



14 HOUR "CAPITAL" ENDURANCE RACE

Oct. 27-28, 2018

(last edited Sept. 24, 2018 rv5.3)
DRAFT Subject to change.

Contents:

[Schedule](#)

[Saturday 10-27-2018](#)

[Sunday 10-28-2018](#)

[Fee](#)

[Registration](#)

[Classes and Awards](#)

[Paddock Rules](#)

[Minimum Qualification](#)

[Driver weight and ballast](#)

[General Rules](#)

[Team size](#)

[Lighting](#)

[Kart service](#)

[Qualifying](#)

[Race start & finish](#)

[Fuel stop/kart exchange/driver change](#)

[Kart exchange](#)

[Pit Lane/Garage](#)

[Kart breakdown](#)

[Timing](#)

[Rain](#)

[Passing](#)

[Blocking](#)

[Pushing](#)

[Contact](#)

[Flags](#)

[Example Penalties](#)

[1 lap penalty](#)

[3+ lap penalty](#)

[Ejection / Disqualification](#)

[Disputes](#)

Schedule

Saturday 10-27-2018 <ul style="list-style-type: none">● 11:00 a.m. – 4:00 p.m. Weigh-In And Registration● 5:00 p.m. Qualifying● 5:30 p.m. Drivers Meeting● 6:00 p.m. Green Flag	Sunday 10-28-2018 <ul style="list-style-type: none">● 8:00 a.m. Checkered Flag
--	---

Fee

If paid before:

- Sept 30th \$1600 entry fee + tax per team
- Oct 21st \$1800 entry fee + tax per team
- Oct 27th \$2000 entry fee + tax per team

Registration

- All drivers must fill out the provided registration form prior to the drivers meeting.
- This form will be given to the driver during registration.
- Each driver is responsible for providing white masking tape and a black permanent marker to label drivers helmet.
- The official scale will be in the registration trailer during registration hours.

Classes and Awards

- Trophies will be awarded for the 1st, 2nd, 3rd, and 4th place finishing teams.

Paddock Rules

- Team area size and placement
 - Teams may begin to set up their paddock area as early as 10:00 a.m. Saturday morning.
 - Teams paddock area must be at least 4 feet from the fence and must be not wider than 10 feet.
- Power
 - Generators are allowed. Be courteous so as to not smoke out your neighbors.

Minimum Qualification

- Drivers must be qualified “Comp”, “Pro”, or “Elite” to participate.

Driver weight and ballast

- “Driver weight” is the weight of the driver including racing gear (helmet, gloves, race suit etc...)
- “Driver ballast” is additional weight worn / carried / sat-on by the driver. (weight vests, weight belts, rocks in the pockets)
 - The driver must remove all driver articles including and especially driver ballast from the kart when exiting the kart
 - All driver ballast is subject to inspection and approval of the Race Director. Any driver ballast deemed unsafe by the Race Director will be disallowed.
 - The driver must be able to carry all of the driver ballast without assistance.
- “Kart Ballast” consists of colored steel weights. Yellow is 5.5 lb. Red is 11 lb. Blue is 22 lb. The kart can accommodate up to 66 lb of these weights in 5.5 lb increments.
- “Racing Weight” is the sum of driver weight, driver ballast, and kart ballast, and shall not be less than 220 lb.

General Rules

Team size

- Teams can have from 3 to 10 people.

Lighting

- Hours of required lighting are 6:45pm to 7:15am.
- All drivers must have a top-of-helmet mounted lighting with an output of 750 lumens or more.
- The color of the light shall be white
- The light shall be steady and not blink
- Small lights or glow sticks for the purpose of driver identification are permitted.

Kart service

- All maintenance and repair work is the exclusive responsibility of SPK.
- Any kart alterations by anyone other than SPK personnel, including changes to tire pressures, idle speed or throttle stop will result in a team’s immediate disqualification.

Qualifying

- The driver’s fastest time achieved will be used as their qualifying time.

Race start & finish

- The teams will be assigned their first kart in the most convenient way possible. A team may or may not get the same kart in which they qualified.
- The driver will inspect the kart to make sure the pedals are adjusted correctly and the kart is running.
 - If a problem is found, the driver will notify an SPK official.
- A rolling start will be used.

- Karts will be released behind a pace kart in their qualifying order.
- Karts MAY NOT PASS until the green flag has been dropped AND they have crossed the start finish line.
- The race runs for 14 hours continuously.
 - A checkered flag will indicate the finish.
 - The clock may be stopped at Race Director's discretion only. Red flags will not stop the clock.

Fuel stop/kart exchange/driver change

- There will be four mandatory kart changes during the race.
- Details of this will be covered during the driver's meeting.

Kart exchange

- The driver will drive into the designated "garage" area.
- Race control will start a timer when the driver comes to a safe stop and exits the kart.
- Race Control will present the driver with one or more karts to choose from.
- The driver will choose a kart and place the appropriate amount of Kart ballast in that kart.
- When one minute has elapsed and conditions are safe, the driver will be released to race.

Pit Lane/Garage

- The Pit Lane and Garage will be open during the entire race except during a red flag condition.
- Squeak Rule – Maintaining a safe speed while in the Pit/Garage areas is crucial. A driver who is unable to stop in the pit/garage areas without locking wheels (i.e. "squeak") will be held there for 10 seconds per squeak. Extreme cases (i.e. "squeeeek") will result in a 30 second hold.
- Shhhhh Rule - The Squeak Rule is enforced based on wheel lockup, not sound, especially during wet track conditions.
- Additional regulation of Pit Lane and Garage areas will be defined in the drivers meeting.

