

BURRIS MONEY SERIES RULES

TRACK AGENDA

7:00 - 9:00 am	Registration
9:30 - 10:30 pm	Open practice
10:30 - 11:30 pm	Warm-ups
11:30 - 12:00 pm	Driver's Meeting
12:00 - 1:30 pm	Time Trials
1:30 - 5:00 pm	Features

www.burrismoneyseries.com

The BMS rulebook is available online @ burrismoneyseries.com and also at the sign in tower on race day. Failure by any competitor or any crew member to not read or understand the rulebook will not exempt anyone from adherence to these rules! Subsequently penalties will not be revoked.

ONLY BMS CLASS, EVENT AND ASSOCIATE SPONSORS ARE ALLOWED TO VENDOR AT BMS EVENTS.

NO OTHER VENDORS WILL BE ALLOWED FOR ANY REASON.

Sponsorship opportunities are still available for 2017 season

The entire Property is Pit Pass Required!!!!!!

Pit passes are \$20.00 each

Pit passes for 3 years of age and under will be Free

Anybody in your pit area without pit pass will be Fined \$50 and driver will lose their points and awards for the day!!!

Registration

Drivers: \$35.00 all Point/Money classes

\$65.00 for all Big money classes

\$5.00 Transponder fee per driver

Free for pee wee class

RACECEIVER RADIOS

For sale

\$105.00 at track with semi pro ear piece.

\$85.00 for Raceceiver only no ear piece.

\$15 rental fee per driver you supply ear pieces

\$85.00 fee if you break rental radio

Frequency used 454.00

General Rules

1. **Eligibility:** you must participate in at least four of the 7 events scheduled to receive year end awards.
2. **Intent to Defraud:** Any competitor, who would falsify his or her age or modify their kart or engine with the intent to compete illegally, or defraud officials by such modifications or actions, will result in the loss of points and awards for that event and be subject to suspension upon review of all evidence by the BMS officials. The BMS reserves the right to impound any illegal parts for further review. This race cannot be thrown away
3. **One way radios are mandatory to race Features in the BMS** they are available for rental. Failure to use one way radio. Driver will be dqd and given last place points.
4. **Change of engine after Qualification:** Notify the technical inspector and get his approval. Give the engine to the technical inspector to hold for possible later inspection. You may keep your qualifying position for the feature. If you end up in tech after the Feature, both motors will be checked per tech for that position.
5. **Race Format:** Qualifying will be 3 lap time trials with top 16 making it on time. Non Qualifiers will run 12 lap heat race or 12 minutes with top 4 making it to main event. Feature races will be 20 laps or 20 minutes. The BMS officials reserve the right to shorten races based on time restrictions. If the race is shortened due to time the finish order will be determined by the last completed lap.
6. **Mandatory Drivers Meeting:** Failure to attend a drivers meeting will result in your fastest lap being deleted in time trials. All junior drivers must have a parent or guardian present at the drivers meetings with the driver; failure to do so will result in your fastest lap being deleted at time trials.
7. **BMS Awards System & End of Year awards.** All kid kart entries will receive an award at the event. Cash for all other classes will be based on the payout schedule per entry fee posted on BMS website. **Year end awards** any competitor winning more than one class championship will be given One leather Jacket with all classes listed on it plus 2 complete sets of Burris tires for the additional class championships.
8. **BMS Bonus Points:** Best 5 races count for year end points. Any racer registering in all 7 races will be awarded 25 bonus points at the end of the season. You must compete in at least 4 of 7 races to be eligible for year-end awards. **Each competitor will be allowed to Enter for a race and miss that race, yet still receive last place points and their bonus points. This will only be permitted once per competitor.**
9. **Suspension or Disqualification:** Failure to obey BMS rules may be grounds for disqualification or suspension.

10. **Reserved Parking:** Your spot will be held until 8:00 a.m. unless prior arrangements have been made. If you experience difficulty traveling to the track, please call Keith Blumenstein at 717-576-2781 and arrangements will be made to hold your spot.
11. **Practice Policy:** If you practice in a class that you are not registered, you will lose your fastest qualifying lap time in **ALL** the class(es) you are registered in. Under special circumstances you may get permission from the race director to practice in an unregistered class.
12. **Pit Buggies:** Pit buggies will not be allowed within the grid area. Any buggies found on the grid may be impounded and will be returned at the end of the race day. Competitors in offense of this rule may be disqualified.
13. **Fuel:** Competitors must supply their own fuel. We will be testing fuel in the tech area for time trials and features. BMS may use the pump around system at events, we will still be testing fuel at our discretion.
14. **No one permitted on racetrack at anytime without race official's permission—this is considered Unsportsmanlike Conduct and that driver will be given a Non-Droppable Zero.**
15. Unsportsmanlike driving penalties will be assessed by incident, and competitors will be immediately removed from the track. If the incident occurs on the last lap, the driver will still be penalized for Unsportsmanlike Conduct and will be given a Non-Droppable zero. **No Driving through the pits**
16. All tires must have a compound stamped on them. **No covering Compound!!!!**
17. **Point system**

