# Atlanta Motorsports Park
# 2017 8-Hour Summer Enduro Rules & Regulations

**Race Dates**:
June 30th - July 1st, 2017

**Information**: Looking for a great team building experience or the ultimate taste of endurance racing? In 2017, AMP is hosting a series of enduros utilizing our professionally-maintained fleet of Sodi rental karts. No racing experience is required, but prepared to be mentally and physically tested in this lengthy race format!

**Registration**:
$900: Non-Member Single Team Entry
$875: AMP Member Single Team Entry

Only 20 teams are allowed to enter, so register online now by clicking here:
http://msreg.com/ampsummerenduro

**Time Schedule**:
**Friday, June 30th**
9:00 A.M. - Registration Opens / Paddock Set Up
1:00 P.M. - Paid Practice ($20/Session Purchased through Online Registration)
5:00 P.M. - Registration Closes
8:00 P.M. - End of Paid Practice
8:30 P.M. - Gates Close

**Saturday, July 1st**
7:30 A.M. - Gates Open / Paddock Set Up
7:30 A.M. - Registration / Morning Check-In Opens
8:00 A.M. - Drivers' Meeting
8:40 A.M. - Qualifying (10 Minutes)
9:00 A.M. - Race Start
5:00 P.M. - Race End
5:20 P.M. - Closing Ceremonies
5:30 P.M. - Paddock Take-Down / Return Rental Transponders
6:00 P.M. - Gates Close

**Paid Practice:**

Teams will be offered discounted public karting sessions for use on Friday, April 21st. These sessions can only be used on that day and can only be transferred between registered entrants in the Enduro.

**Drivers' Meeting:**
All entrants must be present at the drivers' meeting. Random roll call will be taken and if a driver is absent during roll call his or her team will receive a one lap penalty.

**Qualifying:**
Qualifying is a ten-minute session in which the fastest lap for each team will order the grid for the start of the race. The driver who qualifies the team's kart must also start the race for that team and run a minimum of a ten minute stint before pitting for a driver swap.

**Race Start**:
The start of the race will be a standing start utilizing the painted grid spots on the frontstretch. The grid will be ordered based off of the overall fastest lap times from qualifying with the Heavy and Light division teams mixed together.

**Timing & Scoring:**
All transponders must be clipped with the attached holder in the designated transponder position on the kart. If the transponder is not attached in the correct place when you leave the pit area, you will be given a meatball flag to signal that your kart is currently not being scored due to the poor placement of the transponder.

**Pit Stops (Minimum of 10 Kart Swaps):**
When entering the pit lane there will be designated "stop-and-go" areas where you must safely come to a complete stop before continuing forward into your pit box.

****All Kart Swaps Will Include A Driver Change**** When entering the pit lane to complete one of your ten kart swaps, you will pull into the designated kart swap pit box. Once you have come to a stop in the kart swap pit box, the driver exiting the kart will exit the kart with the any and all lead ballast to go and weigh in.

Prior to the old kart entering pit lane, the new driver will draw for which of the available karts he will move into. Once he has drawn which kart that he will drive in his stint and the exiting kart has come to a stop in the kart swap pit box, the new driver will remove the team's transponder from the old kart and place it on the new kart in the designated transponder location. The new driver will then be able to prep the new kart with the

team transponder as well as any lead ballast needed. When buckling into the kart, no team members may assist the new driver. Once the driver is situated in the kart the new driver will pull up to the final stop sign to come to a complete stop before exiting pit lane and then re-enter the race.

The driver exiting the kart will take all of his/her lead and weigh-in at the designated scale area with an AMP Team Member present. If the driver does not meet or exceed the minimum weight requirement, he/she will be given one additional weigh-in attempt. If the driver is underweight but within five pounds of the weight requirement, his/her team will be given a **three lap penalty**. If a driver is underweight and not within five pounds of the weight requirement, his/her team will be given a **five lap penalty**. If a driver does not report to the scales to weigh in within ten minutes of the pit stop, the team will be given a **five lap penalty**.

****Transponder Fix****
In the event that a transponder was improperly placed on a kart, forcing the kart to be given the meatball flag and enter the pit lane, the kart will go through the normal stop lines. The kart will go through the stop-and-go penalty lane, come to a stop where the grid steward designates, reposition the transponder to the proper placing, and then exit the pit lane to re-enter the track. No kart swaps or driver swaps are permitted to take place.

