



2010 WEEKLY RACING RULES

GENERAL RULES

THESE RULES AND/OR REGULATIONS ARE SET FORTH HEREIN ARE DESIGNED TO PROVIDE THE ORDERLY CONDUCT OF RACING EVENTS AND TO ESTABLISH MINIMUM ACCEPTABLE REQUIREMENTS OF SUCH EVENTS. THESE RULES SHALL GOVERN THE CONDITIONS OF LAKE OZARK SPEEDWAY EVENTS AND BY PARTICIPATING IN THESE EVENTS, ALL PARTICIPANTS ARE DEEMED TO HAVE COMPLIED WITH THESE RULES. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. THEY ARE INTENDED AS A GUIDE FOR THE CONDUCT OF THE SPORT AND IN NO WAY A GUARANTEE AGAINST INJURY OR DEATH TO PARTICIPANTS, SPECTATORS OR OTHERS.

APPEARANCE & REGISTRATION OF CAR NUMBER

- 1 - A number for your car must be agreed upon at registration. Member number will be held from previous year until **January 22nd** . After that time numbers will be assigned on a first come first serve basis.
- 2 - All cars must have bright paint jobs and bright numbers. No tape or shoe polish numbers will be allowed. No primed paint jobs allowed.
- 3 - Car numbers must be a minimum of 24" high and 3" wide on each door and the roof facing the driver's side.

RACE NIGHT TIMES (Saturday Night Regular Weekly Racing Program)

Pit Gates Open -	4:00p.m.
Pill Draw Closes -	6:00p.m.
Drivers Meeting -	6:00p.m.
Hot Laps -	Immediately Following Drivers Meeting
Racing -	7:00p.m.

We will need all of the drivers & crews co-operation to insure that we get our program completed in a reasonable length of time!

PILL DRAW

- 1 - Driver or Crew Member will be allowed to draw a pill. You must have your transponder & have it properly installed before you will be allowed to Hot Lap!
- 2 - Pill draw will close at 6:00 p.m. on regular race nights.
- 3 - Switching cars after pill draw will result in moving to the rear of that car designated heat race.
- 4 - If the driver switches cars after the heats, driver takes back-up car to rear of the next race they are scheduled to compete in.

Exception – On Championship nights, Top 6 drivers will still retain their locked-in Position after switching cars.

Car & Driver must be present by 7:00p.m. of class entered on Championship Night's.

- 5 - **DIRECTOR OF COMPETITION MUST BE NOTIFIED OF ALL DRIVER CHANGES PRIOR TO THEIR RACE, FAILURE TO DO SO WILL LEAD TO DISQUALIFICATION!**

TRACK PACKING

ALL CLASSES WILL BE REQUIRED TO PACK THE TRACK!

If you do not help pack the racetrack, you will not be allowed to hot lap. **NO EXCEPTION'S**

CROSSING THE RACE TRACK

- 1 - No one will be allowed to cross the racetrack at anytime during the course of that evenings racing unless permission to otherwise do so. No one will be allowed outside of the pit entrance of turn 4. If any crew member crosses the track the car in question will be **BLACK FLAGGED** for that event.
- 2 - No crew member will be allowed on the racetrack at anytime during any event or during any yellow or red flag situation unless otherwise instructed to do so.
- 3 - There will be a designated Hot Pit area; all crew members must remain in this area until their race has been completed! (Hot Pit Area for Feature Races Only!)

HOT PITS

- 1 - There will be an Open Hot Pit area for feature events **ONLY!** Crews must remain in this designated area.
- 2 - If you have to use the Hot Pit area you will have to be ready to go by the time lineups are done and the Yellow light has been turned off. You will not be able to re-enter the track under the Green flag. If you do re-enter under the Green you will be **BLACK FLAGGED**.
- 3 - **THERE WILL BE NO COURTESY LAPS GIVEN!**

TRANSPONDERS

- 1 - Each driver will receive a serial numbered transponder at pill draw each night, the driver will be responsible for that transponder for that evening. The driver must turn in their transponder at payoff to receive that evening's pay! **NO EXCEPTIONS!** \$50 fine if not turned in that night!
- 2 - Be sure your transponder is mounted in its proper location. If there is a question about the mounting location see Lake Ozark Speedway's Director of Competition at the line-up board.
- 3 - If your transponder is lost or damaged you will be charged \$165.00 replacement cost before being allowed to race at Lake Ozark Speedway's next racing event!
- 4 - You must have your transponder in for hot laps if not you will go to the tail of your scheduled race
- 5 - It will be your responsibility to see that your transponder is on your car for every race you are in that evening. If you do not have your transponder in you will be **BLACK FLAGGED** for that race!
- 6 - Must have a Transponder Pouch! No duct taping or any other form of attaching your transponder.