Finish	Points	Finish	Points	Finish	Points
1st	200 + # of Entries	11th	75 + # of Entries	21st	27 + # of Entries
2nd	175 + # of Entries	12th	70 + # of Entries	22nd	24 + # of Entries
3rd	155 + # of entries	13th	65 + # of Entries	23rd	21 + # of Entries
4th	140 + # of Entries	14th	60 + # of Entries	24th	18 + # of Entries
5th	130 + # of Entries	15th	55 + # of Entries	25th	15 + # of Entries
6th	120 + # of Entries	16th	50 + # of Entries	26th	12 + # of Entries
7th	110 + # of Entries	17th	45 + # of Entries	27th	9 + # of Entries
8th	100 + # of Entries	18th	40 + # of Entries	28th	6 + # of Entries
9th	90 + # of Entries	19th	35 + # of Entries	29th	3 + # of Entries
10th	80 + # of Entries	20th	30 + # of Entries	30th	0 + # of Entries

Age regulations:

1. **Age Determination:** Proof of age is required for all classes. Proof would include a driver's license or a birth certificate
2. Driver's **16** years old by December 25, 2016 must run a senior class. If a driver's birthday falls after December 25, 2016, he or she may stay in a junior class or run in a senior class.
3. **Age waiver: (Jr to Sr)** You may move from a junior class to a senior class with a signed waiver. At this point, **you cannot move back down into a junior class.**
4. **Age Waiver: (Jr to Jr)** In addition to the class you are of age to run, you may run one class higher than that class in addition to your regular class.

**** This means you may run both classes on any given night****

Example: Your regular class is the BS .500 Cage class. (10 – 12 years)
You may also run the Briggs Jr Champ class. (12 – 15 years)

5. Only 1 person to a kart in the starting area of the grid.

BLACK FLAG SITUATIONS

1. If you are black flagged for any reason, **GET OFF THE TRACK IMMEDIATELY!!!!** If you are not off the track after 1 lap, you will lose your points for that race.
2. Drivers spinning out after the start will be sent to the rear. Any kart causing **3** "cautions" in 1 race will be black flagged and given points for how they finished. If a driver intentionally spins out, he/she will be black flagged, which will result in a loss of points for that race. (no throw away)
3. **IF CAUGHT WORKING ON YOUR KART AT ANY TIME ONCE YOU ARE ON THE TRACK, YOU WILL BE DISQUALIFIED FOR THE RACE, RESULTING IN A LOSS OF POINTS FOR THAT RACE.** Working on your kart is defined as doing anything other than removing unsafe body parts.

4. Positively no stopping on the track to make adjustments at anytime other than official can remove body work and or bend nerf bar out of way so it doesn't rub. We allow one time for a restart or putting on the chain.

MEDICAL

Anyone needing medical attention must notify the Race director the day of the event. The medical insurance ceases when the driver returns to racing or by signing a waiver.

RACE RULES – START TO FINISH

1. There will be a 12 minute time limit for consi. races and a 20 minute time limit for the feature laps from the drop of the green flag. Time during a red flag condition is excluded.
2. All starts and restarts will be when the **HEAD FLAGMAN** and or **CORNER FLAGMAN** throw the green flag. ***USE OF PYLONS WILL BE AT THE DISCRETION OF TRACK OFFICIALS.***
3. Drivers are responsible for having his/her own kart started at the grid area. ***DO NOT START YOUR KART UNTIL ON THE GRID AREA.***
4. **Transponders:**
 - a. **Any driver who goes out on the track and does not record having a transponder on their kart:** Driver will lose their starting position (moved to last position) and a transponder will be retrieved by an official and placed on the kart.
 - b. **Penalty for not attaching a transponder correctly to a kart:** if the transponder comes off and becomes broken – replacement or repair cost for the transponder will be the driver's responsibility. Your responsibility to ask if you don't know how to attach transponder.
 - c. Any driver who loses their transponder will be responsible for replacing it. Replacement cost of a transponder is \$285.00.
 - d. Any driver who breaks a transponder not related to an accident on the track will be responsible for replacing it. Transponder replace cost is \$285.00.
5. When a class is called to the grid, go to your starting spot on the grid and get ready to start your motor. When the flagman, or grid steward, tells you to start your motor, the 2-minute clock will start.

