00

AllStar Slingshot: 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 Pass: \$18.00

KART, JR. SLINGSHOT, MICROSTOCK PAYOUT:

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

ALLSTAR SLINGSHOT PAYOUT:

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

2019 Division Rules

Class	Age	Weight	Specifications
Kid Karts***	5-8	150 lbs. 200 lbs.	<ul style="list-style-type: none"> • WKA Comer C50 or C51: Gas & Oil Mix, Gear Ratio: 10/89, 219 Chain only • Briggs Junior Local Option 206: 2018 Briggs Rules, Fuel Rule**, Gear Ratio: 17/57, 35 Chain Only, Max-Torque Clutch, 4100 RPM Rev Limiter 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
Jr. Sportsman***	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)**
Jr. Microstocks**	8-15	385 lbs.	2018 Briggs Lo206 Rules: Red Slide + Locking Cap & 2019 MSRS Rules
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 minimum 200 lbs.
Animal Heavy	15 & Up	370 lbs.	WKA Briggs and Stratton Animal
Animal Super Heavy	15 & Up	400 lbs.	WKA Briggs and Stratton Animal. Driver Must Weigh minimum 200 lbs.
Sr. Clone**	15 & Up	370 lbs.	2019 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 Briggs & Stratton Animal
Sr. 206 Champ**	15 & Up	410 lbs.	2018 Briggs Local Option 206 Rules (w/ Factory Seals Intact)
Wing Champs	15 & Up	425 lbs.	WKA Stock Animal, Burris 33 Tire Rule, Wing Required, WCRS Wing Rules
Microstock Animal 206**	15 & Up	475 lbs.	2018 Briggs Local Option 206 Rules (w/ Factory Seals Intact) 2019 Microstock Racing Series Rules
Microstock World Formula	15 & Up	475 lbs.	2019 Microstock Racing League Rules
Open Modified Kart****	15 & Up	375 lbs.	2 cycle engine allowed. Single Engine Only.
Outlaw Karts	14 & Up	See Specs	2019 PA Wing Rules 100cc – 250cc Motors: 400 LBS & 251cc – 550cc motors: 450 LBS
Jr. Slingshot	8-15	695 lbs.	2019 Tobias Slingshot Rules: Single Barrel Carb., No Aluminum Flywheel Driver may move up if able to run with Seniors. No Air Pressure Rule
AllStar Slingshot***	11 & Up	See Specs	2019 Tobias Slingshot Rules. New Steel Flywheel- 740 lbs., Old Steel Flywheel- 750 lbs., Aluminum Flywheel- 810 lbs. No Air Pressure Rule

The following Quarter Midget Classes will be offered: Red Plate (Rookie), Blue Plate (Novice), Honda 120, Honda 160, Animal, and World Formula. All Motor Rules and Weights will follow 2019 USAC .25 Midget Rules.

*Briggs Raptor Pistons allowed up to 0.050 made by Burris

****FUEL RULE (Clone & Lo206 Divisions):** Drivers must use **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. Snyder'sville 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.

*****WEIGHT STICKER must be posted and visible on car** for specific motor package in use. **Flat Karts-** Left side on fairing or kart body (near fairing). **Champs-** Left side upper roll cage bar. **Slingshots-** Posted on Body by Left Rear Tire.

******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.

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, and the Grandstands must have a Grandstand Pass. If caught without a band, you will be asked to pay the fee for the pass or will be asked to leave the property. Refusing to leave will have you escorted off the property.
4. Pets are allowed but the owner must clean up after pet and must be kept on a leash always.
5. No Littering or Dumping Fuel & 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 in clean.**
6. No open fires on the property.
7. No unauthorized vehicles (must have a race car) or vendors in the pit area unless authorized by track management.

B. Track Officials

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

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

G. Class Age/Minor Releases/Birth Certificates

1. A driver's actual age will be 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 him/her eligible for an older age class, he/she may proceed to the older class.
2. Once the driver moves up he or she may not return to the younger class. Points will not be moved upon class change. **Kid Karts, Slingshots and 1/4 Midgets are excluded from the rule.**
3. Anyone Under the Age of 18 must have a Parent or Guardian fill out a minors release and have copy of the minor's birth certificate given to the tower by the next race. If you gave a birth certificate in the past, it will be reused but you must refill the minors release out.
4. **CONSEQUENCES OF NOT HAVING BIRTH CERTIFICATE TURNED IN AFTER 1st VISIT**
 - i. 1st Time: Warning
 - ii. 2nd Time: Driver will start in Rear of the Field for all Classes
 - iii. 3rd Time: Driver will not be allowed to participate that race event
5. Under special 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.

