

1. All Drivers must be in staging area at start of heat/final race to be eligible to enter the heats/final
2. Mod classes (Pro 206, Champ, F1 & F200), all jump starts will result in machine/driver to be moved back one row, each jump after that will result in another row back
3. All other classes, the head flagman/stager will decide if machine/driver should move back
4. Any red flag restarts before one full lap is complete, all machine/drivers return to their previous starting position except if red flag is caused for a false start, that machine/driver will follow false start procedure
5. Any restart after one lap will be started based on last completed lap prior to red flag and in a safe staggered position
6. Mod classes, one driver off sled (not a spinout-driver must be off sled) = red flag or any dangerous situation on the track determined by head flagger, corner flaggers, stager or track director.
7. Mod classes, any driver off sled and/or causing the red flag goes to the back row on restart; however, the head flagger may move machines/drivers to the back row at their discretion. The track director or head flagman may call a discussion between the stager or any flagger to determine the cause of the red flag at which time the head flagger has the final decision.
8. All other classes, two drivers off sled (not a spinout-drivers must be off sled) = red flag or any dangerous situation on the track determined by head flagger, corner flaggers, stager or track director.
9. When under any red flag the only mechanical work allowed to any machine is slide lube and gas, except for sled/sleds involved in crash may get the machine back to safe/ running working order (ie. crashed machines can thaw carbs and blow snow away from engine compartment)  
After field is safe and red flag is pulled see #9
10. Any sled that needs mechanical repairs, including crashed sled(s), will get 5 minutes to make the repairs. Time starts once sled is back to staging area or once crew starts on repairs, once time is out the driver and machine must be to starting line prior to the field being set. Field is set once flagman points to all drivers except for the driver who called time
11. Any sled with back to back heats will be given 2 minutes to re- fill gas, lube or quick tuning adjustments with no need of the clock, all other mechanical items will follow the clock guidelines #9
12. In mod classes, driver/sled that wins the consi race will be included in the final race in 7<sup>th</sup> position, 1 sled length back.
13. No pin or starting position can be traded or gifted during any race.
14. KPI procedures will be posted on our website
15. Anything that is not outlined in procedure manual will follow KPI bylaws or ISR general rules