Kart breakdown

- In the event of a kart breakdown, driver must stay in his kart and track official will bring a new kart to that individual. If the staff finds the kart has no substantive mechanical issue, that team will be penalized 1 lap

Timing

- Timing and race results are determined by computer and transponder.
- Disputes will be resolved by the director.

Rain

- KART PERFORMANCE IN RAIN IS DRASTICALLY REDUCED
- Race will continue in light to moderate rain.
- The race director will determine the track condition to be either "Wet" or "Dry"
 - Only karts fitted with rain tires will be available in the kart change area when the track condition is "Wet"

- Only karts fitted with slick tires will be available in the kart change area when the track is condition “Dry”
- Standing water may require a course reconfiguration.
 - All the karts will be black flagged and brought into the pits while the reconfiguration is made
 - The race clock will not be stopped
- Standing water may require the race to be stopped
 - All the karts will be black flagged and brought into the pits until conditions improve enough to continue the race.
 - The race clock will not be stopped.

Passing

- There are three phases to a pass
 - Pre-pass/Post-pass, no overlap. Where the trailing kart is totally behind the leading kart.
 - The trailing kart has no right-of-way over the track forward of the rear bumper of the leading kart.
 - Mid-pass, karts overlapped. Where the rear bumper of the leading kart is between the front and rear bumper of the trailing kart.
 - Each kart has right-of-way to half of the track on the side they are on. A kart in the right-of-way lane of another kart (ie the right kart is on the left side of the track) must yield to the movements of the kart on that side of the track.
- Three wide passes are not permitted.

Blocking

- Upon entering a straight-a-way, the driver must immediately move to the right or left of the centerline of the track and stay on that side of the track until the next turn.
- It is considered blocking if a driver changes lanes in the middle of a straight-a-way to prevent a pass.

Pushing

- Pushing or bump drafting even with mutual consent is not permitted.

Contact

- Kart to kart contact
 - Contact shall be avoided.
 - Any contact that helps or prevents a pass from taking place will result in a penalty.
 - A racer can wave another racer by to avoid penalty if the infraction could be solved by the trading of positions.
- Contact with barriers
 - Any contact with the barriers will result in penalty.

Flags

- Traditional flags will be used until the ambient light dictates a switch to lighted batons.

- The green flag (two raised, static green batons)
 - Applies to ALL drivers
 - means go, passing allowed
- The yellow flag (waving green and red batons)
 - Applies to ALL drivers
 - means slow down, no passing
 - If a kart passes another kart under a yellow flag, that kart will be penalized.
 - A penalty can be avoided if offending kart immediately waves by the kart that was passed.
- The red flag (two waving red batons)
 - Applies to ALL drivers
 - means stop immediately
 - All racers should stop **on track** as soon as it is safe to do so for both the driver and the karts behind the driver.
 - Not stopping will result in a penalty
 - Passing will result in a penalty
 - Once stopped, karts must remain completely stopped until a subsequent yellow, green or waving black flag is displayed.
- A static black flag (raised then aimed green batons)
 - Applies to the ONE driver to which it is shown
 - means proceed to the pits
 - DOES **NOT** MEAN STOP ON TRACK
 - This is most often used to penalize a kart.
 - It is sometimes used in the event a kart is damaged for whatever reason, it's important that the kart come to the pit now.
- A waving black flag (two waiving green batons)
 - Applies to ALL drivers
 - Means that **all** karts must proceed to the pits.
 - Green flag rules applies while proceeding to the pits (i.e. passing is allowed)

Example Penalties

- Stop-and-go
 - Driving off course (outside the white lines)
 - Contact that results in a pass or the prevention of a pass.
 - Blocking
 - Contact with the barriers
 - Passing under yellow
 - Spinning out
 - Loss of control (i.e. spinning out all by yourself)
 - Lack of situational awareness (i.e... getting spun out by another kart)
 - A "Red Line" violation which is when silhouette of the kart as seen from above crosses the vertical plane of a red line on the track. Any part of the kart over any amount of red paint.
- Mandatory driver change

- Four (4) wheels going over the white line.
- Getting stuck
- Short cutting the course
- Rough driving
- Passing under red
- Incorrect entry into pits
- The race director deems a driver unfit to participate.
 - At that time a substitute driver may be designated by the team manager and approved by the race director.
- Any driver without a light, having a malfunctioning light, having a misaligned light, or having a light with insufficient output during the required lighting hours.

1 lap penalty

- Excessive speed in pits
- For each pound under their official minimum weight.
- For each cone hit in the pits or the driver change area.

3+ lap penalty

- Illegal contact that results in another kart spinning out.

Ejection / Disqualification

- Not stopping under red
- Contact that causes injury
- Contact that damages or disables a kart
- Any mechanical adjustment to the kart.
- Cheating
- Consuming alcohol in any quantity immediately before and/or during the event.
- Being (or suspected of being) under the influence of alcohol, drugs or any other substance that impedes the drivers' physical and mental faculties.
- Unsportsmanlike behavior which includes anything other than polite discourse between any number of racers or friends, or SPK officials.

Disputes

- All team members must remain in compliance with all rules and regulations for the entire duration of the event.
- Any disputes concerning these rules, their interpretation, or situations not specifically covered herein shall be resolved at the discretion of the Race Director.