

EVENT SCHEDULE

Friday, April 30

Mandatory Impoundment

9:00 a.m. – 4:00 p.m.

Mandatory Impoundment of all Mini Corvettes
National Corvette Museum

No Exceptions!!! ALL cars must be dropped off between 9:00 a.m. and 4:00 p.m.
on Friday, April 30.

Thursday, May 6

Driving School

Attendance Required

8:00 a.m.- 4:00 p.m.

Classroom presentation, practice course driving, tire changing practice

8:00 a.m. - 11:00 a.m.

Session A

10:00 a.m. - 1:00 p.m.

Session B

1:00 p.m. - 4:00 p.m.

Session C

4:00 p.m.

Mandatory Impoundment of Mini Corvettes
All cars will remain at the National Corvette Museum

Thursday, May 6 Kick-Off Reception

5:30 p.m. – 7:00 p.m.

Kick-Off Reception
Sponsored by Atmos Energy
National Corvette Museum Conference Center

6:30 p.m.

Tire Changing Competition
Teams should come dressed in uniform.

Invitation Only



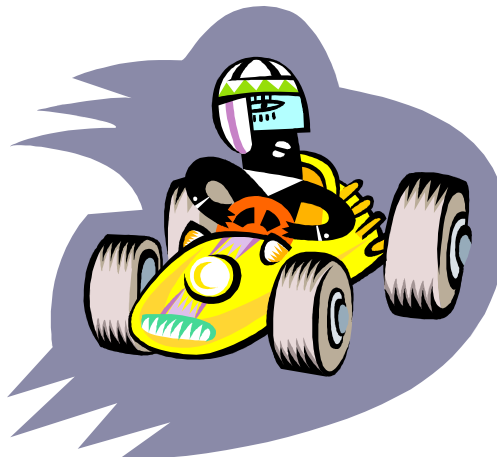
EVENT SCHEDULE

Saturday, May 8

RACE DAY

16th Annual Mini Corvette Challenge presented by Houchens Industries

- 7:00 a.m. Pit Area Opens for Participants
- 8:00 a.m. Corporate Banners may be hung around track only.
- 8:00 a.m. - 8:30 a.m. Mandatory Drivers' Meeting with Race Officials
Start/Finish Line
- 8:30 a.m. - 9:30 a.m. Practice Driving
Tech Inspection
- 9:30 a.m. Official Race Heats 1, 2 & 3
- 10:30 a.m. Official Race Heats 4, 5, & 6
- 11:30 a.m. - 12:30 p.m. **LUNCH**
Tech Inspection
- Papa John's Pizza Delivery Relay (for schools)
- 12:30 p.m. Bronze Cup Race (Sponsored by **Sun Products**)
Silver Cup Race (Sponsored by **ESPN Radio**)
Championship Gold Cup Race (Sponsored by **U.S. Bank**)
- 2:00 p.m. Awards Ceremony
Start/Finish Line



RACE TEAMS

Each race team will consist of five (5) people including two (2) drivers and three (3) pit crew members. A team may also have two (2) team assistants that may remain within the track area. Only these team members will be authorized to enter the pit area. Each member must check in to receive an NKA insurance wristband on race morning. Both drivers must be employed by the participating company/team.

An **alternate driver** will be allowed ONLY in the event that a regular driver is unable to drive due to an unforeseen set of circumstances. If this happens, it must be reported to the Race Steward in the pit area prior to race time. Drivers 1 and 2 will drive in all races unless an accident or illness should prevent them from competing.

Each team should assign one person to be the **Crew Chief**. The Crew Chief is the person authorized to talk to the Race Officials if a question arises.

**For safety reasons, it is not recommended that female members of the race team be pregnant.*

CARS TO SCHOOLS

Again this year, each Team will be partnered with a school. Students from these schools will become your fans on race day. We strongly encourage each Team to take their car to the school and let the students meet the Race Team. This is a great way to build excitement about the Mini Corvette Challenge and Junior Achievement. In turn, cheer on your school during the Papa John's relay race at the lunch break.

DRIVING SCHOOL

Driving School is required for each team member participating in the race. The purpose of Driving School is to ensure all participants receive instruction in 1) the fundamentals of safety/driving skills needed for the driving of a motorized go-cart, 2) the basic mechanics of the go-cart, and 3) the rules and regulations of the race. Driving School also provides the opportunity to practice driving skills in the actual go-cart on a simulated racecourse. The classroom session is **MANDATORY**. Practice driving is **OPTIONAL**.