ROUGH DRIVING

- 1 - If you make contact with another car with that car spinning out, you will go to the tail along with the car that was spun out. **NO EXCEPTIONS!**
- 2 - If you intentionally spin another car out you will be **BLACK FLAGGED** for that race.

STAGING

- 1 - All races for each class will be required to report to the staging area 2 races prior to their scheduled race. Failure to do so will result in you being placed to the tail of that race! Once in staging pit crew/driver may work on car until race is called to track. Any car leaving staging or not moving forward immediately when race is called due to unfinished work will be put to rear of that race!
- 2 - Alternates for feature **MUST** report to staging. Only Alternates in Staging will be considered eligible to enter the race if needed!

STARTS & RESTARTS

- 1 – Original starts will be double file with pole sitter setting the pace. You must be side to side and nose to tail. The front row will be given **1 CHANCE** to get this done, if not the front row will be **PENALIZED** to the second row and the second row moved to the front row. Original starts will be off of turn 4 at the white line only! After 3 failed attempts to start a race, the 4th attempt will then be started **SINGLE FILE**.
- 2 – Anyone involved in a first lap accident, spins, or stops on the track for any reason will restart on the tail, with the remainder of the field moving straight forward, no criss crossing of the lineup.
- 3 – All laps will be counted & scored complete if 2/3rd of the field cross the start/finish line. Cars not passing the start/finish line will be realigned based upon their last completed lap with the cars involved in the caution placed behind them.
- 4 – **RESTARTS** after a yellow or red flag will be nose to tail single file & single file only!
- 5 – Jumping on starts or restarts: you will be **PENALIZED** 2 cars for every spot jumped to be assessed at the next caution period. If there is no caution it will be assessed at the end of the race.
- 6 - **LAP CARS WILL GO TO THE TAIL THE LAST 5 LAPS OF ALL FEATURE EVENTS!**
- 7 – Any car “Brake Checking” on starts or restarts will be WARNED once, and will be sent to the tail on the 2nd occurrence.

YELLOW FLAGS

- 1 -If you bring out the Yellow Flag you will go to the tail. If you are involved in the Yellow you will go to the tail. If you make contact in an accident and stop on the track you will go to the tail. If you spin, stop or are involved in accident on the 1st lap of any race you will go to the tail. You will not get your original starting position back, **NO EXCEPTIONS!**
- 2 – Stopping without making contact to avoid an accident, you will be given your position back.
- 3 – Any car causing an **INTENTIONAL YELLOW** will be Black Flagged for that race.

2-SPIN RULE

- 1 - There will be a 2-Spin Rule in effect for all races. This meaning that if you are **CHARGED** with 2 Yellow Flag situations you will be Black Flagged for that race.
- 2 – Only the car or cars that caused the yellow will be charged.

WHITE & CHECKERED FLAGS

- 1 – Heat, Dash or Consi: if 2/3rd of the field receives the White flag prior to a caution that race will be considered complete. The finish will be based on the order they we’re running on the last completed lap with the cars involved in the caution placed to the rear of the field.
- 2 – If 2/3rd of the field does not receive the White flag prior to a caution, the race will be restarted going Green/White/Checkered.
- 3 – Features:
All Features will finish under the Checkered flag. When the leader receives the Checkered the race is over. If there is a caution after the leader receives the Checkered, the rest of the field not crossing the Start/finish line reverts back to the last completed lap with the cars involved in the caution put to the Rear of the field. If there is a caution before the leader receives the Checkered, the race will restart Green/White together with the Checkered displayed the next time by.

SCALING

The following cars must weigh -

Heat Races - Winner Only

Dash - All Cars

Consi's - All Transfer cars

Feature - Top 5 - (Unless otherwise instructed)

CARS MUST REPORT DIRECTLY TO THE SCALE/TECH AREA! NO EXCEPTIONS.

