

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.
- Age limit changes 14 to 16 year olds (see specific classes)

ATV classes – 0-500 air hammer

Snowmobile – 0-440 fan & free air only

Carts – 0-340 only fan & free air

- 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 to 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 ice 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 a 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 PeeWee 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 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.
- A points system will be used to determine weekly race results. Each driver will automatically receive one point for every entry into a class. The following formula will then be applied based on individual race results.
- 6 points for First Place, 5 points for Second Place, 4 points for Third place, 3 points for Fourth place, 2 points for Fifth place, and 1 point for Sixth place in each class
- All tire machines must use AMA Traction Studs (1/4 inch Hex Head)
- 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 accessed 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 participating in events at our facility.

Winter Rules & Regulations

ATV CLASSES ONLY

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

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.

ATV Mandatory equipment on all machines includes:

1. Must have nerf bars
2. **A functioning tether cord/switch attached to the driver /machine**
3. Must have functional brakes
4. No brush guard bumpers

ATV Stock Classes

1. Must remain OEM
2. No suspension, exhaust, linkage, axle, air box, a-arms, swing arm, engine, mods are allowed
3. Exhaust must be OEM
4. Exhaust baffle is optional
5. Must have tether

ATV Improved Stock Classes

All chassis components can be after market

1. Tires and rims are optional, but must remain a production bike, no motor change
2. Frame and exhaust must be OEM stock
3. Engine must match frame from dealership, no engine swaps
4. Must have tether

ATV Modified Classes

1. Frames maximum rear tire width may not exceed 51 inches when measured outside
2. Widened a-arms are OK
3. After market frames in modified classes only
4. Any engine mods to OEM engine
5. Any exhaust allowed
6. Must have tether

ATV Super Modified

1. ATV engine only
2. Any chassis is allowed
3. Max width 51 Inches
4. Any engine mods and control mods are allowed
5. Must have tether

Unlimited Modified Classes & Open Mod Classes

1. All chassis and components can be aftermarket
2. Bike, ATV, and snowmobile engines allowed
3. Must have tether

ATV Pee Wee

1. ATV engines only
2. Pee Wee classes are limited to a machine engine size of 150 cc
3. Pee Wee drivers must be 12 years of age or younger

ATV Stock Pee Wee Classes

1. No factory race machines
2. Must have stock air cleaner, muffler, and no wheel spacers
3. Must be visually stock
4. Electric start must work
5. Must have tether

ATV Pee Wee zero – 90 cc Super Stock

1. Zero-90 cc two stroke or zero – 125 cc four stroke
2. Must have original motor in chassis
3. Must have tether

ATV Amateur Modified Studded Quad

1. Class intended for beginner-intermediate riders. Riders who enter this class are not allowed to enter "Open Modified 2 stroke, Open 4 stroke, Super Modified or Unlimited classes.
2. Riders may run any type of machine including hybrids.
3. Track officials have the right to bump any rider out of this class at any time if they feel the rider's skill level exceeds the purpose of this class.
4. All machines must have a working tether switch, functioning brakes and nerf bars.

CART CLASSES ONLY

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

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.

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 with the exception of 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, 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. 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 Right side cannot be lower than shoulder of 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

CART 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 be clearly **VISIBLE AT ALL TIMES** 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, top must be enclosed at least 4 inches above the drivers helmet and a 5 point harness attached NOTE: 5 point seat belt with the exception of production carts
4. All chains, belts, and clutches must be totally covered on all carts except production carts
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 of the ground (stock, modified and open)

CART Boring Dimensions

• 0 to 300 with a 317 cc maximum	<input type="checkbox"/>	0 to 500 with a 527 cc maximum
• 0 to 340 with a 368 cc maximum	<input type="checkbox"/>	0 to 600 with a 632 cc maximum
• 0 to 400 with a 422 cc maximum	<input type="checkbox"/>	0 to 800 with a 843 cc maximum
• 0 to 440 with a 464 cc maximum		

FORMULA USED TO CALCULATE BORING DIMENSIONS

- 1) $BORE \div 2 = RADIUS$
- 2) $RADIUS \times RADIUS = "A"$
- 3) $"A" \times \pi = "B"$ NOTE: $\pi = 3.1415926535$
- 4) $"B" \times STROKE = "C"$

FORMULA USED TO CONVERT CUBIC INCHES TO CUBIC CENTIMETERS CUBIC INCHES \times 16.38 = CUBIC CENTIMETERS

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 be clearly **VISIBLE AT ALL TIMES** 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

