Atlanta Motorsports Park
2026 8-Hour Enduro Rules & Regulations

Registration:
$1200 per team (2-4 Drivers)

Time Schedule:

Saturday,

6:00 A.M. - Gates Open / Paddock Set Up

7:00 A.M. - Registration / Check-In Opens

8:00 - 9:00 A.M. - Practice

9:00 A.M. - Driver's Meeting

9:45 A.M. - Qualifying

10:00 A.M. - 6:00 P.M. - Race

6:30 P.M. - Closing Ceremonies

7:00 P.M. - Paddock Take-Down / Return Rental Transponders

11:00 P.M. - Gates Close

Paid Practice:
Teams will be offered discounted public karting sessions for use on Saturday prior to the race. These sessions can only be used on that day and can only be transferred between registered entrants in the Enduro.

Drivers' Meeting:
All entrants must be present at the drivers' meeting. Random roll call will be taken and if a driver is absent during roll call his or her team will receive a one lap penalty.

Qualifying:
Qualifying is a 8-minute session in which the fastest lap for each team will order the grid for the start of the race. The driver who qualifies the team's kart must also start the race for that team and run a minimum of a ten minute stint before pitting for a driver swap.

Race Start:
The start of the race will be a standing start utilizing the painted grid spots on the frontstretch. The grid will be ordered based off of the overall fastest lap times from qualifying with the Heavy and Light division teams mixed together.

Timing & Scoring:
All transponders must be clipped with the attached holder in the designated transponder position on the kart. If the transponder is not attached in the correct place when you leave the pit area, you will be given a meatball flag to signal that your kart is currently not being scored due to the poor placement of the transponder.

Pit Stops (Minimum of 9 Pit Stops):
When entering the pit lane there will be designated "stop-and-go" areas where you must safely come to a complete stop before continuing forward into the next pit box. (There will be a 2 lap penalty given to anyone who comes into pit lane not in control if the kart or fails to stop at the line). Teams must complete 8 of the 9 pit stops prior to the checkered flag. The checkered flag ends the race, and this will count as a pit stop.You must be weighed each time you get out of the kart no matter how many pit stops your team makes.

****All Pit Stops Will Include A Driver Change****

When entering the pit lane to complete one of your Nine pit stops, you will pull into the designated kart swap pit box. Once you have come to a stop in the kart swap pit box, the driver exiting the kart will exit the kart with any and all lead ballast to go and weigh in.

Prior to the old kart entering pit lane, the new driver will draw for which of the available karts he will move into. Once he has drawn which kart that he will drive in his stint and the exiting kart has come to a stop in the kart swap pit box, the new driver will remove the team's transponder from the old kart and place it on the new kart in the designated transponder location. The new driver will then be able to prep the new kart with the team transponder as well as any lead ballast needed. When buckling into the kart, no team members may assist the new driver. Once the driver is situated in the kart the new driver will pull up to the final stop sign to come to a complete stop before exiting pit lane

and then re-enter the race.**(ONLY THE EXITING DRIVER AND NEW DRIVER ARE ALLOWED IN PIT LANE DURING THE DRIVER CHANGE.)**

The driver exiting the kart will take all of his/her lead and weigh-in at the designated scale area with an AMP Team Member present. If the driver does not meet or exceed the minimum weight requirement, he/she will be given one additional weigh-in attempt. If the driver is underweight but within five pounds of the weight requirement, his/her team will be given a **three lap penalty**. If a driver is underweight and not within five pounds of the weight requirement, his/her team will be given a **five lap penalty**. If a driver does not report to the scales to weigh in within ten minutes of the pit stop, the team will be given a **ten lap penalty**.

****Transponder Fix****
In the event that a transponder was improperly placed on a kart, forcing the kart to be given the meatball flag and enter the pit lane, the kart will go through the normal stop lines. The kart will go through the stop-and-go penalty lane, come to a stop where the grid steward designates, reposition the transponder to the proper placing, and then exit the pit lane to re-enter the track. No kart swaps or driver swaps are permitted to take place.

****Serving Black Flag****
When a driver has received a black flag, that driver will enter the pit lane for a stop-and-go penalty. The driver will come to a complete stop at all stop lines and then re-enter the track without a kart swap or driver swap. No kart swaps or driver swaps are permitted during a black flag pit stop.

Weight Divisions (Ballast Available for Use):
Light Class (175+ lbs) Heavy Class (215+ lbs)
Each driver must meet or exceed the minimum weight for their team's class at the scales following each on-track session.

Stint Duration:
There is no limit to the amount of stints or length of stints a driver can do. However, each kart only lasts roughly one hour on a full tank of fuel. If a kart runs out of fuel on track due to a lengthy stint by a driver, laps will not be added back to the team during the process of getting a replacement kart to run in the race.

Kart Failures:
****Kart Failure by AMP Issue****In the event of a kart failure on track due to a mechanical problem not caused by driver abuse, we will add back your laps to where

you were in relation to position in the race and have you re-enter the track roughly in the same position that you left. If needed, the race will be red flagged to retrieve the stalled kart and your team will be given a replacement one.

****Kart Failure by User Error****In the event of a kart failure on track due to a problem caused by the driver or team, such as not pitting to refuel and running out of gas or hitting the curbs to break a part, no lap compensation will be given. If needed, the race will be red flagged to retrieve the stalled kart and your team will be given a replacement one.

Team Equipment:

****Transponders****Each team will be given a transponder for timing and scoring purposes. In exchange for the borrowed transponder, the team captain will give AMP his/her driver's license to hold on to. After the race has concluded, the team captain can return the transponder and be returned his/her driver's license. In the event that the transponder is damaged beyond repair, the team captain will be charged to replace the transponder. It is the **team captain's responsibility** to ensure the safe use and proper care of AMP's transponders.

****Lead Ballast****Lead ballast is provided at no charge for team usage. Please note, if you are very light, we recommend bringing your old ballast so there is plenty for the entire field. We have a limited amount of lead, so please come prepared to use your own if necessary. If a driver fails to properly secure a piece of ballast and it becomes damaged by flying off of the go kart, the team captain may be charged a replacement lead fee. Just as with transponders, responsible and safe use of AMP equipment is at the liability of the team captain. Please return the lead after you finish your stint. For every lead brick we find at your pit location we will penalize you one lap.

Frequently Asked Questions (FAQS):

Is radio communication allowed?
Yes, radio communication is permitted. However, please ensure that all radio connections are secure and not dangling from the driver or kart. If we feel that something is unsafe with how the radio wiring is harnessed to the driver on course, we may bring the driver in for a stop-and-go to adjust the wiring.

Are EZ-Ups and Pop-Up Tents allowed?
Yes. Each team will have a designated area to assemble their pop-up tent in the upper paddock. Teams can also use the upstairs in the building for pit areas.(each team is responsible for cleaning up after themselves)

Will there be power hookups available?
No. Unfortunately due to our current situation we cannot provide adequate power hookups for this event. **If a team is found using power from any garages or Mechanics Garage they may be charged for power used.**

Where can we display signs to signal our driver to come in for a pit stop?
While we do recommend that you signal from or at least close to your designated area, you are allowed to walk around the outside of the track in the normal spectating sections to signal to your driver.

Still Have Questions? Call or Email Us!

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