H. Reserve Parking

1. **Reserved Parking Spots are to be used by the payee only.**
2. Reserved Spots from 2018 will be held two races for the prior owner. After two Races, the spot is open to anyone to buy.
3. Pit Spots is \$75.00 each and it gives you Two Free Grandstand Passes each week.

I. Payout

1. The earliest money will be paid two races after your races.
2. No money will be paid before tech is completed 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 qualifying (Heats/Qualifying) sessions are completed. The Heat(s) will count as the Feature for all payouts 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.** All Karts must run Burris Tires on all 4 corners of the kart. Any Compound and Date Code manufactured by Burris Racing are permitted. NO other tire manufacturers are permitted to compete.
2. **EXCEPTION TO THE RULE:** Kid Karts, Slingshots, 1/4 Midgets, & Traveling Series (if allowed by Series).

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 the Pill number that you have drawn from least to greatest. Unless specified different.
3. Pill Pulling for Heat Races & Qualifying will close at 6:30 pm on Friday Events (No Exceptions).
4. If a driver signs in over the phone and does not make it in time for the Heat race or Qualifying, 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 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 outside groove until faster traffic has passed.
7. Black Flag- Rolled Up: Warning for Rough Riding, Waving: Disqualified for a Mechanical/Safety Issue or Unsportsmanlike conduct.

D. **Driver/Car Changes**

1. Any Driver/Car changes must be told to a track official prior to race entering the track. The Driver must start in the rear of the field for either changes (Feature Only).
2. Any Driver/Car 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 and get into your Starting Spot on the grid, one race prior to going out.
2. There is a 2-minute time limit to get on 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. The 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 the leader doesn't go by the 2nd cone, the outside pole (2nd place) can start the race. No Passing until you exit the start zone (the 2nd Cone).

2. You will have two chances for a double file restart before lap is made:
 - i. The 1st Chance is the initial double file start
 - ii. The 2nd Chance is a double file restart
 - iii. The restart after the two chances will be single file restarts (unless specified different)

G. Single File Restarts

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

H. Jump Starts

1. Double File

- i. There will be two chances given at a Jump Start. On the 1st jump, the driver(s) will receive a warning. On the 2nd jump start in a row; the driver(s) at fault 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, they will get a two-spot penalty in the restart or finishing order.

I. Dropping Out before Initial Green Flag

1. If your car stops working before Turn 3 on the Initial Start, you have one chance to fix it. Once the race starts no more working on the car.
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. **Contact Rule is in effect** when the leader exits the start zone on all starts and restarts.
2. 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.
3. **IF YOU ARE INVOLVED IN A WRECK BEFORE THE 1st LAP YOU WILL BE SENT TO THE REAR.**
4. 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 the 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 the 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 half of the lead lap field has crossed the start/finish line, the lap will count. If less than half, the lineup will resort to previously scored lap.
2. **Completed Lap-** A completed lap is considered when the half of the lead lap cars are across the Start/Finish line.
3. **Lap cars will start behind any lead lap or cars involved in caution.**

M. Spin Rule

1. If you are to spin **ON YOUR OWN** 3 times, you will be disqualified from the race session (not entire night) and will be marked as a DNF.
2. **Kid Kart Division-** If you are to spin **ON YOUR OWN** 4 times, you will be disqualified from the race session (not entire night) and will be marked as a DNF.

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 car.

O. Unsportsmanlike Conduct

1. **UNSPORTSMANLIKE CONDUCT** in the race or after the race will result in a PENALTY OR DISQUALIFICATION for that race event and face possible suspension for a race week(s).
2. **ROUGH RIDING, BLOCKING AND/OR PUSHING WILL NOT BE TOLERATED. YOU WILL BE PENALIZED SPOTS OR DISQUALIFIED FROM THE SESSION.**
3. **IF YOU INTENTIONALLY DELAY A RACE, YOU WILL BE DISQUALIFIED.** Example: Deliberately spinning out on your own.