The Driving School Instructors will consist of the Race Steward, Kevin Greer and several assistants including Tech Crew representatives, event coordinators, and Junior Achievement staff.

Driving School Sessions will be offered at 8:00 a.m., 10:00 a.m., and 1:00 p.m. No more than ten (10) teams will be allowed to participate per session. Times will be assigned on a first come, first served basis.

Before teams can practice at Driving School or participate in the race, each team member must sign a written statement attesting to have read and understood all rules and regulations, as well as an insurance waiver from National Karting Alliance. Any questions should be voiced to Race Coordinators before being allowed to drive. To enter the practice course, drivers must be properly outfitted in helmet, neck collar, gloves, long sleeves and long pants.

You will experience some contact with other cars during practice. The carts are capable of turning on their sides and rolling over. **For your safety and the safety of others, you will adhere to the rules and regulations during practice as well as on race day.**

CONTEST RULES

FASTEST TIRE CHANGING CONTEST

The “Fastest Tire Changing Contest” will occur at the Kick Off Reception on Thursday, May 6 at the National Corvette Museum. Every Team will have the option to perform the tire change on a select sponsor cart and will use the tools provided by Junior Achievement.

Five people represent each team in the contest and must consist of those participating as the two drivers and three crewmembers in the race. ONE team member, who will be the "driver", will be seated in the car and must remain sitting in order to steady the wheel. This person DOES NOT get out of the car and run across the finish line.

Upon signal, remaining team members will begin from the start line and run to the car. The team members must lift the car, no tools to lift the car will be used. The tire designated that evening must be changed and the retaining nut removed AND installed with the standardized mechanical tool provided by Junior Achievement.

THE USE OF ANY OTHER TOOLS IS PROHIBITED.

A tire change will be considered valid only if the retaining nut cannot be removed by hand by a contest official. A tire change is completed when all of the following has occurred:

- 1) The original tire has been replaced with a spare tire,
- 2) The retaining nut has been installed properly (see above), and
- 3) All members of the team (except the driver) and all equipment, tire changing tool, and the original tire, have crossed the finish line.

The winner is the team with the FASTEST time to have all members and equipment cross the finish line, providing the retaining nut passes inspection. Each Team will be timed by a stopwatch.

COOL CAR SHOW

Encourage your friends and co-workers to enter a vehicle(s) i.e. motorcycles, antique cars, race cars, etc. in the Cool Car Show. A panel of judges will select a winner in the following categories, and awards will be presented during the event:

Best Overall
Best Paint
Best Interior
Best Wheels
Best Hot Rod
Best Late Model
Best Classic

CONTEST RULES



CAR AND TEAM CONTESTS

Additional contests will be judged beginning Thursday evening and continuing throughout the weekend. Uniforms must adhere to the safety rules found in this manual. Car detailing should be tasteful and include the car number plainly visible on the front bumper and both sides of the car.

Best Overall Theme	Awarded to the team with the best overall coordination of car decoration and team uniforms.
Most Like a “Real Race Car”	Awarded for the car that is designed to resemble a real race car. It may or may not be patterned after a specific car.
Most Creative Car	Awarded for the car with the most creative/unusual design.
Best Detailed Car	Awarded for the car that best uses company logo.
Best Driver Uniform	Awarded to the team with the best driver uniform.
Best Crew Uniform	Awarded to the team with the best crew uniforms.
Sportsmanship Award	Awarded to the team who exhibits the greatest amount of sportsmanship during the event.
Grand Stand Award	Awarded to the team who receives the greatest amount of support from the fans.
Team Spirit Award	Awarded to the team who appears to have the most Spirit throughout the event.
Golden Muffler Award	Awarded to the team with the biggest blunder of the event.
Volunteer Award	Awarded to the organization that provides the most volunteers to assist on race day
Rookie of the Year	Awarded to a first-year competing team.
Fastest Qualifying Lap	Awarded to the team with the fastest lap in time trials

All decisions made by the judges will be final.

