



Coulee Go-Kart Raceway LLC

Read Disclaimer Before Proceeding

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events at Coulee Go-Kart Racing LLC and to establish minimum acceptable requirements at such events. These rules shall govern the condition of all events and by participating in these events, all participants are deemed to have complied with these rules. No express or implied warranty of safety shall result from publications or compliance with these rules and/or regulations. They are intended as a guide for the conduct of the sport and are in no way a guarantee against property damage, injury or death to a participant, spectator or official.

The sport of karting has inherent risks. One who participates in the sport of karting does so with the assumption of those risks, including mechanical failures which may result in injury or damage. Use of this rule book is with the express understanding that the responsibility for the condition and operation of a kart or any other kind of vehicle in competition is that of the owner and/or driver of the kart or other vehicle. Rules are subject to change throughout the season at the discretion of track management to improve facilities for participants and/or to improve safety initiatives.

Thank you and we look forward to your participation at Coulee Go-Kart Raceway LLC.

2020 Coulee Go-Kart Raceway LLC Classes

Class	Age	Engine	Restrictor	Min. Weight
Kid Kart	5 - 7	Comer C-50 or C-51	N/A	N/A
◆ Rookie	8 - 15	Briggs LO 206	Red Slide Part# 555733 Locking Cap# 555726	250 lbs.
Jr. Sportsman 1	8 - 12	Briggs LO 206	Blue Slide Part# 555734 Locking Cap# 555726	310 lbs.
Jr. Sportsman 2	12 - 15	Briggs LO 206	Yellow Slide Part# 555741 Locking Cap# 555726	330 lbs.
Adult Pro-Stock	16 +	Briggs LO 206 OHV 200 Clone	N/A	370 lbs.
Adult Cage Kart Heavy (Champ Karts)	16 +	Wazoom	N/A	410 lbs.

◆ **Notice:** New (inexperienced) drivers ages 8-14 must start in Rookie class for a minimum of two nights, but then can move up to Junior classes at their discretion. Once they move up, they cannot move back to the rookie class unless approved by race director (safety reasons).

◆ **Notice:** Because there may be new classes added during the race season, Management or the Race Director is empowered to alter or change the rules to meet the general spirit of racing for that class.
(Could split Adult Pro-Stock events if there are enough animal and clone racers participating)



2020 Rules



PIT PASS

There will be 1 type of Pit Pass used at Coulee Go-Kart Raceway LLC. This pass, supported by the National Karting Alliance, allows the bearer access to all restricted areas. For insurance purposes, and for the safety of any person entering a restricted area, that person must sign a release form at the registration shed. At that point, they will be given a wristband that must be visible at all times in a restricted area and must be displayed upon request of a track official. Everyone entering the pit area must stop at the registration shed each week and obtain a wristband. Wristbands or "Pit Passes" are sold each week at the registration shed for: \$15.00. Anyone entering without paying will be in violation of NKA rules and will be considered trespassing. Failure to comply with this rule at all times will result in immediate ejection from the pit area. A "parents consent or minor assumption" release form is also required for minors planning to enter the pit area. A minor pit pass is: \$15.00 and adult supervision is required.

DRIVER REQUIREMENTS

Drivers should meet the minimum or maximum age limits for the class they are competing in per NKA rules. Management and/or the Race Director is empowered to alter the age requirement based on driver experience (or lack thereof) or for safety reasons. Coulee Go-Kart Raceway LLC reserves the right to request proof of age of any driver at any event. The Youth's age for 2020 is determined by what age they are or will be before September 30, 2020. All drivers must register their kart at the registration shed, sign the proper release forms, and receive a wristband in order to race in events and accrue points. Youth driver registration fees for 2020 are \$30.00 per class plus \$10.00 if racing a second class. Adult driver registration fees are \$40.00 per class plus \$10.00 if racing a second class (unless there is a designated money race involved). Drivers and parents of young drivers are responsible to know the policies, rules and regulations set forth and describe herein. (Youth classes include kid karts, rookies, Jr1 & Jr2. All drivers 16+ are in adult classes)

