

KC Pro West Race Day Procedures

*The following classes are ISR affiliated specialty classes for KC Pro West.
These classes have variations to equalize performance in competition for KC Pro West.*

Age for 120's: Any child between the ages of 4 and 14 as of November 1st is eligible to compete. (Example: If any racer turns 15 on October 1st he or she can no longer race.

Beginner 120: Recommended for 1st year racers and children 4-5 years of age until they are 5 years old. *Must race Beginner 120 only.* There is a two year limit in this class
Amateur 120: Recommended for 1st year racers and children until they are 6 years old. *Must race amateur only.* Class Advancement: Any racer that has placed 1st three (3) times or finished in the finals five (5) times and must be 6 years old, must advance to the stock class

Stock 120: Recommended for racers 6-12 years old. *May race Stock and Improved Stock, and Semi-Pro or Pro 206 but not Amateur or Champ classes.*

Improved Stock: Recommended for racers 6-12 years old. All first year racers must race at least one race in the stock class before moving to the Improved Stock class.

Semi-Pro 206: ages 6-14 Any racer that has placed 1st three (3) times or finished in the finals five (5) times and must be 7 years old, must advance to the pro 206 class

Pro 206: ages 7-14. (Must have one-year experience in Stock.) Drivers reaching 14 years of age during the season, may finish the season in that class.

Champ 120: Ages 7-14 and one-year experience in Improved Stock. May not race Stock class.

Champ 206: Ages 7-14 and one-year experience in Improved Stock. May not race stock class.

Race Day Procedures:

Online registration is required to be completed by the Wednesday prior to the race.

Ice classes will run first at each race

8:00-8:30 Secretary available in the race trailer for equipment rental and race fee payments not made online.

8:30 -9:00 - Safety/Tech Inspections/Hot-laps/Drivers meeting will be held immediately after hot-laps.

9:00 – Ice Racing Begins.

10:00 – Snow hot-laps begin/ice racers will hot-lap as soon as ice racing is complete/drivers meeting will immediately follow hot-laps.

****Please have your racers in staging and ready for their races on-time****

Running order and all lineups will be posted near staging at each race.

Please note that classes that sleds are used in two classes will rotate each week so the sleds will not have to be changed between races. These currently include: stock and improved stock kitty cat, stock and improved stock 120 ice and snow, semi-pro and pro 206.

Approx. 4:00 -6:00 pm - A banquet will be held. Trophies will be handed out to all racers. Sometimes we will have drawings for door prizes. If your racer did not make a consolation or final, they will still receive a participation trophy. If you are unable to stay to pick up your trophy, you must assign someone to pick it up for you. Trophies will not be held for you. Also please return any rental equipment at this time.

General Competition and Safety Rules

1. It is recommended that 120/4 stroke sleds and Kitty Cats NOT compete against each other.
2. In the event that a driver is off his/her sled after an accident involving two or more sled, the race will be red flagged.
3. Driver entry into an event is open to any qualified individual. The sanctioning body has the authority and responsibility to evaluate all drivers to determine their qualifications.
4. A driver must compete one full year in Stock 120/4 Class or in Kitty Cat racing and be at least six years of age before competing in any of the other 120 classes.
5. Both the owner and the driver are responsible to ensure that their snowmobile and driver safety equipment conform to all the rules for the class in which they have entered. The applicable rules are online in the rules section, ISR is our governing body and we follow the ISR rules linked on our website, and from time to time, in ISR bulletins. Any driver that does not meet the requirements listed will be subject to disqualification and forfeiture of any prizes and/or awards, plus eligibility for the next two (2) KC Pro West races and will lose all accumulated points.
6. Three (3) laps are recommended in heats and five (5) laps in the final heats.
7. Mandatory tech inspection of first place sleds, and any other sleds that Race Director, and Head Race Tech request to tech.
8. The Race Director and/or Head Tech have the authority to determine structural integrity.
9. While driver is on the course, radio communication between driver and crew is not allowed.
10. If it isn't stated in this section that it can be done, consider it cannot be done.
11. In the Stock Classes, if any engine modifications are found in the 120 class by the tech person, those parts or the motor may be confiscated by KC Pro West forever.
12. Lubrications for the track and suspension must be biodegradable and nontoxic.
13. For restarts, the racer first jumping the line will be put ½ of a sled length back in his/her original position. If the same racer jumps a second time, they will be put in the second row behind another competitor. No warnings will be given.

Mandatory Driver Safety Equipment *All Classes*

1. Helmets which are 80% orange, ISR approved upper body protection, shin guards and above the ankle boots are required in all classes.
2. Mouth guard is mandatory in snow lemans and any other race over uneven terrain.
3. See General Competition Rules, Driver Safety Equipment for details.
4. Battery operated taillights are required on sleds that do not have a factory taillight. They must be illuminated at all times when the sled is on the track, running or not.
5. Sleds must have no orange.

