

Gleason International Raceway Overall Rules & Regulations

- All decisions made by track officials are final.
- Entries will be accepted until one hour before the actual scheduled race time.
- Any entries received after registration is closed will be assessed a \$5.00 late fee for each class. No entry fees will be refunded.
- Sanctioning fees cover track maintenance and service. There is a one-time fee of \$25.00 per race season.
- All persons in the pits must sign a release and have a pit pass. ➤ There will be no payouts handed out until the last race is over.
- **Footwear: At least above ankle leather boots are mandatory for all drivers.**
- Any driver found guilty of cheating will forfeit all previous points and money.
- We will use the two-minute rule if you are not in the paddock area. The gate official sets the clock. ➤ No working on machines while on the track.
- **ANY DRIVER GOING FASTER THAN A WALKING PACE IN THE PITS/PARKING AREA WILL BE DISQUALIFIED**
- No one walks across the track during a race or jumps over the fence.
- **All machines must have a tether switch that is functional. While the machine is running in the pits or paddock area, the tether must be attached to a person.**
- All drivers must have bib/side plates with numbers if you want to be scored. Numbers must be of contrasting colors and a min. of 6 inches tall.
- All machines are subject to tear down and inspections.
- No restart for a dead machine on the starting line except for the Pee-Wee classes. ➤ No RED flags on the last lap, only CAUTION flags.
- No restarts for only one machine down on the first lap unless it is a rollover.
- If you stall or snub your machine on the line, you will restart in corner four the first time, the second time you are out. ➤ All drivers must stay with their machine during heat races and all finals on ice (if carts stay strapped in).
- Two or more machines must be down for a restart on the first lap.
- Machines must have original casting numbers on cylinders, or they will be subject to tear down.
- Each racer must race the machine that you qualified with, NO changing of machine after the qualifying heats.
- Restarts will be at the discretion of the Flagman and the on-track official, any driver causing more than one re-start will require you to re-start in a back row at an angle. A THIRD time you will be disqualified.
- If any driver exits into pits through the gate during the race will be disqualified.
- **Drivers are responsible for not only their behavior both on and off the track but their pit crew's behavior. Any repercussion will BE assessed to the driver for behavior AND will result in a loss of points and / or monies for the day. In some cases, individuals may be asked to leave our facility immediately.**
- **Gleason Community Club reserves the right to refuse entry onto the property and participate in events at our facility.**

Fall Rules & Regulations

ATV CLASSES ONLY

ATV Mandatory equipment on all machines includes:

1. All machines must pass tech inspection and must be in a safe working order. No missing lug nuts, cotter pins, or other important fasteners.
2. All machines must have working front and rear brakes.
3. All machines must have right side (facing outside of track) number plates. If you don't have one and don't get scored properly that's on you.
4. Tether switches are required on all quads except classes that state so in the class breakdown, such as pee wee and super pee wee.
5. Nerf bars are required on all quads unless stated in class breakdown, such as pee wee and super pee wee.
6. Absolutely NO pit riding without a helmet.
7. Restarts will be at the flagger's discretion.
 - In the event of a restart before the first lap is complete, all machines will be lined up on the starting line except for the rider or riders who caused the restart. They will be lined up in the back row.
 - In the event of a restart after the first lap, all riders will be lined up in a single file (not staggered) with no more than 5 feet separating the front and rear of each machine.
8. All riders must have proper safety gear:
 - Helmet
 - Eye protection
 - Boots above the ankles (No tennis shoes)
 - Gloves
 - Chest protectors
 - Neck brace
9. All riders will abstain from alcohol or recreational drug use before and during races. Any rider visibly under the influence will be disqualified from points that day and removed from the track.
10. Be in staging 3 classes ahead of your race. We will NOT wait for anyone. If you are having trouble getting your machine started, you can send someone to staging to request a "2-minute grace period." After that, we must move on in order to stick to the schedule.
10. Have a good attitude! If you have a problem, please keep your cool when bringing it to the attention of the race officials. If you come up with a reasonable attitude, we will do anything in our power to try to resolve the situation. Keep in mind that in almost any case, a race will not be re-run. We have a team of flaggers, score keepers, and announcers that work together to make calls that they see fitting and the race official does his best to try to see as much as possible.
11. No cutting the barrels and tires. We understand things happen, but we will be watching for those who intentionally cut, and we will disqualify accordingly.
12. In the event of an accident, nobody is allowed on the track until all racing has been stopped and the ambulance has arrived.
13. All machines must fit through the width gauge during tech inspection and be a max of 50" wide through the events.

ATV CLASSES ONLY

1. Super Pee Wee Quad (T):
 - Age 8 and under.
 - 0-60CC 2 Stroke or 0-70CC 4 Stroke.
 - Machines must be stock except gearing, jetting, and tires/wheels.
 - No "factory" race quads.
6. Pee Wee Quad "B" (T):

- Age 12 and under.
- 0-90CC limit.
- Gearing, tires/wheels, and jetting are the only modifications allowed.
- Machines must be stock except gearing, jetting, and tires/wheels.