REGISTRATION & LINEUP

1. All racers must be registered by 6:10pm for Friday events, 3:45pm for Sunday events. All late entrants will start from the back of both heats. Call in advance if you know you are going to be late and we will register you. Phone Ed : 336-362-4177
2. The first heat will be lined up by drawn numbers; the second heat will be the invert . The feature will line up based on points earned from the two heats. Most points on pole, then the next etc. Ties will go back to first heat winner; if neither won a heat than lowest draw. **Previous weeks feature winners (all classes) will start at the feature rear.**
3. If you do not find your Kart number on the line up, please contact Barb, Adam, or Ed ASAP.
4. If you are new to karting, we ask that you start in the back of both heats and the feature for the first two weeks or until you feel comfortable with competitive racing. Please let our staff know when you first sign in.
5. If a semi feature is required, only the top two of the semi feature will transfer to the feature event.

RAINOUT INFORMATION

1. Check our Facebook page prior to leaving for the track or call 336-362-4177 for rainout information. We will always try to run each race if possible.
2. Per our insurance provider, if we are rained out before the heat races are completed, rain checks will be provided for drivers and pit personnel. They must be used at the following weeks race and are not transferrable. If we complete the heat races but are rained out during the feature races, we will call the event complete and award drivers points based on the heat race results. If your class completes their feature race before the rainout, then these points will count.



INSURANCE INFORMATION

Guests, Drivers, and Fans assume full responsibility for any and all injuries sustained, or for property damaged incurred, while on the Fair Ground property; in route to or from the speedway. No guest, driver, or fan will have a claim for expenses or damage against Coulee GO-Kart Raceway LLC, it's promoters, or officials, regardless of negligence. We DO NOT provide insurance coverage for any vehicles parked in our pit area or on fair ground property. Also, the primary responsibility for the safe condition and operation of a kart rests with the owner / or driver. Use of 4 wheelers or any motorized ATV is not allowed per our insurance carrier at any time. No driving of a kart under power is allowed in the pit area. A \$25.00 fine will be enforced for any driver not complying with this rule.

ACCIDENT POLICY

All injury reports are to be filed with the speedway on the day of the mishap. Failure to do so may result in denial of a claim by our insurance carrier. In the event of a rollover, the driver cannot finish that race and must be cleared by the attending "first responder" crew to continue in the next race. If the drivers helmet comes in contact with the race surface, the driver will not be allowed to continue with that race for safety purposes. The drive then must be cleared by the attending "first responder" crew before continuing with the next race.

INSPECTIONS

Track officials shall inspect all competing karts. Such inspection does not deem the kart safe or free from defects. No expressed or implied warranty of safety shall result from publication of or compliance with these rules. Anyone is welcome to inspect the race course. By participating in events, you deem the race course acceptable for competition. Any kart is subject to a post race inspection. Failure to comply with a post race inspection will result in disqualification for that event. Following each feature race, the top 3 feature karts, and any other kart designated by track officials, will immediately proceed to the tech area and remain there until all karts have been inspected, approved, and/or released by track officials.

PROPER CONDUCT

Proper conduct and sportsmanship is paramount as Coulee Go-Kart Raceway is a family run organization with the goal to promote family values and fare play. Any of the following reasons could result in immediate ejection and possible loss of points to the driver. (This rule applies to the driver, parents, crew members, or their fans).

- 1) Any abusive language, fighting, threats, abusive arguing with track officials, or any other unsportsman like conduct deemed by management or track officials.
- 2) Anyone deliberately entering the pit area with the intent to avoid purchase of a pit pass.
- 3) Consumption of any alcoholic beverage in the pit area prior to or during a race event. Alcohol consumption is allowed in the pit area after all racing events are concluded. Any person who appears to be under the influence of alcohol or any other illegal substance will be asked to leave the pit area.
- 4) Any person approaching the flagman or scorer during a race with the intent to argue a call. This includes drivers, pit crew, family members, and spectators.
- 5) Unauthorized entry into the tech area or starting grid is not permitted.
- 6) At no time is anyone allowed on the speedway or track surface without permission from track officials. For your safety and the safety of others, stay in the designated pit area or fan observation areas. Unauthorized entry onto the track surface while the race program is in process could result in expulsion.
- 7) Any driver or crew member found in the pit area under the influence of a recreational drug will be asked to leave the premises. Failure to do so will cost his or her driver all points for that event. A second violation will be a one year mandatory suspension.