Race Procedure

1. Every driver is to be prepared to race at the time of day they are scheduled. Refer to Race Board with lineups.
2. Please start to stage at least three (3) races before yours. We will allow 4 minutes for drivers to get to the line before we start a race. You are not able to go back to your trailer unless the sled has broken down and **only then after you okay it with staging.**
3. We use the round robin system of racing with the aid of our computer system. You will be racing three (3) rounds for each race. Points will be given for the finishing order. (1 for first, 2 for second, 3 for third etc.). The lowest points will go to the final or a consolation race.
4. On track: Have sled warmed up and track on the ground when it's your turn to go out on the track. Drivers will be lined up according to the computer scoring system. Each heat should be lining up when the previous one is on the course.
5. You will line up in the order posted on the board for Rounds/Heats. Finals will be lined up by qualifying order and drivers will select their position based on qualifying order (Spring 2009). The first place qualifier will line up, followed by 2nd, 3rd, 4th, 5th, and then the 6th qualifier.
Find the white board brought up by the stager and you will see what race you qualified for.
6. Drivers must have all safety equipment on and his/her face shield and/or goggles on.
7. Watch the flagman for the start of the race. Drivers nod head one time, this shows him that you are attentive to him.
8. During the race, respect the drivers around you. Hold your line until you are able to make a pass.
9. Watch the flagman for red and yellow flags and try avoiding any unsafe situations. Racers may not pass when a yellow flag is out. *If the flagman or the lap counter, miscount the laps and the race goes an extra lap, the results will be taken from the end of the previous lap. If the race is flagged one lap to soon, there will be a staggered start from the last completed lap. Once the next race starts there will not be any restarts and all heats will be final. So if you see a problem, tell the race officials ASAP.*
10. After the checkered flag, exit the track and get ready for your next race in the Staging area.
11. Finals and Consolations will be lined up by qualifying order. Line placement will be selected by the racer, and they will have to select their lane immediately (Spring 2009). The first place qualifier will line up, followed by 2nd, 3rd, 4th, 5th, and then the 6th qualifier.

Do not leave staging area until the finals and Consolations are determined by the Secretary/Scoring. Find the staging white board (brought up by Stager) this will show what race you qualified to be in. Line up immediately. You are not able to go back to your trailer unless your sled has broken down and then only after you okay it with staging.

12. Drivers causing red, yellow and black flags: If a racer causes the race to be stopped by reckless driving, a racer can be red flagged. If a racer receives two (2) red flags in one class, they will be disqualified for that class for the day. Red flags are at the discretion of the race officials, corner people and flagman. If there is a dispute, it should be taken up with the race officials and finalized before the start of the next (heat) race.

Restarts

1. Kitty Cats: The flagman and/or race officials will stop and restart the race if all sleds do not clear turn one, turn two and where the designated cone is set up. After all racers make it past the designated cone, the only restart is when 2 or more sleds are piled up or someone is hurt or in danger. If all riders complete one lap, it will be a staggered restart. This is all upon discretion of the race officials and flagman.

2. 120's: The flagman and/or race officials will stop and start the race if all sleds do not clear turn one (a designated cone is set up). After all racers make it past the designated cone, the only restart is when someone is hurt or in danger. If all riders complete one lap, it will be a staggered restart. This is upon discretion of the race officials and flagman.

All Kitty Cat and 120 Classes

1. Restarts will be at original starting line.

2. A staggered restart when one lap has been completed by all riders.

3. If your sled stops on the race-track, stay on the sled until a corner or safety person can help you.

4. If a red flag comes out after the checkered flag, the racers that have already crossed the finish line will be scored in that position and will not participate in the restart.

5. *A racer cannot enter the infield of the track to pass another racer or to gain ground during the race.* If a restart is required after the completion of lap one, the race will be restarted in a staggered start, based upon the order of position from previous lap scored. The racer who caused the accident, will start at the rear of the staggered restart.

6. *No pushing or shoving, inside has the lead. Slow down if you get in trouble. No pushing or racing inside of cones.* If a driver is excessively pushing or tries to force their sled into an area that it will not fit and catches a cone, or purposely catches a cone or causes the race to be restarted more than once, the driver will be put to the back of the staggered start. The affected driver(s) will retain their position at the time of the incident.

7. *Intentional cutting people off or unnecessary bumping.* In a Final or Consolation, if a driver intentionally cuts someone off so they cannot pass, intentionally runs them off the track, or is using unnecessary bumping, the race will be stopped and a staggered restart will take place with the racer who caused the accident to start in the last position of the restart.

