

## **2010 STATE RULES RELATING TO WESTERN CUP SERIES**

1. Western Cup class champions will be allocated black plates (to be supplied by AKA(WA)) with yellow numbers bearing their own State number. The plates are to be used only in the class they were awarded (1<sup>ST</sup> PLACE ONLY) and only within Western Australia.
2. For a CLASS to be eligible for final series points the CLASS must have a minimum of five (5) entries to constitute a class.
3. For a COMPETITOR to be eligible for final series points the COMPETITOR must nominate and compete in all available meetings.
4. All points scored will count towards the final point tally for each driver.
5. **CLASSES:**
  - Midgets
  - Rookies
  - Junior National Light
  - Junior National Heavy
  - Junior Performance
  - Senior National Combined (145kg)
  - Sportsman 100 Light
  - Sportsman 100 Heavy
  - Sportsman 100 Super Heavy  
*(Heavy and Super Heavy maximum kart weights air cooled 88kgs, water cooled 93kgs)*
  - Over 40's
  - Sportsman 125 Light (160kg)
  - Sportsman 125 Heavy (180kg)
  - Restricted 125 Light (160kg)
  - Restricted 125 Heavy (180kg)
6. Engines and restrictors will be sealed.
7. **FORMAT:** 289 point system – all points count
  - 4 heats - Ballot
  - Reverse Ballot
  - Highest to front
  - Highest to frontWinner of the day is the highest points scorer for that class
8. Individual clubs to adjust laps to accommodate classes on the day.

9. Closing date for entries: 3 days from event. Late entries will be accepted up to last post on the Friday prior to the event on subscribed classes only and may be put rear of field for first two (2) heats. **No entries will be accepted on the day of competition.**
  
10. **ENTRY FEE** (*all fees inclusive of GST (where applicable) and National and State Track Development Levies*)  
Senior - \$55.00  
Junior/Rookie/Midget - \$40.00  
(*For all classes, if person is racing more than one class, second or subsequent entry fee will be \$20.00.*)
  
11. AKA(WA) to maintain points score for Western Cup Series.
  
12. **TROPHIES**  
1<sup>st</sup> - Black Plate, patch.  
2<sup>nd</sup> - Patch.  
3<sup>rd</sup> - Patch