7. Pee Wee Quad A (T):

- Age 12 and under.
- This class is for the experienced pee wee riders.
- No pee wee quad "B" riders are allowed.
- 0-90CC limit.
- Gearing, tires/wheels, and jetting are the only modifications allowed.
- Absolutely no modifications allowed to any part of the exhaust, including removing baffles.
- Knobby tires are allowed.
- No "factory" race quads.

8. Outlaw Pee Wee Quad (T):

- Age 12 and under.
- Any quad 0-100CC 2 Stroke, 0-150CC 4 Stroke.
- Machines can be modified in any way, but must have nerf bars and a working tether switch.
- Flat track tires are allowed.

9. Improved Stock Pee Wee Quad (T):

- Age 12 and under.
- 0-125CC 4 Stroke, or 0-90CC 2 Stroke.
- Factory race quads such as Apex, DRR, and Cobra, must remain stock, with the exception of gearing, sway bars, tires, and any clutching combination may be utilized using stock components (any roller/spring combination), coils will be checked randomly.
- Any non-factory race models with single a-arm can widen or use wheel spacers, but remain single a-arm.
- Axels allowed, internal and external mods are allowed, but must stay below their respective CC limit.
- No engine swap.
- Any rider may be bumped to outlaw if deemed necessary by track officials.
- Nerf bars and tether switches are not required.
- Both knobby tires and flat track tires are allowed.

10. Junior Quad (T):

- Age 15 and under.
- 0-225CC 2 Stroke, 0-400CC 4 Stroke.
- Machines can be modified.
- Must have working tether and nerf bars.
- Knobby tires are allowed.
- No pro class riders.

12. 30+ Open Quad (M):

- Any quad.
- Rider must be 30 years of age or older on the date of event.
- ID may be required at sign up.

13. Amateur Quad (T):

- Any quad.
- May run knobby tires or flat track tires.
- Must have nerf bars and working tether switch.
- No pro or B class riders.
- No hybrids.

17. Open B Quad (M):

- Any quad.
- No pro class or "Amateur" class riders.

18. Women's Open Quad (M):

- Any machine.
- Any female rider.

20. Open 3-Wheeler (M):

- Any rider.

21. Open 2 Stroke Quad (M):

- Any 2 stroke quad.
- Any rider.

26. Open A Quad (M):

- Any machine.
- Any pro class or "B" class rider.
- No amateur class riders.

27. Adult 90 (M):

- Any adult rider 18 years or older unless rider enters in a pro/pro am class on day of event.
- Any 90CC or smaller, 4 Stroke or 80CC, or smaller 2 Stroke
- No "Factory race quads," like DRR, APEX, ETC.
- All machines must be stock.
- Only modifications allowed are tires, wheels, jetting, and gearing.
- Nerf bars/tether switch are not required.
- Inspection is to be done at starting gate.

28. Vet Quad (M):

- Any quad.
- Any rider 40 years old or older at date of event.

29. Pro Quad (M):

- Any quad.
- Any motor, pro or "A" class riders only.

LAWNMOWER CLASSES ONLY

General Rules.

1. 42" High
2. 55" Wheelbase
3. Working Tether
4. 4" from frame to ground (or taller)
5. Max Tire Size – 18" tall
6. Rear Bumpers Only
7. All classes except Outlaw class must have a mechanical clutch and front engine, ATV screws in this only.
8. Must Wear Leather Boots
9. Must have chest protector and helmet.
10. No fuel injections

4. GOVERNED CLASS:

1. 100% Stock Front Engine.
2. Belt Driven from motor.
3. Must have mechanical clutch.
4. Max 3600 RPM.
5. May remove muffler.
6. Lawnmower frame.
7. Reinforcing allowed.
8. Working Governor.
9. Rear Bumper Only.

16. UNGOVERNED CLASS:

1. Stock Appearing Lawnmower Engine Only.
2. Billet Flywheel Optional.
3. Pipes Allowed.
4. Must be lawnmower frame.
5. Reinforcing Allowed.
6. Rear Bumper Only.
7. Must have mechanical clutch.

22. OUTLAW CLASS:

1. Run what you bring.
2. Front Engine Only.
3. 340cc 2-Stroke limit.
4. Belt Driven.
5. Fan or Free Air.
6. Rear Bumper Only.

25. MOD CLASS:

1. Lawnmower Engine Only.
2. Billet Flywheel Optional.
3. Any modification allowed.
4. Must be lawnmower frame.

5. Reinforcing allowed.
6. Rear Bumper Only.
7. Must have mechanical clutch.

KART CLASSES ONLY

KART Guidelines - A DOT/Snell helmet, leather footwear and eye protection are mandatory for all drivers in all classes.