SNOWMOBILE CLASSES ONLY

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

1. No driver under the age of 16 will be allowed to drive any machine larger than a 440 cc fan or free air machine.
2. Unlimited boring on mod machines
3. Snowmobile studs cannot be more than 3/8 inch over the highest part of the track
4. Ski wideners 3 inch per side (leaf spring)
5. Spring guides allowed (leaf spring)
6. Minimum of 1 inch movement on leaf spring classes
7. Motors and chassis must be 1985 or older and match brand of chassis in all leaf spring classes

SUPER STOCK LEAF SPRING SLED RULES

1. Only stock unaltered exhaust allowed, exhaust must match the engine that is used.
2. Engine must maintain OEM appearance, no external modifications.
3. Intake concept for the engine must be maintained.
4. Original cooling concept for the engine and cylinders must be maintained and fully functional.
5. Primary clutch may be after market.
6. Secondary clutch may be any production OEM. No roller secondary clutches allowed.

SNOWMOBILE Mandatory equipment on all machines includes:

1. NOTE: While the driver is on the machine, the tether switch cord should be clearly **VISIBLE AT ALL TIMES** and easily accessible for track officials in the event of an incident.
2. Must have clutch, chain and belt cover
3. Must have a hood
4. Must have functional brakes
5. All snowmobiles must have a mud flap to the ground, and rear tunnel cover to the center rear axel
6. Leaf springs must be 16 inches long and must be able to move 1 inch up and down, no pinning springs solid.

Snowmobile Boring Dimensions

• 0 to 300 with a 317 cc maximum	<input type="checkbox"/>	0 to 500 with a 527 cc maximum
• 0 to 340 with a 368 cc maximum	<input type="checkbox"/>	0 to 600 with a 632 cc maximum
• 0 to 400 with a 422 cc maximum	<input type="checkbox"/>	0 to 800 with a 843 cc maximum
• 0 to 440 with a 464 cc maximum		

FORMULA USED TO CALCULATE BORING DIMENSIONS

- 1) BORE \div 2 = RADIUS
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FORMULA USED TO CONVERT CUBIC INCHES TO CUBIC CENTIMETERS

CUBIC INCHES \times 16.38 = CUBIC CENTIMETERS

LAWN MOWER CLASSES ONLY

General Rules.

1. 42" Wide
2. 55" Wheel Base
3. Working Tether
4. Frame can be modified and lowered
5. Max Tire Size – 18" tall
6. Rear Bumpers Only
7. All classes front engine, ATV screws in this only.
8. Must have chest protector and helmet.
9. No fuel injections

GOVERNED CLASS:

1. Low mower type engine and working mechanical governor
2. Belt Driven from motor
3. Must have mechanical clutch
4. Max 3600 RPM +/- 200
5. May remove muffler
6. Lawnmower frame – may be modified and lowered
7. Reinforcing allowed
8. Rear Bumper Only
9. Up to 49 cubic inch
10. Must have mechanical clutch

UNGOVERNED CLASS:

1. Stock Appearing Lawnmower Type Engine Only
2. Belt Driven from motor
3. Billet Flywheel Optional
4. Pipes Allowed
5. Must be lawnmower frame – may be modified and lowered
6. Reinforcing Allowed
7. Rear Bumper Only
8. Must have mechanical clutch

MOD CLASS:

1. Lawnmower Type Engine Only
2. Billet Flywheel Optional
3. Any modification allowed
4. Must be lawnmower frame – may be modified and lowered
5. Reinforcing allowed
6. Rear Bumper Only
7. Must have mechanical clutch
8. Up to 49 cubic inch

OUTLAW CLASS:

1. Run what you bring
2. Front Engine Only
3. 340cc on stroke limit
4. Belt Driven
5. Fan or Free Air
6. Rear Bumper Only
7. CVT Clutch Allowed

JUNIOR ADVANCEMENT
at Gleason Community Club

1. Junior advancement is at the discretion of the Race Committee and can be reviewed at any time. The Race Committee has the authority to advance, demote or deny advancement to any driver at any time. The decisions of the Race Committee are final.
2. Junior competitors will be under observation from Race Committee and track officials after advancement to evaluate their performance on and off the track.

DRIVER/PARENTAL RESPONSIBILITIES

1. A junior competitor must compete in at least one entire event in a class at the Gleason Community Club before becoming eligible for advancement.
2. He/she must petition the Race Committee, in writing, requesting that he/she be allowed to advance, and what class or classes they would like to advance to.