2020 Rules



DECISIONS

All decisions concerning scoring, suspensions, disqualifications, fines, and interpretation of rules by Coulee Go-Kart Raceway are final and only subject to change at the decision of the track owner and the competition committee. Questions regarding race procedure or other decisions will only be discussed after the race event is over. Any issue can be discussed calmly after racing is complete. If you feel there is a need to file a protest, proper NKA protest forms are available at the registration shed. The competition committee will review all proper protests and a ruling will be provided prior to the next weeks race.

PROTESTS

Any protest must be submitted in writing to the Tech Director within 15 minutes following completion of the final race of the event. Protest fee for engines is: \$50.00. A driver found with an illegal motor will receive no points or monies (if applicable) for that event. A second offense will result in loss of all monies for that event plus any points accumulated to that date. The protest fee will be refunded to the protester if the protest is upheld. If the protest is disallowed (the engine is found legal), the protest will be disallowed and the protester shall forfeit the protest fee (\$25/\$25) to the Tech Director and engine owner.

DISPOSAL

Absolutely no oil or fuel is to be dumped on the fair ground premises. All disposal of used oil and fuel is the responsibility of each kart owner. Disposal of used kart tires is also the responsibility of the kart owner. Any person caught dumping oil or fuel on the ground in the pit area will be permanently barred from the speedway. This is a LaCrosse Fairground requirement and there are no exceptions to the rule!

ENTRY FEE & REGISTRATION

The gates open on Friday & Wednesday at 4:30pm and 2:00pm on Sundays. Open practice starts at 5:30pm on Friday & Wednesday and 3:00pm on Sunday. Drivers meeting is at 6:15pm on Fridays & Wednesdays and 3:45pm on Sundays. Racing starts at 6:30pm on Fridays & Wednesdays and 4:00pm on Sundays. Your entry fee is to be paid when entering the pit area. All pit passes are \$15.00 and all junior kart race fees are \$30.00. All Adult kart fees are \$40.00. All karts must be registered by 6:30pm on Fridays and Wednesdays and by 3:30pm on Sundays. Any driver not registered by the completion time will start both heats at the rear of the pack. Call in advance if you know you are going to be late and preregister. (336-362-4177)

TROPHY HANDOUT & PAYOUTS

All junior classes including kid karts and rookies will receive trophies for the top three places in their feature race. The Junior 1 and Junior 2 sportsman classes will also race for points and a track championship. Rookie of the year for the Rookie class will be based on feature wins. The adult classes will receive a first place trophy only for each feature win. A \$10.00 purse (part of the \$40.00 entry fee) for each kart entered in an adult class will be accumulated throughout the season to be split by the top 3 points winners in each class at the awards banquet. Example: 9 clone karts each week = \$90.00 x 15 weeks of racing = \$1,350.00 Example of split: Clone Track Champion \$800.00/ 1st Runner up \$400.00/ 2nd Runner up \$150.00. (There may also be other money races throughout the year for adult classes separate from the track championship payout plan). These money races will be identified throughout the year and their payouts are separate from the championship prize fund. A normal racing program will consist of two qualifying heats and 1 feature event per class. If there are a large amount of karts racing in one particular class, the race director may split the field into extra heat races to qualify for the feature race. It may also be possible that a "B" feature will need to be run with the top two karts transferring to the "A" main. There are no trophies or money payouts allotted for "B" feature winners. The number of laps per race are set by the Race Director and he or she has the right to adjust the total number of laps run per race based on kart numbers or pending weather. (Review with Pro-Stock class participants; suggestion was made to split money season between Sundays & Fridays)



FLAG DEFINITIONS

GREEN FLAG

The green flag signals to begin racing. When all karts are lined up in the proper position and the track is clear, the flagman will wave the green flag when karts pass into the start zone. On all starts and restarts, the race will begin only when the green flag is waved.

