

Registration

1. All drivers must sign in at registration table for each event. \$50 entry fee.
2. *All drivers must fill out tax form. (supplied by series)
3. *All drivers must fill out driver's bio form. (supplied by series)
4. Pill draw will be conducted at registration table for the evening's events.
5. Registration is cut off 15 minutes before listed driver's meeting time.

*Download from website, Fill out and email to series (jbernheisel@comcast.net) by May 10 and the series will give to each track taking the burden off of you.

Hot Laps

1. Must present at track when called for by officials.
2. Must go out in designated group determined by pill draw.
3. After getting onto racing surface get into high gear, space out, and maintain approximate 2,000 RPM minimum.
4. Race director will count down "3 – 2 – 1 – Green". Everyone fires together on green.
5. Flagman will give each car green, white, checker. Do not take extra laps. If you see the checkered, slow down and prepare to exit.
6. If you are late, in wrong group, or do not fire on green, you will not get hot laps.

Time Trials

1. Must present at track when called for by officials.
2. Must go out in designated group determined by pill draw.
3. 2-3 cars will time trial at a time depending on track size.
4. After getting onto racing surface get into high gear and pick up speed
5. You will come back to green and get 2 timed laps. (If you take an extra lap your fastest official lap will be disallowed.)
6. Entrance and exit procedures will vary from track to track and be announced at drivers' meeting.
7. It is your responsibility to get properly spaced. There will be no extra laps given.
8. Series reserves the right to shuffle 3 car order.
9. If you miss your spot you will go last (in your group) and get only one lap.

Race Procedures

A. Initial Starts (all events)

1. Double file.

2. Leader fires in start box.
3. Start box will have tall cones and/or chalk lines.
4. If leader fires before start box, it is a "jump".
5. If any other cars fire before leader, it is a "jump".
6. If leader reaches end of box and has not fired, the green will wave.
7. In the event of a "jump" being called: Start will be called back.
 1 warning will be given.
 A second offense will result in offender being moved
 back 1 row if clear, or swapping of 1st & 2nd rows.
8. If a "jump" is called on a car outside the front row, the offender will be sent back 2 rows.
9. All cars must be nose to tail and side by side
10. Do not run the car beside you up or down the track.
11. On initial start only all cars must cross the start finish line to complete lap 1 or it will be a complete restart.

B. Restarts – Qualifiers, B-Mains, and A-Main (after half way)

1. All single file.
2. Leader can fire anywhere from center of turns 3 & 4 to exit of turn 4.
3. Can only pass after cone on front stretch.
4. All cars must pass to the outside of the cone.
5. Any car that hits or goes below the cone will be penalized 2 positions at the next caution or end of the event.
6. Any car that passes cars before the cone will be penalized 2 positions per car at the next caution or end of the event.

C. Restarts – Main Event

1. True double file (until half way only)
2. Leader chooses inside or outside. All others follow. For example: If leader chooses outside, P3, P5, P7, etc. are on the outside.
3. Original start box procedure will be utilized. Leader must fire first.
4. If the yellow or red flag is displayed before the entire field completes a lap following a double file restart, aside from any stopped or disabled car, the lap will not count and a single file restart will be used until at least one green flag lap has been completed.
5. Series reserves the right to go to single file restarts at any time without explanation.

D. Universal Start/Restart Rules

1. Leader must maintain a consistent pace after being given one to go and/or pace truck pulls off.
2. No speeding up or slowing down on approach to start zone.
3. No swerving on approach to start zone. Tire warming must stop as soon as pace truck departs the racing surface.
4. No brake checking.

Any violation of above may result in disqualification.

E. General Race Rules

1. No judgement calls will be made. If you stop under caution, you go to the rear.
2. Officials will not pull sheet metal
3. You must report to the scales when required.
4. Drivers must have racievers in and operational at all times.
5. Leader plus 1 will be considered a completed lap. All cars that crossed the start/finish line under green will be scored in that position. All cars that crossed the start/finish line under caution will revert to the last completed lap.
6. We will crisscross lineup if someone scratches (We will not slide.)
7. No lighted signal sticks
8. Lapped cars will go to the tail
9. You must have the correct and working transponder mounted on the left front corner of the frame.
10. A 2 lap courtesy will be given to change a flat tire during the feature only. The two laps will begin as soon as you exit the track. You will not be given 2 laps if the tire is not flat or if you have to be towed to the pits.

F. Flags

1. Traditional flag colors will be observed
2. Blue flag with diagonal stripe is not a move over flag. It is to warn you that you are about to be lapped by the leaders. Hold your Line.
3. Red flag- Stop immediately. Crew men are not allowed on the track (any infraction will result in disqualification). If you must exit the track to the pits, you must first get permission from an official or wait until the yellow flag/lights are displayed. Exiting to the pits will relegate you to the rear of the field on the restart.

G. Laps

1. Time Trials- 2 laps
2. Qualifiers- 8 laps
3. B-mains- up to 10 cars 8 laps, 11+ cars 10 laps
4. Timed dashes- 2 laps
5. Features- \$4000 and \$5000 to win 35 laps, \$6000 and \$8000 to win 40 laps, \$10000 to win 50 laps

Lineups

A. Up to 29 cars

1. Time Trials- 2-3 at a time, in order of pill draw/ Top 8- locked into feature
2. 2- 8 lap qualifiers (6 qualify from each heads up to feature behind Top 8 cars)
3. 4 Qualify from B Main heads up to feature (8 laps 10 cars or less, 10 laps 11+ cars)

4. 2 Lap Timed Dashes to determine starting spots for feature for Top 8. 4 cars at a time. All 8 cars are timed against each other.
5. 24 cars to start the feature- Track has discretion to add a track provisional for position 25. IF this occurs the provisional will not receive feature points but will receive B-main points.

B. 30 cars or more

1. Time Trials– 2-3 at a time in order of pill draw, Groups A/B- Top 6-locked into Feature (3 from each group)
2. 4 (2 for group A and 2 for group B)- 8 Lap Qualifiers (3 qualify from each heads up to feature, group A heats will line up inside row, group B heats outside row)
3. 3 Qualify from each of 2 B-Mains (series reserves the right to run 1 B if circumstances warrant) (8 laps 10 cars or less, 10 laps 11+ cars)
4. 2 lap Timed Dashes to determine starting spots for feature for Top 3 in each group. Group A cars will time against each other to determine the inside row (1,3,5). Group B cars will time against each other to determine the outside row (2,4,6).- Green/White/Checker
5. 24 cars to start the feature- Track has discretion to add a track provisional for position 25. IF this occurs the provisional will not receive feature points but will receive B-main points.