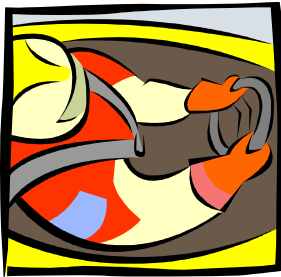


2010 RACING RULES AND REGULATIONS



These rules and regulations were created to assist in the orderly conduct of the **Junior Achievement Mini Corvette Challenge** presented by **Houchens Industries**. These rules focus on the safety of participants, course workers, volunteers, and spectators.

Race Teams and company owners should review and understand these rules. Please ask for rule clarifications at Driving School, at the team meeting on race day, or by calling event coordinator, Heather Rogers, Junior Achievement, at 782-0280.



A. GENERAL

The safety of the spectators, workers and race team members is our PRIME consideration. Any car modifications not specifically authorized within these rules and regulations which may cause an unfair competitive advantage or safety hazard are prohibited and may result in the disqualification of your Race Team.

1. Each Race Team will consist of five (5) members: two (2) driver, three (3) pit crew members and two (2) team assistants. Each member must be at least 18 years old and hold a valid driver's license.

2. **Both drivers must work for the participating company.**

3. Only team members, race officials, and authorized volunteers will be permitted within the course perimeter and only when displaying an official NKA race arm band. Race arm bands will be issued upon completion of a Release Form at the Registration Tent and must be worn at all times.

4. **All Race Team members will conduct themselves according to the highest standards of behavior and sportsmanship, particularly in their relationship with competitors, race officials and volunteers. Car owners are responsible for the behavior of their team members at all times during the event. An offense committed by any team member may be directly chargeable to the Race Team.**

5. Race Officials supported by the Race Director, Chief Race Steward, and Chief Tech Inspector shall make decisions regarding all rule violations including engine and chassis. The decisions of the Race Officials are final.

6. Smoking, the consumption of alcoholic beverages or use of narcotics in the pits or other areas within the course perimeter **is expressly prohibited**. Any team member, race official or volunteer who is smoking or has consumed an alcoholic beverage or narcotic on the day of Driving School or Race Event will **NOT** participate and may result in the disqualification of the Race Team.

7. To be eligible to race, a car must be in "stock" condition (i.e., as delivered by the manufacturer) except for permitted modifications (see Section C). Cosmetic work on the car, such as painting and decals, is encouraged. Modifications which in any way relate to or may enhance performance, such as (but not limited to) carburetor modifications, gearing alterations, boring, stroking, timing, or ignition changes are prohibited. Bodies may be hinged, and pedal positions may be altered for driver accessibility.

8. All cars will be under the jurisdiction of the Race Officials, Chief Race Steward or Tech Inspector and are subject to impoundment for inspection at any time. All cars will be inspected prior to Race Day. The top three finishers in each heat and each Final Race will be inspected by the Chief Tech Inspector and the Chief Race Steward to determine compliance with these rules.

9. All race cars must display the official car number **on each side, on the rear wing, and on the front bumper**. Numbers must be clearly visible and in a contrasting color. **To avoid duplication, numbers must be reserved by contacting Junior Achievement.**



10. All fuel will be provided on Race Day and dispensed in the Tech Area.

11. No one is allowed on or near the timing/scoring tables. Race results will be announced as soon as Race Officials know them. The laps will be accurately kept by an electronic lap counting system to ensure fairness and accountability to the race and each of its participants.

12. Pets are prohibited inside race area.

13. **Infractions or violations of any rule will be penalized as outlined in Section I.**

14. **RAIN POLICY:** Due to the charitable nature of this event, no refunds will be issued in the event of inclement weather. Should it rain on Race Day, the race will still take place providing the track dries sufficiently to conduct a safe race as determined by the Chief Race Steward.

B. RACE FORMAT

1. Each car will participate in time trials, two (2) heat races and ONE of three Final Races—Bronze Cup Race, Silver Cup Race or Championship Gold Cup Race. Performance in earlier heats will determine team placement into the appropriate Final Race. It is important to take care of your car and equipment all day.

2. Each race--heats and Cup Races --will be 20 laps in length and will feature one-third of the participating teams. The pace lap does not count, lap count begins after the green flag drops.

3. Time trials will be conducted in three groups of cars. Each team's best lap time of the 20 minute session will count for each team and will be used to determine teams starting position for Heat 1.