YELLOW FLAG

- 1) On the track - slow down and hold position, do not pass. The yellow flag is also known as the caution flag. The yellow caution flag will be thrown at the discretion of the flagman if there is a dangerous situation on the track. This is usually the result of a disabled kart, a multi-kart collision, or a false or waved off start. On restarts, any kart involved in the caution will be put to the rear of the line-up. If a racer gets sideways enough to cause a yellow flag, you will be put to the rear of the line-up for the restart.
- 2) In cases of multi-kart collisions causing a caution flag, racers who stall or lose chains will be permitted (in a timely manner) to restart at the tail end of the field. After the field is reformed, any kart not ready to race will be given 1 lap to rejoin the field. If they are still not ready, they should move the kart to a safe infield location so the race can continue. They will be scored appropriately based on the number of karts remaining in the race.
- 3) Stalled or disabled karts not under caution (become disabled while the race is underway) will not be permitted to restart the race unless there is another caution. Scoring stops at the point you become disabled.
- 4) Anyone causing more than two cautions in a feature race will be black flagged on the third yellow flag and asked to leave the race track.
- 5) If a caution flag is brought out after the white flag has been shown to the race leader in a heat race, the race will be considered complete and all karts will be scored in their position on the white flag lap. This same situation applies to feature races. All karts will be scored in their position on the white flag lap unless they are involved in the reason for the caution; they will then be scored at the back of the field of the final lap.

RED FLAG

Automatic halting of the race with engines turned off. Karts must come to a complete stop in a safe and orderly manner. The race is scored or restarted according to the last complete green lap.

WHITE FLAG

This is the signal that there is one lap remaining in the race.

CHECKERED FLAG

The checkered flag is waved when the kart leading the race crosses the finish line at the completion of the last lap. The first kart to complete the designated number of laps is declared the winner.

BLACK FLAG

If the flagman waves a black flag and points to you while you are racing, you must slow down using caution not to interfere with other racers and exit the track in a safe manner. This could be the result of an unsafe situation developing with your kart, your speed is off pace to the point that you may be dangerous to others, reckless driving, or unsafe or unsportsmanlike conduct. You will be scored to the last lap you completed prior to the black flag. If the flagman taps his hat with a rolled-up black flag and points the flag at you; consider this a warning that you must improve your driving skills or conduct on the track or you will receive the full black flag and asked to leave the track.



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TRACK OFFICIALS

All practice and competition activity is under the immediate control of the race director, flagman, pit stewards, and scorers. All participants shall adhere to their directions. Practice sessions will begin when the race director announces the track is open for practice. No practice is allowed without the flagman and appropriate safety measures in place. For safety reasons, absolutely no unauthorized personnel are allowed on the track without permission of the race director or flagman.

RACE STARTS

All karts must stay in line and keep pace. NO acceleration until reaching the designated white starting zone line. Inside pole kart sets the pace. The flagman will drop the green flag to start the race based on the even lineup of the front two karts as they enter the white start zone. If a caution is thrown before 1 lap is complete, or if the flagman does not wave the green flag to start the race, drivers will re-lineup in the original positions. The flagman will always signal with a rolled up green flag and point one finger to alert the field that there is one lap to go green. If the flagman determines that it is impossible to get a proper restart, he may choose to restart by single file. Any race entry that is not in the staging area and ready to race when their group is signaled to enter the track may be put to the rear of the field by the flagman.

