Race Format

Qualifying & Race 1

4 laps qualifying/practice for grid positions13-lap race (determined by qualifying position: fastest-slowest)

Race 2

1 x warm-up lap, 13-lap race (determined by reversed Heat 1 position: slowest-fastest)

Race 3

1 x warm-up lap, 13-lap race (determined by finishing positions in both Race 1 and Race 2)

Reversed Circuit Rounds

Round's 5 and 10 will be run using the full Red Lodge floodlit circuit in reverse (clockwise) with entry limited to experienced drivers in the Championship.

Kart Numbers

Drivers will be allocated a kart number (and transponder) following weigh-in and will keep that kart number (and transponder) for the entire evening of racing. The kart numbers and transponders will be fitted to different karts for each race.

Changing Karts

Any driver who feels something is amiss with their kart is always encouraged to return to the pits where it will be changed for a spare. Drivers are given 2 kart change tokens to last the full 10 round championship year.

Prior to the start of a heat: Should a driver return a kart prior to starting a heat they will then be allocated a spare kart. Their original kart will be checked by a mechanic. Should in the opinion of a Red Lodge Karting mechanic the kart be deemed to be in a safe and drivable condition the driver will lose/spend one of their tokens. If after being checked by one of the Red Lodge Karting mechanics a defect is found there will be no loss of tokens. **During a heat:** Should a driver suffer a mechanical failure or return to the pits during the event they will be allocated a spare kart. They will then be allowed to re-join the heat. Drivers will no longer be permitted to re-join in their old position. The same rule regarding tokens will apply as above. If having spent their 2 tokens a driver subsequently returns a kart, he will be allocated a spare but will also have a 5-point penalty applied to their heat score should the kart be deemed to be in a safe and drivable condition by the mechanic. Should a problem be diagnosed with the kart then there will be no loss/spend of tokens.

