# *2026 ROK Vegas*
# *Virtual Drivers' Meeting*

# *Welcome to ROK Vegas 2026*

This “virtual drivers’ meeting” will give drivers, tuners, & team principals vital information to have a successful ROK Vegas experience. There will be at minimum one in-person drivers’ meeting. However, each driver is responsible for reading, understanding, and abiding by the information provided in both this virtual meeting, in person meetings, and the ROK Cup USA Sporting & Technical Regulations.

**PAY ATTENTION TO THE SCHEDULE & SOCIAL MEDIAS FOR ANY SCHEDULE CHANGES**
**WE GO OFF THE LATEST PRINTED SCHEDULE AND WILL NOT WAIT ON YOU!!!**

## IMPORTANT LINKS

**ROK Vegas Webpage:**
https://rokcupusa.com/rok-vegas/

**ROK Vegas Schedule:**
https://rokcupusa.com/wp-content/uploads/2026/10/ROK-Vegas26-Schedule-V4.pdf

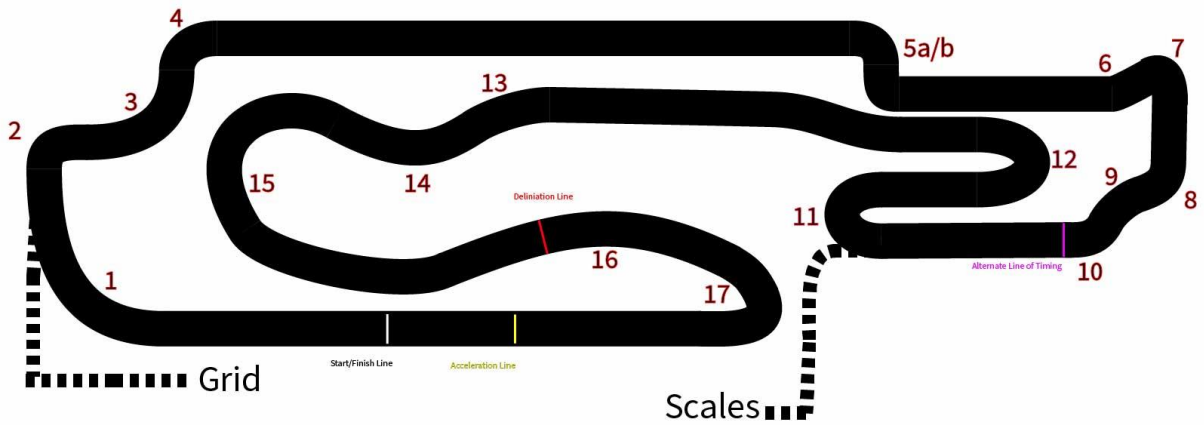
**ROK Results & Live Timing:**
https://live.raceselect.com & *GET THE APP:*

**ROK Vegas WhatsApp Group (highly advise joining this group!):**
https://chat.whatsapp.com/Lqhs6gWyVOZ0S2d5569wrw?mode=ems_copy_c

**ROK TV *Free on YouTube* Friday-Sunday*:***
https://www.youtube.com/@ROKCupUSA

**ROK Vegas Info**
WhatsApp group

# *ROK Vegas Track Map*




- **Picture is *NOT to SCALE***
- Track runs Clockwise
- **If you receive a card at the scales, GO to TECH.**
- Protests, if permitted, must be filed within 30 minutes of time penalty was posted on official Race Select scoring, WhatsApp, &/or paper at the scales.
- **Transponders must be mounted on the back of the seat.**
- TEMP TRACKS: change every lap! Use your head.

**Being a temporary track, it is not 100% guaranteed this is the final design. When we "scouted" the parking lot in early August, it appeared this layout will work. However, there are a couple of events scheduled in that lot before ROK Vegas that could affect the surface quality and result in changes for safety's sake.*

*FYI: This is already different. Turn 6 & 7 are basically merged into one right hander.*

# *2026 ROK Cup USA Sporting Regulations*

- **Online Link:** https://rokcupusa.com/wp-content/uploads/2026/05/2026-SPORTING-RULES-Rok-Cup-USA-V1.0.pdf
- **Changes from 2025 are in RED**

**Key Takeaways:**

4.4.20 Officials have the right to temporarily impound video from any kart.

4.6.9 Unoccupied places on the grid will be filled with the karts in the same row pulling forward to fill the empty spot AFTER PASSING THE DELINEATION LINE. No crossovers are allowed. If the original entry of the empty spot returns to their earned spot before the delineation line, drivers should allow the original driver their grid spot.

4.10.5 Position penalties as the Race Director and/or Race Steward(s) see fit.

4.11.6 Push Back Bumper:
- Qualifying: any amount of push back equals loss of fastest lap.
- Race Sessions One-Side or Under: Warning.
- Race Session Over One-Side: 5 second penalty.
- If a rain race is declared, it is the Race Director's discretion to remove enforcement of PBB.

