

Here is a little primer on what to expect on race day, as well as a few important reminders.

The track has no gates and therefore will be "open" as early as you wish to arrive. If you are a 2 cycle racer, be sure to have fresh gas from the official fuel station. The fuel rule specifics can be found on Badger's website. If you are a 4 cycle racer, you can bring your own methanol or purchase it from a vendor at the track.

Registration will open around 8:30. You'll have to wait in line for a bit. The entry form will be on the counter for you to fill out while you wait in line. When you head to get in line, be sure you have your membership card, payment for fees (credit card, cash, check), and your transponder number. If you don't have a transponder, you can rent one at the window (a \$200 deposit will need to be made in the form of cash, check, or credit card, which will be returned at the end of the day when you return the transponder). After you've completed registration and the signing of the waivers, you're good to go. Remember that anyone going inside the fenced grid area needs a pit pass.

At some point prior to hitting the track each week, you'll need a Pre-Tech sticker indicating that your kart was checked that morning for safety issues and is ready to go. Get this from the people at the grid entrance by bringing your kart for inspection.

Your helmet will also need a sticker prior to hitting the track on race day. This sticker verifies that your helmet meets BKC minimum requirements (K98, S/M2000 or newer) and can be obtained from the Pre-Tech line. One sticker is good for all year. Helmet rating stickers from the manufacturer are only valid for approval if they are inside the helmet (look under the liner) or sewn into the strap. Stickers on the back of the helmet are not valid.

An announcement will be made indicating when the mandatory driver's meeting will take place (around 9:30). If you miss this meeting, you will start in the back for your heat races. Jr. racers should have a parent attend with them.

If you are new to BKC, then you'll want to hang around after the driver's meeting for a quick meeting with the other newbies and the flagman and race director. They'll go over how the races start and how to line up on the grid, etc.

The race day consists of two 4 lap practices, followed by two 6 lap heats, and finally a 8 lap feature race. A point system from the heat races determines the feature line up. As a newbie, you are expected to start in the rear of your races until you have proven yourself able to run safely with the pack. Kid karts have a slightly different schedule, so speak to the kid kart race director or another parent to get that information.

The practice order stays the same each week and can be found under the scoring tower or on the website. The Race Order rotates each week and is also published on the website and posted under the scoring tower. The lineups for each race are also posted under the scoring tower. Even though you may be lined up forward in the order, if you are a newbie, you should still move to the rear of the field when you grid up.

After each race, you'll be required to scale the kart when you come off the track. If you fail to meet the minimum weight for your class, you'll be disqualified from that race. Often times Tech people will apply paint to certain items on your kart (tires, carb, etc) that are subject to tech at a later time (after the feature). If you have any doubt about whether or not you can change a part on your kart after the races have started for the day, see a Tech official to make sure it's ok. If you come back after a heat race or feature with a painted part missing or a broken seal, you'll be subject to disqualification. Tech. will likely check your fuel at least once during the day as well. If you are lucky enough to finish in the top part of your class, you might be required to go through some further tech items. The Tech officials will guide you through this process.

After the day is over, there are awards for all kid karters, as well as stickers and medallions for the top finishers in the other classes.

Never be afraid to ask questions. If you don't want to ask at the driver's meeting, ask the Race Director or his assistant afterwards, or any other time during the day. Individuals are not allowed in the scoring tower or on the flagstand, but you can get the RD's attention and he will come down by you. Your fellow racers and parents can also be a good resource for general information. Most people are very friendly and willing to help new people.

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Tim Koyen