SCORING RULES

- 1) All karts are requested to have black 6" tall numbers on a white panel displayed on both the front & rear of the kart. All numbers must be legible for scoring purposes and readable by the track officials.
- 2) All karts are scored by their number and how they finish in each race. Heat race winners receive 50 points for the win while all other karts receive one point less per finish position. (49,48,47, etc.) Feature winners receive 100 points for the win while all other karts receive two points less per position. (98,96,94, etc.). Points are awarded using Coulee Go-Kart Raceway guidelines and are posted weekly.
- 3) If you line up for a heat or feature race in the staging area, but your kart is unable to answer the call to start the race, you will receive last place points for that race based on the number of karts involved.
- 4) Black flagged karts will receive last place points for the race they received the black flag.
- 5) Each kart is allowed one throw out night at the end of the season (low points). To be eligible to receive any end of the year points awards or payouts, a driver must race in a minimum of 75% of the races in each class they participate in. All money payouts are based on total points accrued. B-main races do not receive points.
- 6) A predetermined number of karts will qualify for the feature race based on their place finish in each heat race. All feature races will consist of a maximum of 12 karts. If there are more than 12 karts scheduled to race at an event, the top 10 through heat races will advance to the A-main feature race while the remaining karts will run a B-main with the top 2 finishing karts advancing to the A-feature. The B-main will run prior to the A-main. The A-main will race immediately behind the B-main with the 2 top B-main finishers forming up at the rear of the field. No heat race will consist of more than 8 karts. If more than 8 karts are scheduled to compete in a class, the race officials will determine the number of karts per heat race to equal out the field.

GENERAL SAFETY RULES

- 1) All drivers are required to wear high top shoes, long pants (no rips, tears or holes), heavy weight jacket (racing or denim - no nylon or sweatshirts), neck brace and gloves. Safety vests are required for all kid karters, rookies, and junior class drivers. Snell 2010 approved helmets are required for all drivers.
- 2) Face shields are mandatory and no dark or tinted visors are allowed after track lighting is turned on.



GENERAL SAFETY RULES CONT

- 3) All lead weight must be painted white with the kart number printed on it. All added weight must be either **safely wired or double nylon locked with cotter pin to the kart (no jam nuts)** Loss of weight while racing will result in last place points for that race. **See NKA safety rule# 10.4.10.1**
- 4) Full bumpers are required (1 week grace period for visiting karters). Rear bumper must be safely wire locked to keep it from falling off.
- 5) For safety reasons, all karts are required to have a full nose on the front of the kart. This nose must be properly secured to the kart and fully intact. No kart will be allowed on the track without a nose. **See NKA safety rule# 20.3.11.4 for proper mounting and dimension requirements.**
- 6) Snap rings are required on all axle ends. Safety clips are required on front spindles, tie rod ends, kingpins/heims, steering wheel hub, etc.
- 7) Chain guard must completely cover chain/clutch when viewed from above. No part of the driver's body should be able to pass between the seat and clutch.
- 8) Wolf plate (brake rotor guard) required; muffler must be tethered to prevent loss. It is recommended that all headers be wrapped to prevent burns.
- 9) Fire extinguishers are required in all pits or haulers.
- 10) If any official finds something that needs to be corrected, you will have until the following week to remedy the situation. If we find a major safety problem that could cause a hazard to you or other karters, we may ask you to take immediate action in order to continue racing.
- 11) All karts will be inspected using the latest NKA pre-race inspection sheet. You can find a copy at: <http://www.nkaonline.com/wp-content/uploads/2014/02/NKA-Pre-Tech-Form.pdf>