- 1st time it happens, the racer will get a warning

- 2nd time it happens, the racer will start on the outside row, 2 sleds back

- 3rd time it happens, the racer will not start until every sled passes the designated cone.

8. *Jump start on the line:*

- The racer first jumping the line will be put ½ of a sled length back in his/her original position. If that same child jumps a second time they will be put in the second row behind another competitor. No warnings

9. *Every racer must keep their feet on the running boards or in the loops. NO pushing or running with your feet. This is for safety: If they pass or are passes, their foot is not caught between the two sleds.*

- 1st time it happens, Warning.

- 2nd time it happens, the racer will start on the outside row, 2 sleds back

- 3rd time it happens, the racer will not start until every sled passes the designated cone.

We want clean side by side racing. This is racing and there will be some bumping. Everyone is trying to be first and mistakes will happen. Race Officials can tell if it is inexperienced racing or whether it is done intentional. Race officials will watch if there should be a problem, they will discuss it with the flagman.

KC Pro West, Inc., wants to keep this a safe sport for our children. These rules are enforced to keep all racers safe and to keep it a fair race. Our intention is to make this a fun and safe place for everyone to spend their weekend.

Keep in mind our race officials are human and mistakes do and will happen. We are trying our best and hope everyone is having fun.

Warm Up Stands

Jack stands are required anytime you are running your snowmobile by trailers and staging area. You may not lift up a sled to warm up or clean out the motor. We do not want any flying debris to hit bystanders. The jack stand must be an actual jack stand with an enclosure and used at all times. (NO EXCEPTIONS!)

Tear Down

Tear down is at the discretion of the Officers, Technical Inspectors and Technical Assistants. Follow the rules and there will not be any problems. If your sled is torn down, both the parents and the tech person will be present. If the sled does not conform to the rules, you will be penalized as follows: the driver will forfeit the trophy for that race and will be suspended for two races. All accumulated points will be lost. The technical inspector may tear down any sled at any time to check for status verification. If you do not allow the sled to be inspected, the sled will be disqualified.

KC PRO WEST PARENT'S CODE OF CONDUCT

To ensure that KC PRO WEST, INC., events are healthy and positive, this Code of Conduct sets forth conditions that parents and racers representing KC Pro West are expected to follow and promote. It is our intent to have KC Pro West represented in a positive manner with sportsmanship and fair play guiding all our racers on the track and

in the pits. In the event that parents or racers cannot or will not uphold these conditions, those parents and racers could face suspension from KC Pro West racing events by the officers of this club. These conditions can be amended or modified by vote of the officers of KC Pro West.

1. Parents and racers will conduct themselves in a manner that represents good sportsmanship and fair play at all times. Fair play is defined as the following:
 - Be acknowledgeable of ISR and KC Pro West rules and regulations, and follow them.
 - Do not deliberately cut off (block) or run into other racers during practice/races.
 - Promote good sportsmanship by both parents and racers.
2. Parents and racers must refrain from foul language at all times, while participating in a race or practice.
3. Parents and racers are responsible for displaying good sportsmanship in winning and losing.
4. Parents and racers will treat all equipment (theirs and ours) in the proper manner.
5. Parents and racers will not show or exhibit derogatory conduct toward any race officials before, during or after the races.
6. Parents will make sure all racers have proper safety equipment on machines and racers themselves.
7. No drug or alcohol use is allowed by any racers pit crew or, anyone attending KC Pro West events.

KC Pro West would like to thank all families in advance for helping make the Racing season another great success for the club and all the racers. Remember, PARENTS build the foundation for the success of our youth and it is the intention of KC Pro West is to remain a leader in youth racing.

Year End Points

You must be a KC Pro West member to accumulate points.
Point standings will be calculated as follows:

Point Classes with Finals and Consolation

Final: 1st -16 2nd -15 3rd -14 4th -13 5th -12 6th -11
Consolation: 1st -10 2nd -9 3rd -8 4th -7 5th -6 6th -5

All other racers will receive two (2) points. If there is not a consolation, you will receive eight (8) points.

We will be dropping two (2) races for the year end points. Your year -end points total will be calculated from your six best finishes.

You must attend three (3) KC Pro West point races to qualify for year-end trophies.

Two-day races that are held at the same location: each day will be counted as a separate race. Points will be calculated separately for each race day.

Tie-breakers of round robin results will be determined by points of 3rd round. If a tie still exists, 2nd round points will be used. The computer calculates all consolation and final line ups.

No year end points will be given for Amateur Kitty Cat, Amateur and Beginners 120 classes. These three (3) classes will receive 1st -6th place trophies at every race in finals and consolations. Participation trophies will also be distributed to all racers not qualifying in final or a consolation.