4. Teams will be divided into (3) Heat groups based on their best single lap time from Time Trials. The team with the fastest lap time will be placed on the pole of Group 1. The next fastest will be placed on the pole of Group 2. The 3rd fastest will be placed on the pole for Group 3. The 4th fastest will be placed on the outside pole of Group 1 and so on until all teams have a heat group placement.

5. The second Heat Race for each group will line up in reverse order of the first Heat Race...ie. The team that started on the pole for Group 1 heat 1 will now start from the tail for Group 1 Heat 2.

6. Teams will receive points based on each of their heat race finishes. 10 pts for 1st, 9 pts for 2nd, 8 pts for 3rd, etc. Points will be combined for each team for their 2 finishes and then the teams will be broken out into 3 "Cup" feature groups. The top 3rd of the teams (by heat race point total) will be placed into the *Gold Cup* feature event. The middle 3rd of the teams into the *Silver Cup* Feature event and the remaining 3rd will comprise the *Bronze Cup* feature event. Any ties in points will be broken by the teams FASTEST LAP TIME in Heat 1.

7. Should a car drop out of a race after the grid has been established but before the race has begun, all cars will be moved up in numerical order of starting positions to fill the vacant position in that race.

8. The start will be a rolling start behind the pace car. The pole position is the inside position with respect to the first turn. If a car falls out during the parade lap, it will go to the rear of the starting grid.

9. No Team shall make engine adjustments before, during, or after the race.

10. No driver may turn around in the cockpit during the race.

C. TIRE CHANGE

1. During each race, each Race Team must perform at least one tire change. **The change must occur during laps 10 or 11 (after the ninth lap but before the twelfth lap) in all races.** NOTE: Each pit crew is responsible for keeping count of laps and flagging their respective driver at the appropriate time for their pit stop.



2. The lug nut must be removed from the car using only an acceptable tool, such as a standard manually operated ratchet with the appropriate sized socket.

3. **The use of a motorized tool (pneumatic, electrical, or otherwise) is specifically prohibited and will result in immediate disqualification.** If you are uncertain if your team's selected tool is acceptable, consult the Tech Chief before race day.

4. You may not use a modified or "quick change" nut and bolt assembly. **NOTE: These have been allowed in the past but will NOT be allowed this year. Any prior modifications must be returned to stock condition.**

5. **A tire change is complete only when the existing mounted tire has been removed and a new tire has been put on in its place.**

D. VEHICLE REQUIREMENTS

Only Mini Corvettes as produced by Promokarts/T&D Metal Products shall be allowed to compete. These vehicles must use the engine provided by Junior Achievement on race day.

PERMITTED MODIFICATIONS:

1. If stock tires are removed, the new tires should be the same size as supplied by the factory: 4.10 x 3.50 x 6. Both slicks and knobby tires of this size are permitted.

2. The steering wheel may be modified to permit easier access by drivers. This includes changing the steering wheel to another type or style and/or making the steering wheel removable. Removable steering wheels must be "locked" in place when the car is in motion. Plastic steering wheels are not recommended as they may break under hand pressure in a turn.

3. The driver's seat may be changed for driver comfort and better safety.

4. Reinforced bumpers are permitted. However, all reinforcements must be placed inside the fiberglass body as opposed to outside.

5. Roll bars may be added if you determine this will enhance the safety of your go-cart. However, sharp edged materials, square corners, and/or excessive heights will not be allowed.

UNPERMITTED MODIFICATIONS:

1. You may NOT deviate from the original Mini Corvette body.

2. You may NOT use power tools, tire pins, or "quick change" nut and bolt assemblies when changing the tire. The tire must be changed by hand tools only.

3. You may NOT make any adjustments to the engine provided to you on Race Day. See the Tech Chief if you experience engine problems.

4. You may NOT change the following list of items. This list is NOT all-inclusive, and organizers reserve the right to add additional items without prior notification. **You may NOT change, adjust or modify the following:**

- | | |
|--------------------|--------------------------------------|
| a. Clutch | e. Chain |
| b. Sprockets | f. Nut and bolt tire assembly |
| c. Axle | g. caster and camber of front wheels |
| d. engine governor | |

E. TECH INSPECTION



1. All cars will be impounded for a tech inspection and engine replacement on Friday, April 30. **Basham's Auto Sales** will be the official technical support crew. The Tech Crew will automatically replace every car engine with a Junior Achievement “crate engine”. “Crate engines” will be chosen at random. You will have the “crate engine” on your cart at Driving School, allowing all problems to be fixed prior to race day. Your car will be impounded again after Driving School and delivered to the Race Course for you. Following race day, the “crate engine” will be removed from your car, and your original engine will be reinstalled unless you request otherwise.