P. Breaking Down

1. If during a race your kart breaks, pull off the track to the infield. 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, you will receive the black flag.



III. Timing and Scoring

A. **Transponders are REQUIRED TO COMPETE. Snodgrassville 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 the front bumper
3. Slingshots- Center of the drivers' compartment
4. 1/4 Midgets- Center of the 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, frames rails 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 and current driver's license (**Expired licenses will not be accepted**) 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. **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. Must be minimum 6" for Karts, 10" for Microstocks, Slingshots follow Tobias
2. Cars with the same number in a class will be required to add an additional letter or number for differentiating between the cars.

F. **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

G. **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 the Time Limit has been reached: *Under Green*, the class will be allowed to 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. Finish will be based off last completed lap.

H. **Qualifying Procedures**

1. A set number of cars will be sent out in order by pill draw for Qualifying.
2. The Green Flag will be thrown immediately once you are sent out. You will have a set number of laps to set your best time. Once the 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 = No Time (You will be put last).
5. If you miss your time to go out, you will lose your best time unless specified by an official.

I. **Combining Classes**

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

J. **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).

K. **Past Champion Provisional**

1. The Provisional is given to drivers who received an award from the 2018 championship banquet for that specific division and are 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 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 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, 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 4 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.
2. Situations that are DQs: Did Not Weight or Under Weight, Failed Post Race Tech, 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

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 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 Gear Rules

1. **HELMET:** Minimum Snell SA2010 or SA2015 Certified Helmet.
2. **NECK SUPPORT:** Neck Brace or Head & Neck Restraint (HANS).
3. **ABRASIVE RESISTANT JACKET/SUIT** are only allowed to be used in Flat Karts & Champ Karts.
4. **SFI Certified 1 or 2-piece FIRE SUIT** is required for Microstocks, Slingshots, Outlaw Karts, and Quarter Midgets. *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. All cameras must be securely fastened to the car.

D. Caged Car/Microstock Safety Rules

1. All Caged vehicles are required to have a 5-point belt system harness in their vehicle. Maximum Age of 5 years for Belts. Mounting procedures can be found 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 Karts/Cars must have a Quick Release Steering Wheel.

E. Kart/Champ/Microstock Safety & Tech

1. No Metal body parts are allowed on any go kart. Except Microstocks & Winged Karts.
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 competitors are subject to fuel tech by means of water test or hydrometers. If it smells wrong, it will be deemed illegal.
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 of Another Competitor

1. **Go Kart, 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-** \$50. **PAID CASH ONLY! And the steps below must be follow:**
2. A Race Official & Tech Director must be notified of protest at scale/impound area while both cars are in impound area **IMMEDIATELY.**
3. Both the protestor's and the protested car/engine must remain in the tech area until the tech procedure for the engine being protested is complete.
4. If, after the engine teardown, the engine is found to be legal, the engine owner receives all the protest money.
5. 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 protestor engine is not legal.
6. 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.**

H. Anyone found in violation of track tech or protest will be disqualified in all classes competed in with that vehicle/engine. The Tech team's decision is final.

1. **Minor Infractions:** Under Weight, Did Not Weigh, Illegal Fuel, Illegal Tires, Illegal Restrictor
 - i. Automatic Disqualification from the Session. For Feature: No points or money for the class.
2. **Major Infractions:** Illegal Motor, Illegal Oil, 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 the remainder of the year.

- I. **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!**
- J. If found guilty of any of the above infractions, your fates will rest with track management!
- K. If Class has a **Spec Tire Rule** (example Burris 33s Only)- The compound of all the tires must be **VISIBLE AND LEGIBLE**. No grinding or covering up of the tire compound. No visible tire compound will result in a disqualification and the confiscation of the tire till the end of the event.
- L. 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. Side Protection bars must be made from a minimum ¾ 0.750 steel tubing with a minimum thickness of 0.065.
 2. Main Cage must be typed designed for racing and have 4 down tubes attached to the 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. No Heim Joint Connections Allowed. 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.

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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.