TECH / CLAIM AREA

- 1 - Tech/Claim area is located by the scales, unless otherwise notified.
- 2 – Any driver found to be illegal or refusing a claim will Forfeit their Total Championship Points up to the night of the infraction & all Prize Money from that evening's event!
- 3 – Lake Ozark Speedway management reserves the right to refuse any or all claims or protests!
- 4 - All claims or protests must be placed with the Director of Competition no later than 10 minutes after the "A" Feature.
- 5 - The Protest Fee is \$100 and must be given to an Official along with the protest. Car in protest will be Checked after the main event. If the car in protest is found illegal the protester will be returned his \$100. If the car is found legal, the \$100 is given to the car in protest.

TIRES

A Lake Ozark Speedway Official can **CONFISCATE** any tire on any night to be evaluated and returned within a reasonable period of time.

FIGHTING

- 1 - There will be **NO TOLERANCE** concerning this rule. If you are involved in a fight: **1st Offense** you will be put on Probation and fined \$100 before being allowed to return to Lake Ozark Speedway, **2nd Offense** will result in a fine of \$500 & 1 week suspension, loss of Points and Pay for the night, **3rd Offense** will result in being **BANNED** from Lake Ozark Speedway for the remainder of 2010 Season.
- 2 – Anyone approaching any Lake Ozark Speedway Official or Staff Member with the intent to fight or anyone using **ABUSIVE LANGUAGE** or **GESTURE'S** will be put on Probation and fined \$500! Must be paid before being allowed to compete again at Lake Ozark Speedway.
- 3 – This includes all **DRIVERS** and their **CREW MEMBERS**. Drivers will be held accountable for their crew members at all times!
- 4 – If this offense occurs you will also lose all Championship points and money awarded for that evening's racing event.
- 5 – If there is a problem at anytime during the races please see the Lake Ozark Speedway's Director of Competition.
- 6 - No one shall leave there pit or approach or enter another Driver's Pit at anytime with the intent to start an altercation
- 7 - Fighting penalties will be in force before, during, & after ANY Lake Ozark Speedway sponsored event including the banquet!

PAYOFF

- 1 – Payoff will be at the **Pill Draw Trailer**. Your Transponder will be required at the time that you pickup your check or pit pass voucher.
- 2 – Anyone not making the feature will "earn" a pit pass voucher good for entry to any regular night's racing program. This pass **MUST** be picked up at the payoff window the night it is earned or it will be **FORFEITED!**
- 3 – All pit pass voucher's must be used within a 30 day period from the date issued.
- 4 – Pit pass voucher's are non-transferable and must be used by the driver it was issued to.
- 5 – If pit pass voucher is lost it will not be reissued, **NO EXCEPTION'S!**
- 6 – Pit pass voucher must be presented at the pit gate for admission.
- 7 – Lake Ozark Speedway reserves the right to take any outstanding fines or monies owed by the Driver or Owner out of the Driver or Owner prize money check.

PROVISIONALS

- 1 - Will be determined by the Promoter
- 2 - You must attempt to race your way into the feature to be eligible for a provisional.
- 3 - You must start your assigned race and complete the race if capable.
- 4 - You will only be allowed 1 Provisional per event! (Example - 2 or 3 day shows, 1 provisional)

LAKE OZARK SPEEDWAY TRACK CHAMPIONSHIP & AWARDS:

- 1 – Driver/Car registration is required to compete for championship points and be eligible for year-end awards. You must be a member by May 15th to be eligible for these awards. **NO EXCEPTIONS!**
- 2 – Lake Ozark Speedway Track contingency sponsor's decals must be displayed or forfeit product contingency award program. *****Please Support Our Sponsors***.**
- 3 – Track Championship points will be awarded to all positions at every racing event.
- 4 – Track Champions will be held accountable for their actions at all times!
- 5 – On Championship nights the top 6 will be lined up by season points. To be eligible for this you must be a Lake Ozark Speedway member. **NO EXCEPTIONS!**
- 6 – It will be the responsibility of the driver or car owner to declare their rookie status at the beginning of the racing season and fill out the proper paperwork.
- 7- You must race 75% of the Season to be eligible for year-end awards.
- 8- Driver/Owner must be present at Banquet to receive Awards

FINAL JUDGEMENT:

Decisions of the Director of Competition, Pit Stewards and Track Owner will be **FINAL**, any situation not covered will be acted upon by the Officials in charge, whose decision is **FINAL** and **BINDING** to all participants. If it is not written it will be considered **ILLEGAL!**

IT WILL BE THE RESPONSIBILITY OF ALL PARTICIPANTS TO KNOW AND UNDERSTAND ALL RULES SET FORTH BY LAKE OZARK SPEEDWAY & THEIR OFFICIALS!