2. The Tech Crew will also inspect each car for any violations as outlined in Section D and may perform an extensive “tear-down” if any suspicion of tampering arises.

3. **Anything found by the Tech Crew to be in violation of these rules will be returned to stock condition at the cart owner’s expense.**

4. On Race Day, each car will be placed in the Staging Area ready for time trials to begin.

5. A Tech Area will be located under the WKU tent on the back side of the track. A vehicle should enter the Tech Area only for refueling or to address a technical problem. **NO ADJUSTMENTS WILL BE ALLOWED ON THE CAR OUTSIDE THE TECH AREA.**

6. Each engine's governor will be set between 26.25 and 26.50 RPM prior to Race Day. **ANY TAMPERING WILL RESULT IN DISQUALIFICATION.**

7. The Officiating Committee reserves the right to insist upon the replacement of parts at the company’s expense.

8. A member of each team may be present during the tech inspection and/or while any

adjustments are being made. If a team member wishes to make his/her own adjustments, he/she must do so within the Tech Area and in the presence of a member of the Tech Crew or Officiating Committee. **This rule also applies at Driving School.**

9. A car may need replacement parts (e.g., chains, clutch, brake, engine) either as required by the Officiating Committee upon suspicion of tampering or as recommended by the Tech Crew due to the normal wear and tear of racing.

10. It is the responsibility of the Race Team to install or repair that part in the Tech Area under the supervision of the Tech Crew. If requested by the Race Team, the Tech Crew will assist or perform the installation or repair to the extent their equipment, parts and expertise permit. However, neither the Tech Crew nor any member of the Mini Corvette Challenge Committee can guarantee the repair or installation.

11. Replacement parts or equipment obtained from the Tech Crew or Race Committee will be billed to the car owner. Parts or equipment borrowed from the Tech Crew and/or Race Committee during the race must be returned at the end of the event.

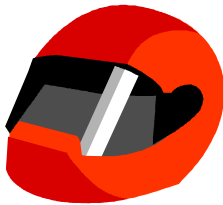
12. Before each race, only the certified vehicles will be placed in the starting grid by the Tech Crew and the Chief Race Steward.

13. If a car has an obvious equipment malfunction (e.g., engine, clutch, brake, wheels, axles, body, etc.) which appears to have created an unsafe or illegal situation, whether caused by an accident or a natural breakdown, the driver may be black flagged. If so, the car must immediately report to the Hot Pit Area and may not return to racing until the situation is corrected by the Tech Inspector.

14. The Chief Race Steward and the Race Officials reserve the right to call any car into the Tech Area for a specified RPM or other inspection at any time. **ANY TAMPERING WILL RESULT IN DISQUALIFICATION.**

F. SAFETY/CLOTHING REQUIREMENTS

1. Each Race Team is responsible for the safety of its car and its team.
2. The sponsor or car owner of each Race Team is responsible for the conduct of its team.
3. Drivers will be required to wear a protective helmet (DOT approved crash helmets) which must be approved by the Chief Race Steward. Face shields or protective eyewear are required to prevent debris from entering the driver's eyes during the race. **Helmets must be properly fastened any time the driver is in the car.**



4. Each **Driver** must wear:
 - a. Full-length sleeves (shirt, uniform or jacket).
 - b. Full-length pants (no shorts).
 - c. Full shoes (no open toes).
 - d. Protective neck collar.
 - e. Protective gloves.
 - f. **Knee and elbow pads are recommended.**
5. Each **Pit Crew member** must wear:
 - a. Full-length pants (no shorts).
 - b. Full shoes (no open toes).
 - c. Protective gloves are recommended.
 - d. **Knee and elbow pads are recommended.**
6. Cotton or other flame retardant materials are recommended for clothing. All clothing should be free of loose strings or other designs which might be caught in mechanical devices or pose a safety problem. It is necessary that each driver be equipped with gloves to protect their hands in the event of a rollover.