****Serving Black Flag****
If a driver is driving in a manner deemed by AMP stewards as overaggressive, has a safety issue with a number plate or transponder, has a loose piece of clothing, hair, or wire that could potentially danger the driver, has a potential problem with the kart not due to driver error, or ignored the meatball flag, he/she will be given a black flag. When a driver has received a black flag, that driver will enter the pit lane for a stop-and-go penalty. The driver will come to a complete stop at all stop lines and then re-enter the track without a kart swap or driver swap. No kart swaps or driver swaps are permitted during a black flag pit stop.

****Serving Meatball Flag****
If a driver makes medium to severe impact with a wall or kart, or simply goes significantly off course into the dirt or grass, he/she will be given a meatball flag and will need to report to the penalty box in pit lane. In the penalty box, the driver will exit the kart and wait while AMP technicians will inspect the kart for damage. If no damage is found, the driver can return to course.

However, If damage is found, the driver will be given a different kart and AMP will provide a full damage invoice to the team captain. It is the team captain's discretion as to how the payment is filled for the invoice, but unless the invoice is paid prior to team check out at the end of the Enduro it will be billed out through whatever payment was used to register the team online.

No time adjustments will be given for the amount of time lost due to time in the penalty box, whether the kart was damaged or not.

**Weight Divisions (Ballast Available for Use):**
Light Class (175+ lbs)
Heavy Class (210+ lbs)

Each driver must meet or exceed the minimum weight for their team's class at the scales following each on-track session.

**Stint Duration:**
There is no limit to the amount of stints or length of stints a driver can do. However, each kart only lasts roughly one and a half hours on a full tank of fuel. If a kart runs out of fuel on track due to a lengthy stint by a driver, laps will not be added back to the team during the process of getting a replacement kart to run in the race.

**Kart Failures:**
****Kart Failure by AMP Issue**** In the event of a kart failure on track due to a mechanical problem not caused by driver abuse, we will add back your laps to where you were in relation to position in the race and have you re-enter the track roughly in the same position that you left. If needed, the race will be red flagged to retrieve the stalled kart and your team will be given a replacement one.

****Kart Failure by User Error**** In the event of a kart failure on track due to a problem caused by the driver or team, such as not pitting to refuel and running out of gas or hitting the curbs to break a part, no lap compensation will be given. If needed, the race will be red flagged to retrieve the stalled kart and your team will be given a replacement one.

**Team Equipment:**
****Transponders**** Each team will be given a yellow AMB Flex transponder for timing and scoring purposes. In exchange for the borrowed transponder, the team captain will give AMP his/her driver's license to hold on to. After the race has concluded, the team

captain can return the transponder and be returned his/her driver's license. In the event that the transponder is damaged beyond repair, the team captain will be charged to replace the transponder. It is the **team captain's responsibility** to ensure the safe use and proper care of AMP's transponders.

****Lead Ballast**** Lead ballast is provided at no charge for team usage. However, if a driver fails to properly secure a piece of ballast and it becomes damaged by flying off of the go kart, the team captain may be charged a replacement lead fee. Just as with transponders, responsible and safe use of AMP equipment is at the liability of the team captain.

## Frequently Asked Questions (FAQS):

**Is radio communication allowed?**
Yes, radio communication is permitted. However, please ensure that all radio connections are secure and not dangling from the driver or kart. If we feel that something is unsafe with how the radio wiring is harnessed to the driver on course, we may bring the driver in for a stop-and-go to adjust the wiring.

**Are EZ-Ups and Pop-Up Tents allowed?**
Yes. Each team will have a designated area to assemble their pop-up tent in the upper paddock.

**Will there be power hookups available?**
No. Unfortunately due to our current situation we cannot provide adequate power hookups for this event.

**Where can we display signs to signal our driver to come in for a pit stop?**
While we do recommend that you signal from or at least close to your designated area, you are allowed to walk around the outside of the track in the normal spectating sections to signal to your driver.

**Still Have Questions? Call or Email Us!**


**Atlanta Motorsports Park**
**Phone**: (678) 381-8527
**Email**: Karting@100mphlunch.com
**Address:** 20 Duck Thurmond Road, Dawsonville, GA 30534