RACE PROCEDURES

- 1) Driver's meeting is held at 6:45pm for Friday races and 1:45pm for Sunday races. All drivers and parents of minor drivers are required to attend.
- 2) No radio communication devices of any kind are allowed in the pit area or trackside between driver and pit crew. However, one-way radio communication will be allowed in drivers helmet to hear flagstand communication.
- 3) If you are not able to enter the track when your class is called, a 90 second timer will start. If you are able to enter the track within the 90 seconds, you will be required to start at the rear of your class. If you are unable to answer the call to race, you will receive last place points for that race (you must be registered).
- 4) If during the race your chain comes off the sprocket (any mechanical situation), a yellow flag will be thrown and you will have 90 seconds to remedy the situation. If you are successful, you will restart the race at the back of the field.
- 5) If you have a problem on the track and are not close to an exit, please pull into the middle of the infield as quickly as possible for your personal safety.
- 6) If any part falls off of a kart during a race, the kart will be black flagged and they must leave the track.
- 7) 3 wide racing is only allowed if the pass can be done safely. If you force a 3 wide race situation which causes disruption to the race, the race director may throw a yellow flag and move your kart to the rear of the field.
- 8) There is a yellow line painted at the bottom of the race track in each corner. If you attempt to pass another kart in the corners by going below the yellow line, a yellow flag may be thrown and you will be moved to the back of the field. Continued passes under the yellow line in the same race could result in being black flagged for that race (this is at the discretion of the race director). Dropping below the yellow line while racing by yourself is legal and being forced below the yellow line is also legal provided you don't use this situation to pass another kart.
- 9) Lapped karts must move to the top of the track and reduce speed to allow the faster lead karts to pass safely.
- 10) A rolled black flag is a warning, a waved black flag requires you to cease racing and exit the track. See any official other than the flagman for questions. You will receive last place points for that race.



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RACE PROCEDURES CONT

- 11) If a caution is displayed, please slow down and do not race back to the start-finish line. We will restart the race based on the scorekeeper's last completed lap. All karts involved with the caution will be placed at the back of the field (**flagman option available**) If this caution happens on the white flag lap, the race will be deemed complete and all karts involved with the caution will be scored at the back of the field. (2 lap restart for features)
- 12) There is a gentleman's agreement rule. If you are the reason for a yellow flag which involves other karts, you may tap your helmet when passing the race starter and he will notify the flag stand that you acknowledge the yellow flag as your error. Only your kart will then be put to the back of the field.
- 13) There is no passing before the start/finish line during the start or restart of a race.
- 14) All classes except kid karts and rookies will be points classes. One lowest points night will be dropped from your total to determine each class champion. No double points night for 2020. To qualify for end of the year awards, you must attend 75% of all races run in your class.
- 15) DQ nights may not be dropped. (total points based on 13 of 14 nights)

TECHNICAL INFO

- 1) All karts must scale after a heat race as directed by officials and the top three karts must scale at the end of each feature. You will be scored one point less per heat race for each pound found under minimum weight. You will be scored two points less for each pound under minimum weight for the feature. Continued violation of the weight rules could result in being DQ'd which will be determined by the race director.
- 2) A race official will direct you to the post race tech area. Refusal of tech inspection will be an automatic DQ for the night and last place points. A second deliberate DQ based on refusal of tech will result in suspension for the season.
- 3) All motors are subject to technical inspection using **NKA & Briggs & Stratton Racing Rules**.
- 4) Failing post race inspection will result in last place points for all events that evening. A second failed post race inspection in the same season will result in last place points plus another -20. A third failed post race inspection in the same race year will result in a suspension for the remainder of that season. Any time you fail post race inspection, you will start at the rear of the field for your next feature race. All DQ's for post race inspection will be determined by the race director based on input by the competition committee.
- 5) Unauthorized parts found at inspection will be confiscated and returned to the karter at the end of the season.
- 6) The seals on the 206 motor must remain intact and any seals appearing tampered with or broken will be ruled as a DQ. All seals must be Briggs factory seals.
- 7) **All restrictor slides must be stock and unaltered. They will be tech'd base on Briggs & Stratton testing equipment owned by Coulee Go-Kart Raceway LLC.**
- 8) All rookie motors must be the Briggs & Stratton 206 motor with appropriate restrictor **slide & lock installed**.
- 9) Proper protest procedure is as follows:
 - a) Please give the race director or a race official your protest in writing at the conclusion of that nights events.
 - b) Proper NKA protest forms can be found at the registration shed.
 - c) Explain the decision you are protesting and why; sight NKA rule if possible.
 - d) Your protest will be reviewed by the competition committee and you will be notified of the results before the next week of racing.