7. **Hair that extends beyond helmet must be restrained.**
8. Any car involved in a rollover may be instructed to return to the Hot Pit Area for a car inspection and driver change. Officials may ask the driver to check with EMT before re-entering the race in progress. **The driver involved in the rollover must receive a medical check before entering any remaining race(s).**
9. Race officials reserve the right to disqualify a car that is unsafe due to a malfunction in mechanics or a damaged body that threatens safety of other teams and/or spectators.

G. RULES OF THE ROAD

1. Unsafe driving or other rule infringements will result in immediate disqualification.
2. **Intentional and unsafe body contact between cars will NOT be tolerated. If a driver receives a black flag (for whatever reason), he/she should report immediately to the Hot Pit Area.**
3. **The first offense will require a driver to consult with the Lead Official and may then resume racing. The second offense will result in immediate disqualification from the current race. A third offense will result in disqualification from the entire event.**
4. Driving a car "counter-race" is prohibited. This also includes Pit Row.
5. In order to be considered a starter, a car must receive the green flag at the start. Cars entering the heat after the initial start will also be considered starters provided they enter before the checkered flag is displayed.
6. When the winning car receives the checkered flag, all cars still on the race course shall complete the lap in progress and return to the Staging Area.
7. The responsibility for the decision to pass another car rests with the overtaking driver.

However, this does not relieve the overtaken driver from responsibility for permitting the safe passing by the other car. The overtaken driver is not permitted to block the overtaking driver. **Any driver who appears to be blocking another car seeking to pass may be black flagged.**

8. Drivers and pit crews are required to follow the directions and hand signals of the "Pit In" and "Pit Out" officials. Failure to follow these directions may result in disqualification.

9. **The following hand signals should be observed at all times:**

A. The driver should signal by raising the right hand before entering the pits from the course or when leaving the course for any reason.

B. The driver of a stalled car should signal by raising his right hand above his head and waving it vigorously to indicate that he/she will not move until the course is cleared. At the same time he should keep his foot on the brake with the brake engaged. The driver is **NOT** to get out of the car until told to do so by a Race Official.

C. On a yellow flag, all drivers must raise one hand and slow down with **NO PASSING**. Anyone passing under the yellow flag will be penalized.

D. When the starting grid is set and your engine is started, the driver should raise his/her right arm to signal that he/she is ready.

10. If, for any reason, a driver is forced to stop the car on the course during the race, it should be his first duty to place his car in such a manner as to cause no danger or obstruction to other competitors. The driver is **NOT** to get out of the car until told to do so by a Race Official.

11. Drivers cannot obtain assistance during the race from anyone other than their own team members and then only in the Tech Area. This does not preclude assistance by Race Officials for safety reasons and as safety permits.

12. Drivers must obey all signals given by course workers at all times.

H. FLAGS

Information and instructions will be relayed to the drivers by means of flags at various stations around the course. **THESE FLAG SIGNALS SHALL BE OBEYED WITHOUT QUESTION!**

- **GREEN** The race is underway and the course is clear. Signifies the start of Lap One.
- **YELLOW – MOTIONLESS** Take care; danger; slow down; **NO PASSING ANOTHER CAR IN THE AREA BETWEEN THE FLAG AND THE EMERGENCY ZONE.**
- **YELLOW – WAVED** Great Danger; slow down; be prepared to stop; **NO PASSING ANOTHER CAR IN THE AREA BETWEEN THE FLAG AND THE EMERGENCY ZONE.**
- **RED** The race is being stopped. All drivers **MUST STOP RACING IMMEDIATELY** and wait for instructions. **DO NOT GET OUT OF CAR.** Race Officials will signal when to resume racing.
- **FURLED BLACK WARNING!** You are driving in an unsafe or improper manner. If continued, you will be given the black flag.
- **BLACK** Report immediately to the Hot Pit Area. The Lead Official will consult with you.
- **WHITE** You have one lap to go to finish the race.



- **CHECKERED** You have finished the race/practice session. Return to the Staging Area.

I. DESIGNATED AREAS

STAGING AREA –will be used to hold and organize cars while waiting for an upcoming race. Cars in the Staging Area will then progress to the Cold Pit Area.

COLD PIT AREA –will be used by the cars waiting for the next race to begin. Immediately following the race in progress, these cars should take their starting positions at the Start/Finish line.