NO ONE WILL BE ALLOWED OUT AFTER THE 2- MINUTE CLOCK EXPIRES!! ALL CLASSES ARE ALLOWED 1 RESTART OF THEIR ENGINES PER RACE after Green flag drops. If you get restart you will go to rear unless it is before green flag and 2 minute clock has not expired.

6. **Time Trials:** During time trial if motor stalls or chain pops off while entering the track from grid we will allow competitor to put chain back on or get one restart and join next group for time trials. This will only be allowed one time per class if it happens a second time competitor will removed from track.
7. If your kart loses power for any reason during the race, go to the infield as quickly, and safely, as possible. If you need a restart, wave your hand so the flagmen know to throw the yellow.
8. **Restart Motor:** You will be given 1 chance to restart your motor, after the initial green flag. You will go to rear for restart. Red flags are the exception to this rule.
9. If there is a yellow flag on the 1st lap, the drivers creating the accident and anyone else who stops on the track will be sent to the rear. All other karts will be lined up accordingly. If no decision can be made, there will be a complete restart.
10. In the event of an accident, the person or persons causing the caution to come out, plus any person that stops on the track, will be sent to the rear. Drivers, who are told to go to the rear, and refuse, will be black flagged, resulting in a loss of points for that race. Restarts will be single file after the 1st completed lap.
11. Starts will be double file. After 2 unsuccessful attempts to start a race, all karts will be lined up single file by starting position.
12. **Once the checkered flag is thrown the race is final!!** In the event of an accident on the last lap: if the leader takes the **WHITE FLAG**, the race is over. Points will be awarded accordingly. Everyone crossing the finish line on white flag lap, previous to the caution, is scored accordingly. Everyone else will be scored from the previous green flag lap. No 1 lap shoot-outs. If the leader has not taken the white flag, we will revert back to previous green flag lap and have a restart.
13. Flagmen are in charge when the race starts. If a corner flagman throws the yellow and the main flagman has a green, we will honor the yellow flag. When you see the yellow flag, slow down and stay in line. Scoring will revert back to the last completed green flag lap for the restart.

14. **NO WORK IS ALLOWED ON ANY KART DURING A RED FLAG.** When the race is ready to resume, 1 crew member will be allowed on the track to restart your engine.
15. **ANY KART THAT DOES NOT STOP AS QUICKLY AND AS SAFELY AS POSSIBLE UNDER A RED FLAG WILL BE DISQUALIFIED FROM THAT RACE.** Move to the far inside or outside of the track to allow the ambulance crew access to the accident.
16. If we have a rain out after qualifying, points will be awarded according to your time trials
17. Bicycles, ball playing, skateboards and radio controlled toys, etc., are forbidden in the pits and on the track at all times.
18. **No one is allowed in the scoring tower without permission. ENTRY WITHOUT PERMISSION WILL RESULT IN A LOSS OF POINTS FOR THE DAY.**

TECH ISSUES

1. **Inspection Procedures:** Karts are subject to technical inspection at anytime. The number of karts subject to post race inspection will be determined before the features. All karts that are subject to post race inspection must go to the tech-area immediately after crossing the scales. Any person not willing to prepare his kart components for inspection will be disqualified from the event and subject to suspension. Only the driver or one crew member allowed in the impound area. The person in the technical inspection area must be capable of performing procedures required by the technical inspectors. Excessive delays in performing required technical procedures will be grounds for disqualification. Drivers will have 10 minutes from the time they are requested to perform their inspection to begin disassembly of their engine, unless arrangements have been made with the technical inspectors. The driver or crewmember must supply their own tools for disassembly of their engine. . If an engine or part is declared illegal, upon removal from technical inspection area, it will not be rechecked or accepted for impound. Bring only tools required for removing tech items.

NO TOOLBOXES WILL BE PERMITTED IN TECH AREA.