4.11.7 Contact Resulting in Positions Lost/Gained: kart initiating contact will receive a one (1) position penalty for the contact & one (1) position for each position the offended kart loses, up to three (3) positions. IF more than three positions are lost by the offended kart, additional or alternate time penalties can be added, depending on the severity, at the Race Director's discretion.

# *2026 ROK Cup USA Technical Regulations*

- **Online Link:** https://rokcupusa.com/wp-content/uploads/2026/07/TECH-RULES-2026-USA-v1.1.pdf
- **Changes from 2025 are in RED**

**Key Takeaways:**

**Tire Allotment:**

- The tire allotment for all classes is two sets of LeVanto KRT tires.
- All tires will be scanned & assigned to a specific entry. DO NOT MIX YOUR TIRES WITH A TEAMMATE'S TIRES OR PRACTICE TIRES.
- Competitors must arrive on the grid for Qualifying with a new/sticker set of their allotted tires.
- Other than qualifying, tire usage between the two sets is at the discretion of the competitor.
- In the event of rain, only the designated/legal rain tires for each class will be allowed on grid/track. Each competitor is allowed up to two sets of rain tires. These will be scanned into the tires scanning software AT THE SCALES.

**Only PBB activated before the green flag or after the checkered flag will be considered for protests.**

- Each entry will get one PBB penalty protest for the event weekend.
- If the entry loses that PBB protest, no other PBB protest for that entry are allowed (kind of like a coach's challenge in football).
- It is on the entry (competitor) to bring indisputable video evidence the PBB was engaged/activated before the green flag or after the checkered flag.

**Drivers are not allowed any form of electronic communications on the grid: airpods, Meta glasses, online watches, cell phones, etc.** Drivers caught with such devices are disqualified from that session.

**1.8.14 All weights, batteries, and cameras must have the kart's correct and current number legibly written on said part. Failure to do so will result in disqualification from the current session. Loss of a weight, battery, or camera without the correct & current kart number on it will result in a $500.00 fine and/or suspension up to one-year.**

# *ROK Vegas Event Rules & Procedures*

**GRID:**

- No hot grid, once the driver leaves the track, their session is done.
- One mechanic per driver with proper credentials on the grid, scale area, and tech.
- Mechanics & Team Principals ONLY on “Mechanics’ Stand”
- No Tools on Grid, tire gauge is the only exception.
- External starters are allowed to be brought on the grid but can be used by anyone needing it.
- Sealed grid-back closes when front opens - Qualifying + beyond
- Traffic flow: Watch exit speed; no erratic driving while exiting grid; NO scrubbing tires on grid!!!
- Commitment line: White line at the end of Grid, pass this and your session is active.
- All classes EXCEPT Shifter classes must arrive on the grid with front bumpers detached/loose for inspection. This applies for ”Happy Hour”, Qualifying, & ALL Race sessions.

**PRACTICE:**

- All session times begins when grid is released. Checkered flag is thrown at 0:00.
- ”Happy Hour” (practice two on Thursday) sets the grid order for qualifying.
- VLR Junior & Senior and SV will be split for all practices by ODD/EVEN kart numbers.
- For qualifying groups, VLR Junior & Senior and SV will be split between “slow half & fast half” based on Happy Hour results. Slow half qualifies first.

**QUALIFYING:**

- Clock starts as soon as the grid is released. Checkered will be thrown at 0:00.
- Causing a **RED Flag** in qualifying will result in the loss of your fastest lap.
- All classes qualifying sets your starting position for Heats 1-3. **Heats are NON-PROGRESSIVE**
- Classes with 40+ entries will run the FIA/CIK “A, B, C, D” flight format.

# *ROK Vegas Event Rules & Procedures*

**RACES:**

- Starts will be FIRST time across the line, unless otherwise noted (i.e. extremely cold temperatures).
- All classes are **NON-PROGRESSIVE** Heat Races. Meaning: where you qualify is where you start Heats 1-3.
- VLR & SV Junior & Senior will use the FIA-CIK "A, B, C, D" Flight Format.
    - Drivers accumulate points based on finishing positions in Heats 1-3.
    - The top 30 in points are locked in the Final, and Heat 4 is a "Super Heat" for Final's starting positions 1-30; the total of points (lowest) sets the grid.
    - 31+ in points from Heats 1-3 will compete in a separate Progressive Heat 4 (LCQ) where the top 10 finishers advance to the Final on Sunday in starting positions 31-40. These drivers do not run the Super Heat for drivers 1-30 in points from Heats 1-3.
- NO CUTTING THE TRACK, penalties will be accessed. In example, if you are late leaving the grid & trying to catch up before the delineation line, you must take the whole lap/track path to catch the back of the pack.
- Delineation/Formation Line: is the red line on the backstretch. NO ADVANCEMENT IN POSITION PAST THAT LINE. For example, if you are to start 2nd, but you only get back up to 10th ~to bad; merge in the correct lane (inside or outside) & start from that position. If there is a wave around, you may advance to your original starting position (if you were not the one deliberately causing the wave around).
- Field must be in double row formation after the delineation/formation line.
- Contact: Any contact from behind resulting in a pass or the change of positions will be reviewed. Penalties will be applied if applicable.
- "FCY" (Full Course Yellow): is in the rulebook and might be used. Flaggers will display double yellow flags and/or "FCY" signs. DO NOT PASS if these are visible. Leader will have control of the field and is too slow to a pace all running karts can catch up.
- Penalties:
    - Will be handed out (paper) at the scale line, on the Official Alpha Results, and**/or** on the ROK Vegas WhatsApp group discussion. It is not 100% guaranteed all penalties will be delivered in a written form at the scales. CHECK THE ALPHA & WHATSAPP PAGES TOO.
    - Penalties are a notification, not a negotiation. If you have a question or protest, talk to your Team Principal and have he/she meet with the Stewards in the Stewards Office.