HOT PIT AREA –will be located next to the Tech Area and will be used by the one-third of cars participating in the current race.

Use the HOT PIT AREA for the following:

- tire and driver change
- consultation after being black flagged
- technical problems during a race

J. PITS

1. Hot Pit positions will be assigned according to the starting position of the current race. For example, the car starting in the #1 position will pit in space #1; the car starting in the #2 position will pit in space #2, and so on.

2. Only authorized attendants and participating team members (two drivers, three pit crew members and two assistants) shall be allowed in the pits. ***No visitors please!***

3. No one under 18 will be permitted in the pits, line-up, Tech Area or on the racetrack.

4. When the car is in its pit and the engine is running, the drive wheel of the car must be chocked by a 4" block or the car must have a crew person holding the front of the car or driver in the seat braking the car.

5. Cars entering the pits must proceed at a reduced speed; no passing of other moving cars while in the Pit Row. Crew members cannot stop a moving car with their hands or body!

6. Drivers intending to enter the pits shall signal their intention before leaving the main portion of the course by raising their right hand above their head.

7. Each company may provide their team with a pit sign displaying the team's car number. The sign can be used to indicate the team's pit location or laps completed. NOTE: Each team is responsible for keeping count of laps and flagging their respective driver at the appropriate time for a pit stop.

8. If, for any reason, the driver overshoots the pit, he/she must continue through the pits, circle the track for at least one lap and then re-enter the pits. **No backing of the vehicles in the pits will be allowed if the car completely overshoots.** *If the rear tires of your car go beyond the designated pit area as marked, it is considered an "overshoot".*

9. Every race car must come to a **complete stop** in its assigned pit area before anyone can approach the car to make a driver/ tire change.

10. Exiting from the pits will be controlled by a Race Official whose signals must be obeyed at all times.

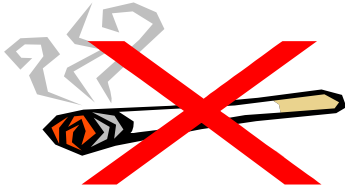
11. Strapped helmets, neck braces, and gloves must be worn correctly before exiting the car's Pit Space. Failure to do so will result in a black flag and a stop-and-go penalty.

12. When a car is leaving its assigned Pit Space, no team member may push past the front line of the assigned Pit Space.

13. Unless the car is actually in its pit, no one is allowed in front of the pit area or pit lane. One (1) person from the outer track area may signal the driver, and then only for the length of time needed to accomplish the actual signaling operation. This person may not advance beyond the parking area in Pit Row.

14. Pit crews must obey the Pit Steward at all times.

15. There will be **NO SMOKING** in the Hot Pit Area, Tech Area or around the cars.



K. PENALTIES

Failure to comply with the rules of the race shall invoke the following penalties:

First Offense

Black Flag- Go to your pit in the Hot Pit Area and consult with the Lead Official.

Second Offense

Disqualified from the Current Race. A **disqualification results in 0 points for that race.**

Third Offense

Disqualified from the Event.

In addition, any engine or car offense will result in disqualification in the current race and an end-of-the-pack starting position in the subsequent race or may result in immediate disqualification from the entire event.

Offenses are cumulative for the day and effect the entire team (not just the driver who committed the offense.)



L. RACE PERSONNEL

Track Crew	JA Volunteers & WKU Football Players
Chief Race Steward	Kevin Greer
Tech Crew	Richard Basham and Staff
Race Coordinator	Heather Rogers, JA

Contacts:

Carts and Parts-

Promo Karts, Jason Cahoe 888-527-7787

Basham's Auto, Richard Basham 843-3043

Race Details-

Junior Achievement 782-0280

M. PROTEST PROCEDURES

All participants shall have the right to protest any vehicle(s) they feel are illegal up to the time when official results are announced. All protests must be filed with a member of the Race Officials and resolved before the subsequent heat.

Any vehicle(s) found to be illegal may be disqualified from the current race and will begin all further heats/races at the back of the grid after the car is returned to acceptable standards.

In the event of a grievance dispute, the participating team's owner, driver and/or team member(s) involved, the race steward, a representative of the JA Board of Directors, and all Race Officials may be present.

All decisions of the Race Officials will be final!

HAVE FUN AND BE SAFE