2. **Tech Procedures:** In the event that you finish in the top third of your class the following procedures must be followed. All entries must weigh in and go directly to the technical inspection area. If you are to run in another class, contact a technical

inspector for directions. All entries will remain in the technical inspection area until karts in the class have been cleared.

3. Drivers must wear heavy jackets, heavy pants, gloves, leather shoes, neck brace and an approved **SA 2005 or newer full face helmet. CHAMP AND CAGE CLASSES BELTS MUST BE SFI CERTIFIED. NO TEARS OR RIPS AND MUST BE CERTIFIED BY TECH. MUST USE ARM RESTRAINTS!!**
4. Children 12 and under running flat karts: **CHEST PROTECTORS ARE MANDATORY per wka specs.**
5. All karts must have legible plates with **6" NUMBERS/LETTERS ON ALL 4 SIDES and CAN ONLY BE 2 DIGITS** to receive points. Plates should be cleaned or replaced after each race so they are visible to the scorers or the driver will not be scored for that race. Some colors do not match up good together for scoring. If your numbers are hard to see, you will be asked to change them. For example: no orange, red, blue and black combinations and no yellow, green and white combinations. **MAKE SURE YOUR NUMBERS CONTRAST.** No clear plates will be allowed. No metal fairings, wings or side pods.
6. All karts must be weighed after each event. Driver must place kart horizontally on the scales. Any tampering with the scales will result in disqualification. If any driver and kart refuses to weigh, they lose their points for the night. No weights are allowed in your pockets. Ankle and wrist weights are not allowed. We go by W.K.A. weight rules in all classes, except for local track options. **ALL LEAD MUST BE PAINTED WHITE!!!**
7. **W.K.A. RULES WILL BE USED WHEN TECHING MOTORS, FUEL, KARTS AND OR PRE-TECH CHECKS.**
4-cycle fuel tech:
Hole shot power mist or fuels with additives are illegal at BMS races. If your fuel smells like ether or other smell. The tech committee and board has the right to declare you illegal!!! They can send your fuel to the lab to be tested also. If found there is additive in the fuel, the person who's fuel was tested will pay lab fees plus will lose points for the night and possible suspension per review from BMS officials
8. **FIRE EXTINGUISHERS ARE MANDATORY IN ALL PIT SPOTS.**
9. All cage classes must have a separate check valve in fuel tank.
10. Briggs after market flathead piston must meet the same measurements out of the book up to 50 over and you may use Burris wrist pin .318 max id. With no performance advantage.

11. Clone – AKRA Rules as guideline with electric starter allowed. Open clutch and big pipe.
12. Champ karts 3” min. from seat to inside nerf bar. Base of seat must be inside Main frame rail

PROTESTS

1. All protesting must be done before the kart you are protesting leaves the scales. Each class will stop at the scale until the entire field is off the track to give all participants the chance to protest. If you wish to protest any racer, raise your hand and make your way to the scales to pay the money. The scale person must have the money before the protested kart leaves the scales. You may pay for a tear down before you go out on the track to race. **YOU MUST HAVE RACED IN THE SAME RACE YOU ARE PROTESTING!!** If the kart is illegal, the protester gets his money back and the offender will be disqualified. If legal, protester will lose his money to the accused. If a protest is made on a kart in the feature and a different kart or motor was used in the heat, both are teched for the protest fee. If a kart is found illegal and that kart ran multiple classes, the illegal kart is disqualified in all classes that it ran. Decisions of tech personnel are final in all protests and all techs will be done that night. The prices of protest tear downs are as follows:

\$100.00	4-cycle top end (carburetor, stroke and cam profile)
\$200.00	Complete tear down (from crank down) – (\$50 to Tech, \$150 to Karter)
\$75.00	2-cycle top end (down to crank and rod)
\$125.00	Complete tear down
\$10.00	Fuel tech and or restrictor plate (heat or feature)

2. Any and all W.K.A. fuel techs will and can be used to check fuel. If you are the driver that is being teched and the fuel is found to be illegal, you will lose your points for that race in that class.

\$50.00	Complete W.K.A. pre-tech (body, seat, chassis, etc.) Kart putting up money gets teched 1 st . If legal, protested kart get’s teched. If protested kart is illegal, protestor gets his money back. If Protested kart is legal, accused gets money. If protestor is illegal, tech is over and protested kart gets the money. If either kart is found to be illegal, that driver loses his/her points for that race.
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ONLY TECH PERSONNEL, KART DRIVER / DRIVER REPRESENTATIVE AND TRACK OFFICIALS ARE ALLOWED IN THE TECH AREA DURING TEAR DOWN!!

