

/// WEIGHT

MINIMUM WEIGHT

Every class has a **MINIMUM** weight

RENTAL LIGHT

MINIMUM

185 lb

(84 kg)

RENTAL HEAVY

MINIMUM

210 lb

(95 kg)

PRO KART

MINIMUM

198 lb

(90 kg)

Under your class minimum? **We add weight to your kart.**

Finish under weight = **Finals DQ**

/// FINALS

HOW THE FINALS WORK

RENTAL Light & Heavy - 2 classes

RENTAL A FINAL 14 drivers - Pro karts

↑ Top 7 Light + Top 7 Heavy

B FINAL

↑ 1st Place Light + 1st Place Heavy

C FINAL

Heat scores split you into the **C or B Final**

PRO KART 1 class

PRO A FINAL

↑ Top 11

B FINAL

Pro drivers skip the C Final

C FINAL skipped

Pro goes straight to the B Final

A FINAL GRID = heat points, then fastest lap /// last round's top 3 start at the back

/// CHAMPIONSHIP

THE SEASON



- Your round scores **add up**
- **Worst round dropped** — shown as **X**
- Missed a round? **That's your drop**

R1	R2	R3	R4	TOTAL
25	X12	30	21	76

Example: worst round (12) dropped

TIED ON POINTS? ///

1 MOST WINS

2 MOST 2NDS

3 MOST 3RDS

4 FASTEST LAP

RACE NIGHT /// Qualifying → Heat 1 → Heat 2 → Finals

/// SCORING

POINT STRUCTURE

QUALIFYING

Grid only · no points

HEAT 1

Heat points

HEAT 2

Heat points

FINALS

A · B · C = one result

HEAT POINTS /// BEST HEAT ONLY

1ST 10	2ND 8	3RD 6	4TH 5	5TH 4
6TH 3	7TH 2	8TH 1	9TH+ 0	

FINAL POINTS /// BEST FINAL RACE ONLY

1ST 25	2ND 22	3RD 19	4TH 17	5TH 16	6TH 15	7TH 14	8TH 13	9TH 12	10TH 11
11TH 10	12TH 9	13TH 8	14TH 7	15TH 6	16TH 5	17TH 4	18TH 3	19TH 2	20TH 1

EXAMPLE /// ONE DRIVER'S ROUND

BEST HEAT

8

Heat 1: 5 · Heat 2: 8 → 8 counts

+

FINAL POINTS

17

Finished 4th in final

-

PENALTY

0

No penalties

=

ROUND SCORE

25

8 + 17 - 0

RACE PENALTIES

/// RACE START

Jump start **+5s**

2 wheels out **+2s**

4 wheels out **+5s**

/// QUALIFYING

- Track limits
- Overtaking under yellow
- Bump and run

→ **FASTEST LAP DELETED**

/// ANY SESSION /// SAFETY

Underweight
when exited pits **DQ**

No seatbelt
green flag to inside pits **DQ**

Helmet not strapped
green flag to inside pits **DQ**

Gestures / abuse toward marshals
verbal · physical · non-verbal **OUT FOR THE NIGHT**

RACE PENALTIES

/// TIME PENALTIES

+3s

- Avoidable contact
- Passing under yellow
- Unsafe rejoin

+2s

- Track limits
- Touching the engine

/// BUMP AND RUN

Back **# of spots gained + 1**

5+ spots gained

BACK 8

/// BLOCKING

🚩 **First offence**
pointed black flag

WARNING

Warning ignored
after pointed black flag

+3s

/// The **Race Director** has authority to adjust any penalty based on severity.