1. 3800 rpm 6.5 hp must use stock 6.5 hp 4-cycle engine and must have a working governor, Harbor Freight engine with a norm drum clutch OK.
2. Must have a rigid frame and functional rear brakes except for the Micro Sprint & Open Mod
3. Optional front wheel brakes for Open modified and Micro Sprint only
4. Engine must be behind or slightly to side of driver, crank shaft/clutch must be behind driver's seat except for production carts.
5. Bumpers must have solid faces, a 6-inch-high bumper, max 5 inches from ground to bottom on side of cart between wheels. No wood bumpers, they must be able to withstand impact. Any bumpers torn loose or hanging will be disqualified. Objects sticking outside of the bumper dimensions will not be allowed. Rounded bumper corners front and rear.
6. Rear axle clutches, open modified and micro sprint classes
7. Four Wheel Drive and Front Wheel Drive on Open Modified and Micro Sprint
8. Nitrous Oxide can be used in Open Classes only.
9. The cage must be a minimum of 0.065 steel or 0.125 aluminum thickness.
10. Stock rigid frame-cart with axles connected to the frame solidly, no rubber mounts or cushioning of axles, no steering of rear axles, slight dog tracking ok but must be able to track a four-foot path.
11. Modified-suspended frame-carts with suspension.
12. It is optional to have a wing on carts with the diameters of:
 - o Minimum of 2-inch radius at corners
 - o Maximum of 16-inch side panels
 - o The right side cannot be lower than the shoulder of the driver.
13. Open Stock Max 5-foot x 8-foot rigid frame rear wheel brake only 800 cc limit class can pin suspension.
14. Unlimited boring on mod machines.

KART Mandatory equipment on all machines includes:

1. A functioning tether cord/switch attached to the driver /machine.
NOTE: While the driver is in the machine, the tether switch cord should ALWAYS be clearly **VISIBLE and** easily accessible for track officials in the event of an incident.
2. Must have functional brakes.
3. A roll cage is required on all non-production carts, the top must be enclosed at least 4 inches above the driver's helmet and a 5-point harness attached NOTE: 5-point seat belt except for production carts.
4. All chains, belts, and clutches must be totally covered on all carts except production karts.
5. All carts must use only 4 wheels, not more than 18 inches high.
6. Number plates on right side with 6-inch numbers
7. Caged Carts need to have arm / wrist restraints for ALL drivers.

CART Dimension Limits

1. 7 feet long and 4 feet wide (stock)
2. 8 feet long and 5 feet wide (open and modified)
3. The bottom of the seat cannot be more than 12 inches off the ground (stock, modified and open)

CART Boring Dimensions

- | | |
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| <ul style="list-style-type: none"> • 0 to 300 with a 317 cc maximum • 0 to 340 with a 368 cc maximum • 0 to 400 with a 422 cc maximum • 0 to 440 with a 464 cc maximum | <ul style="list-style-type: none"> 0 to 500 with a 527 cc maximum 0 to 600 with a 632 cc maximum 0 to 800 with a 843 cc maximum |
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FORMULA USED TO CALCULATE BORING DIMENSIONS

- 1) $\text{BORE} \div 2 = \text{RADIUS}$
- 2) $\text{RADIUS} \times \text{RADIUS} = \text{"A"}$
- 3) $\text{"A"} \times \pi = \text{"B"}$ NOTE: $\pi = 3.1415926535$

4) " B " × STROKE = " C "

FORMULA USED TO CONVERT CUBIC INCHES TO CUBIC CENTIMETERS CUBIC INCHES ×
16.38 = CUBIC CENTIMETERS

0-600 Fan Stock Single Pipe Class

1. 4'x7' or 5'x8'
2. Can run any class – intended to improve driver development and affordability.

5HP CART CLASSES ONLY

FACTORY CARTS Guidelines - A DOT/Snell helmet, leather footwear and eye protection are mandatory for all drivers in all classes.

1. Studs may not have more than one slot. The maximum height when measured from the tire surface to the top of the stud may not exceed 3/16 inch.
Sharpening the stud back to the original condition will be permitted; however, modifying the original shape and/or design of the stud is not permitted.
2. Class 1 harbor freight motor must have a drum type clutch.

FACTORY CARTS Mandatory equipment on all machines includes:

1. A functioning tether cord/switch attached to the driver /machine.
NOTE: While the driver is in the machine, the tether switch cord should ALWAYS be clearly **VISIBLE and** easily accessible for track officials in the event of an incident.
2. Must have clutch, chain, and belt cover.
3. Must have functional brakes.

Minibike & Bike Rules

2. Pee-Wee Mini Boke

1. 10-13 years old
2. 100 cc or less

5. Pee-Wee Bike

1. Age 12 and under, 0-65CC 2 Stroke, 0-125CC 4 Stroke
2. Machines may be modified in any way if they do not exceed the displacement rules.
3. Knobby tires are allowed.

14. Vintage Class

1. Flathead only (Briggs Tecumseh etc.)
2. NO OHV Honda clones or predators.

15. Open Bike (Big Tire)

1. Run What you Bring!

19. Small Block

1. Predator, Honda clones etc.
2. Up to 301cc

23. Open Pit Bike

1. Run What you Bring! Big Blocks, Small Blocks, Flatheads – if it's fast run it!

30. Open Minibike

1. Run What you Bring! Big Blocks, Small Blocks, Flatheads – if it's fast run it!