



# RACING LEAGUE

Do you have the **NEED FOR SPEED?** Think you have what it takes to be the **BEST?** Your time is now to **PROVE** it!

The Extreme Fun Center League, sponsored by K & L Distributors, is here and ready for you to take to the track to show just how good you really are! In a season that consists of four weeks, you'll experience the excitement of head-to-head racing in The Valleys #1 Entertainment venue, Extreme Fun Center, Wasilla AK! Take your racing beyond just FUN and compete against other drivers to claim bragging rights and top Prize.

## WHEN

Monday March 20th 2017 – Monday April 10th 2017.

League #1 Check-in: 6:30 PM; 1st Race starts at 7:00 PM

League #2 Check-in: 7:30 PM; 1st Race starts at 8:00 PM

## WHERE

Extreme Fun Center 3501 E Old Matanuska Rd. Wasilla, AK 99654

## PRIZES

Prizes will be awarded at the end of the season. Just for competing, regardless of ranking in the league, all participants will receive a free Extreme Fun Center VIP Membership after completing all races.

### **OVERALL POINTS LEADER:**

- \*\*Snowboard OR Golf Bag provided by K&L Distributors & Alaska Brewing Company
- 4 Free Races
- \$40 Arcade Play

### **SECOND PLACE:**

- Helmet
- 4 Free Races
- \$40 Arcade Play

### **THIRD PLACE:**

- 4 Free Races
- \$40 Arcade Play

On the final night of the season, an award ceremony will be held at the Sky Lounge, located in the 2<sup>nd</sup> level of the Extreme Fun Center. Awards will be presented by our League Sponsor K&L Distributors. *\*\*Must be 21 and Over to qualify for the overall points leader grand prize, if the winner is under 21 an equivalent prize will be awarded.*

## COST

\$50 Deposit Due upon Registration; \$50.00 due at time of each Event. League Total \$250.00. Save \$10 if paid in full at time of registration. Everything needed to race (cart, helmets, head socks) is provided by Extreme Fun Center.

## HOW

Turn in your completed Registration Forms with your Deposit Payment to Guest Services. If you have any questions, please contact David Elliott Jr. at 907-376-7223(RACE) or email [RaceWasilla@extremefuncenters.com](mailto:RaceWasilla@extremefuncenters.com)

Name: \_\_\_\_\_ Membership # (last 8 digits) \_\_\_\_\_ - \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ St: \_\_\_\_\_ Zip: \_\_\_\_\_

Date of Birth: \_\_\_ / \_\_\_ / \_\_\_ Phone: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_ Email: \_\_\_\_\_

For Office use: Date of Payment: \_\_\_ / \_\_\_ / \_\_\_ Cash \$ \_\_\_\_\_ CC \$ \_\_\_\_\_ Received By: \_\_\_\_\_



# RACING LEAGUE RULES & REGULATIONS

TO PARTICIPATE, YOU MUST HAVE A VALID DRIVERS LICENSE AND BE AT LEAST 18 YEARS OR OLDER. NO EXCEPTIONS. Each Event will consist of 3 Races, and the 4<sup>th</sup> week will have 4 races. The person that finishes the night with the most points is the nightly winner. After all races are complete on Monday night, points will be added up to determine your overall standings. Race League results will be posted on <http://wasilla.extremefuncenters.com/cart-racing/league/>. There is space for only 12 drivers per event. All drivers must adhere to the posted track rules.

## Points

- Total number of Racers = total points for the final winner. (12 racers means 1st place gets 12 points)
- 1 points less for each following place. (Same example, 2nd place gets 11 points, 3rd 10, etc.)
- In case of an incident during a position race, it will be the manager on duty decision to change positions accordingly after speaking to drivers involved.
- If a driver initiates a retaliation of a race incident during or after a final position race, that driver will be dropped automatically to the final position spot in his group and loss of points.
- If a driver fails to abide by a Track Marshals flag a penalty will be accessed.
- If at the end of the season, there is a points tie, the driver with the best podium record will win.

## Kart Malfunctions

- There will be no switching of carts at any time during heat sessions unless there is a mechanical failure or accident, which caused damage to a cart.
- There will be no switching of carts during a final race unless there is a severe mechanical failure.

## Race Format

### Week 1

#### Heat 1: 15 Laps

- \* Scoring based on single fastest lap.
- \* Draw pills for cart numbers and positions.
- \* Rolling start out of the pit

#### Heat 2: 15 Laps

- \* Scoring based on single fastest lap.
- \* Inverted race slower in front faster in rear.
- \* Scoring for position based on Heat 1.
- \* Rolling start out of the pit.

#### Position Race: 20 Laps

- \* Race for position.
- \* Start from stop grid positions marked on track.
- \* Scoring from points in all previous races declares where your position is.
- \* Positions will be highest in rear to lowest in front.

### Week 3

#### Heat 1: 15 Laps

- \* Scoring based on single fastest lap.
- \* Draw pills for cart numbers and positions.
- \* Rolling start out of the pit

#### Average Race: 15 Laps

- \* Race for the best average laps.
- \* Fastest in front
- \* Scoring for position based on the reversed race.
- \* Rolling start out of the pit.

#### Position Race: 20 Laps

- \* Race for position.
- \* Start from stop grid positions marked on track.
- \* Scoring from points in all previous races declares where your position is.
- \* Positions will be highest in rear to lowest in front.

### Week 2

#### Heat 1: 15 Laps

- \* Scoring based on single fastest lap.
- \* Draw pills for cart numbers and positions.
- \* Rolling start out of the pit.

#### Opposite Race: 12 Laps

- \* Race for the single fastest lap.
- \* Race in the opposite direction.
- \* Scoring for position is based on Heat 2. Fastest in front.
- \* Rolling start out of the pit.

#### Position Race: 20 Laps

- \* Race for position.
- \* Start from stop grid positions marked on track
- \* Scoring from points in all previous races declares where your position is.
- \* Positions will be highest in rear to lowest in front

### Week 4

#### Heat 1: 15 Laps

- \* Scoring based on single fastest lap.
- \* Draw pills for cart numbers and positions.
- \* Rolling start out of the pit.

#### Heat 2: 15 Laps

- \* Scoring based on single fastest lap.
- \* Inverted race slower in front faster in rear.
- \* Scoring for position based on Heat 1.
- \* Rolling start out of the pit.

#### Opposite Race: 12 Laps

- \* Race for the single fastest lap.
- \* Race in the opposite direction.
- \* Scoring for position is based on Heat 2. Fastest in front.
- \* Rolling start out of the pit.

#### Position Race: 20 Laps

- \* Race for position
- \* Start from stop grid positions marked on track
- \* Scoring from points in all previous races declares where your position is.
- \* Positions will be highest in rear to the lowest in front.