RACE CLASSES

RACE CLASS (KID KARTS) (2019 NKA Rules Apply unless stated otherwise)

This class is designed to be a learning tool for young racers and their parents. All karts should be reasonably competitive and all racers are winners.

- 1) Kids karts will be subject to tech; follow official's directions at tech time.
- 2) Maximum rear tire circumference : 33.75"
- 3) Carburetor stock & unaltered; jet size #54 or #58



RACE CLASSES

RACE CLASS (KID KARTS) CONT

- 4) Stock C-50 or C-51 unaltered muffler, one exhaust gasket - bolts must be tight.
- 5) 10 tooth clutch drive, 89 tooth rear sprocket required.
- 6) Chain guard is to completely cover chain when viewed from above.
- 7) No plastic Rims, must be metal
- 8) No minimum weight rule
- 9) Tires cannot be softened by chemical treatments. Softened tires are subject to DQ by the competition committee.
- 10) All other 2020 NKA rules for this class apply. (No steering column faring allowed)
- 11) Gas only 86-93 octane. No additives / no ethanol fuel. Only Briggs air filter part # 555729 allowed.

ROOKIE SPORTSMAN

- 1) Stock Briggs & Stratton LO 206 motor with Purple Restrictor plate # WB5596
- 2) Minimum weight for this class is 250 lbs.
- 3) Briggs & Stratton spec air filter is allowed but not required. The use of aftermarket air filters is acceptable.
- 4) Tires cannot be softened by chemical treatments. Softened tires are subject to DQ by the competition committee.
- 5) There is no spec tire requirement for this class.
- 6) All other 2020 NKA rules for this class apply. (No steering column faring allowed)
- 7) Gas only 86-93 octane. No additives / no ethanol fuel. Only Briggs air filter part # 555729 allowed.

JR.1 SPORTSMAN

- 1) Stock Briggs & Stratton LO 206 motor with Black Restrictor plate # WB5666
- 2) Minimum weight for this class is 310 lbs.
- 3) Briggs & Stratton spec air filter is allowed but not required. The use of aftermarket air filters is acceptable.
- 4) Tires cannot be softened by chemical treatments. Softened tires are subject to DQ by the competition committee.
- 5) There is no spec tire requirement for this class.
- 6) All other 2020 NKA rules for this class apply. (No steering column faring allowed)
- 7) Gas only 86-93 octane. No additives / no ethanol fuel. Only Briggs air filter part # 555729 allowed.

JR.2 SPORTSMAN

- 1) Stock Briggs & Stratton LO 206 motor with Gold Restrictor plate # WB5660
- 2) Minimum weight for this class is 330 lbs.
- 3) Briggs & Stratton spec air filter is allowed but not required. The use of aftermarket air filters is acceptable.
- 4) Tires cannot be softened by chemical treatments. Softened tires are subject to DQ by the competition committee.
- 5) There is no spec tire requirement for this class.
- 6) All other 2020 NKA rules for this class apply. (No steering column faring allowed)
- 7) Gas only 86-93 octane. No additives / no ethanol fuel. Only Briggs air filter part # 555729 allowed.

ADULT PRO-STOCK

- 1) Stock Briggs & Stratton LO 206 animal motor or OHV 200 Clone
- 2) Minimum weight for this class is 370 lbs.
- 3) All other 2020 NKA rules for this class apply.



2020 Rules



RACE CLASSES

ADULT CHAMP KARTS

- 1) Wazoom engine
- 2) Minimum weight for this class is 375 lbs.
- 3) All other 2020 NKA rules for this class apply.

TRACK TIRE RULES

Coulee Go-Kart Raceway will be a Vega tire only track for 2020. Visiting Karter's will have a one week grace period to comply with this new rule. Also a 10 tire rule per kart is in affect. This means each kart is allowed only 10 tires for the 2020 race season. Racer's are responsible for registering tires with Coulee Go-Kart Raceway officials so the tires can be properly branded and marked. A tech log will be keep to monitor all branded tires. If an unmarked tire is found on your kart after a heat race or a feature race, the kart will be DQ'd and awarded last place points for that race.