# *ROK Vegas Event Rules & Procedures*

**STARTS:**

- ***Single-speed karts:***
  - Rolling starts, using Tram-Lines, & double row formations. All lights extinguished equals a green flag.
  - Slow, controlled pace coming to the lights. Officials must see space/light between front & rear bumpers.
- Reminder: the clock starts when the field is *supposed* to get the green; wave-offs = less racing time.
- Two Attempts: if a third attempt is needed, the first & second rows will be inverted.
- Tram Lines: all four wheels inside the Tram Lines until the lights go out. There are penalties for both two & four wheels out, and all starts will be reviewed.
- Acceleration Line: is the Yellow lines/cones approximately 200' before the starting line. Pole sitter must cross the acceleration line first and can pick up the pace anywhere *after* the line.
- Restarts: designated by Yellow & Red flags waved together, or solid Yellow lights.
- Lights Out = Green Flag racing.
- ***Gearbox (Shifter) Class Starts:***
  - Come to the ROK Officials holding red flags & go to your designated starting box.
  - It is the driver's responsibility to be in the correct box!
  - Start Lights Out in Sequence: 1-2-3-4-OFF
  - Lights Out = Green Flag; Flashing Yellow Light = Aborted Start, do another formation lap (watch for stalled karts in front of you).
  - NO PRACTICE STARTS ON FORMATION LAPS; this will result in a penalty.
  - Must be stopped in box to begin start sequence.
  - IF you stall, wave your arms! Stay in the kart. ROK Officials will abort the start (if possible) & attempt to push start you.
  - Stalled karts begin at the rear of the field for that Session. Failing to do so, will result in penalties.
  - Stalled kart spots must remain open.

# *ROK Vegas Event Rules & Procedures*

**RED FLAG:**
- All drivers to come to a controlled stop & wait for ROK Cup Officials' instructions.
- ABSOLUTELY NO ADMISSION (parents/tuners/etc.) to the track without an Official's escort.

**YELLOW FLAG:**
- Micro & Mini drivers can receive help from ROK Cup Officials when safe to do so.
- Juniors, Seniors, & Masters: can restart on their own, when safe. However, if a ROK Cup Official designates/signals you are "out", safely exit the kart & help remove it from the track.
- NO Passing between yellow flags and the incident area.
- FULL COURSE YELLOWS (FCY)are permitted under ROK Cup rules. Corner marshals will be waving 2 yellow flags and/or holding sign s that say: "FULL COURSE YELLOW".
- Leader will acknowledge the FCY by raising his/her hand & slow to approx. 15-20 mph.
- Drivers are to slow behind the leader & DO NOT PASS.
- A rolled green flag at the START/FINISH line will indicate one lap until green.
- Restarts are single file in the outside (driver's left) TRAM lane. NO Passing Until the GREEN Flag is Waved.

**Blue FLAG:**
- Will be waived for lapped traffic in Heat Races. Assume there are more than one kart attempting to pass you!

**BLACK FLAG:**
- Will be waived for lapped traffic in the FINALS and VLR Junior/Senior Pre-Finals & LCQ (Heat 4 for those classes).

**TWO FLAGS HELD VERTICALLY BY STARTER:**
- Indicate two laps to go when the clock is at or past 0:00 when the leader is crossing the timing line.

**WHITE FLAG:**
- One lap to go.

**CHECKERED FLAG:**
- End of race/session, all positions will be visually and electronically confirmed.

# *ROK Vegas Questions:*

If you have questions before arriving, **EMAIL IS BEST**:

- info@rokcupusa.com for all general questions.
- Michael@rokcupusa.com for technical & sporting questions and Rio Hotel specific questions.
- Ursula@rokcupusa.com for registration questions.

If you have questions at ROK Vegas:

- Seek a ROK Cup Official Department Head (will be introduced at Driver's Meeting).
- Email, text, social media messengers, etc. *might* not be checked in a timely manner! Ask a human…

We want everyone to have a safe, competitive and *fun* week at the Rio, Las Vegas, and ROK Vegas event!

**MANDATORY DRIVERS' MEETING THURSDAY AT 12:25PM in the Grandstand Area**