3. Tech officials are present to complete the tear down from either a protest or track decision. Any person that harasses or disrupts the tech official with their actions will lose their points for the night in all classes. The penalty for refusing tech/tear down is the same as if found illegal.

TRACK MISCONDUCT & PENALTIES

1. When you sign into the pits: **YOU ARE AGREEING TO ALL RULES WRITTEN AND UNWRITTEN**, and to abide by the decision of the of race director and track officials.
2. Driver will not be allowed to race if anyone in their pit area does not have a **PIT PASS**. If any member of your party enters the pit area without a **PIT PASS**, after the races start, you will lose your points for the day. No throw away. **DO NOT PARK IN THE PIT AREA UNLESS YOU HAVE A KART.**
3. No glass containers of any kind allowed!! No alcoholic beverages will be allowed in the pits. **THE DRIVER IS RESPONSIBLE FOR HIMSELF, HIS CREW AND HIS FRIENDS IN THE PIT AREA.** If anyone in his party is found drinking, the driver will be disqualified from racing for the night. If the driver is found drinking, he/she will be out for the year and not eligible for any awards.
4. **NO Illegal Drugs** of any kind are allowed on the grounds. If you or any of your pit crew is caught with any of the above you will be asked to leave and you will not be allowed to come back
5. **NO DRIVING IN THE PIT AREA.** Drivers must stop karts before passing the scale. Drivers will start all karts on the black top near grid area only. Anyone driving in the pits will lose his/her points for the Day.
6. The consequence of jumping the start if we don't go green:
1st offense: warning
2nd offense: sent to the rear
3rd offense: black flagged, no points
7. Participants jumping on restarts will be penalized at *least* the number of spots jumped. This penalty will be enforced at next yellow flag or at the end of the race. This decision is at the Race Director's discretion and is NOT protestable.
8. Unsportsmanlike Conduct:

THIS IS DEFINED AS SWEARING, PUSHING, SHOIVING, OBSCENE LANGUAGE OR GESTURES

- 1ST offense:** \$50.00 fine and possible suspension, per review
2nd offense: \$50.00 fine plus 2 weeks suspension, per review
3rd offense: \$50.00 fine, done for year, lose all rights to awards and money, per review

Facebook Bashing Series and workers is considered unsportsmanlike conduct with suspension from BMS Series!!

THROWING A PUNCH OR ANY PHYSICAL FIGHTING: DONE FOR YEAR, LOSE ALL RIGHTS TO AWARDS, ETC., PER REVIEW

Remember: The driver is responsible for anyone in their pit area. You will not be allowed in the pit area during the suspension for any reason. Fines must be paid before driver is allowed back in the pits or to race. This includes fines incurred by your pit crew/friends in the pit area. **NO EXCEPTIONS!!**

9. Suspension or Fines:

Fines and/or suspensions will be carried over to the next year. If you or anyone in your pit receive a fine or suspension, at any time during the year, it must be paid or carried out (in the case of a suspension) before you will be allowed in the pits or to race again.

10. Anybody caught cheating with Tires.(Non Burris rubber or recaps will be fined \$500.00!!)

Anybody calling the police to the Speedway with out the permission of the race director will not be permitted to race at BMS indefinitely.

ANY SITUATIONS NOT COVERED BY THESE RULES ARE AT THE DISCRETION OF THE TRACK OFFICIALS AND WILL BE DEALT WITH TO THE BEST INTEREST OF KARTING, SAFETY AND THE BURRIS MONEY SERIES

GOOD LUCK TO EVERYONE AND HAVE A SAFE SEASON!!

Quick Reference to some rules.

Seat height 8-12 years 10”,12-15 years 12”, all others 14”. These are all minimum heights.

All weights must be pinned or double Nuted.

All weights must be painted white.

All steering wheel bolts must be safety wired.

Steering column must be safety wired or pinned.

Tie rod bolts must be pinned.

Muffler cannot protrude past rear bumper and have all baffles intact for post race tech.

Rear axle must have snap rings or bolted on both sides.

Front spindles must be pinned.

Body height 14” maximum.

Jr Sportsman I & II nose cone and body work maximum 12” high and no faring.

Seat cannot protrude past rear axle.

Arm restraints mandatory for all champ karts, Jr. and Sr. drivers.

Chest protectors mandatory for all Jr. Sportsman drivers.

Raceceiver radio must be used for all feature events.