For More Information: Track – 573-392-9977 or Office – 800-617-9077

Kevin Gundaker: 636-795-0052 or Tammy Gundaker: 636-448-9111

E-Mail – tricityspeedway@msn.com or Website – lakeozarkspeedway.com

2010 WEEKLY RACE FORMAT
ALL RACES WILL BE RUN UNDER A TIME LIMIT

<u>HEAT RACES</u>	<u>LAPS</u>	<u>TIME LIMIT</u>
360 SPRINTS	8	10 MINUTES
MODIFIED	8	10 MINUTES
CRATE L/M	8	10 MINUTES
STREET STOCK	6	10 MINUTES
4 CYLINDER	6	10 MINUTES

<u>DASH</u>		
360 SPRINTS	1 LAP PER CAR	10 MINUTES
MODIFIED	6 LAP MINIMUM	PER RACE

<u>CONSI'S</u>		
360 SPRINTS	10 (*)	10 MINUTES
MODIFIED	8 (*)	10 MINUTES
CRATE L/M	8 (*)	10 MINUTES
STREET STOCK	8 (*)	10 MINUTES
4 CYLINDER	6 (*)	10 MINUTES

(*) Note: If 12 or more cars take the *initial green flag*, we will add 2 laps.

If car count gets down to number of cars transferring – race will be checkered!

If 2 semis scheduled, we may run 1 if enough cars are scratched prior to the start of the first semi.

<u>FEATURES</u>		
360 SPRINTS	25	30 MINUTES
MODIFIED	20	25 MINUTES
CRATE L/M	20	25 MINUTES
STREET STOCK	15	20 MINUTES
4 CYLINDER	12	15 MINUTES

TIMER WILL STOP DURING ANY RED FLAG SITUATION!

TIME LIMIT EXPIRATION

1 -If the time limit expires during a race, the race will continue under Green until the next caution or the checkered flag.

2 – When time expires during or before a caution, 1 attempt will be made to go Green/White/Checkered. After 1 failed attempt, the race will go Green/White together.

CAR COUNT

1-9 Cars 1 Heat – top 6 to Dash, all to Feature

10-17 Cars 2 Heats – top 3 to Dash, all to Feature

18-20 Cars 3 Heats – top 2 to Dash, all to Feature

21-27 Cars 3 Heats – top 2 to Dash, 3 thru 5 to Feature, top 5 from Semi to Feature. 20 car Feature

*Note: If only 21 cars are in attendance or running at the time the Semi is staged we will eliminate Semi and start 21 cars in the Feature.

28-32 Cars 4 Heats – top 2 to Dash, 3&4 to Feature, Top 4 from 1 Semi to Feature, 20 Car Feature

33-37 Cars 4 Heats – top 2 to Dash, 3&4 to Feature, Top 2 from 2 Semi's to Feature, 20 car Feature

38-44 Cars 5 Heats – Winner to Dash, 2 & 3 to Feature, 4th thru 6th to B-Main, 7th thru 10th to C-Main,

Top 5 from C-Main to back of B-Main, Top 5 from B-Main to back of A-Main.

Car count determined when Pill Draw closes.

DASHES

1 – 360 Sprint Cars & Modifieds will run dashes only!

2 – NO ALTERNATES

Track Points Explanation

Weekly Points Structure

Qualifying, Heats, Dash & Consi's		<u>Feature</u>	
Position	Points	Position	Points
1	4	1	75
2	3	2	70
3	2	3	65
4	1	4	60
		5	55
		6	50
		7	48
		8	46
		9	44
		10	42
		11	40
		12	39
		13	38
		14	37
		15	36
		16	35
		17	34
		18	33
		19	32
		20	31
		21	30
		22	29
		23	28
		24	27

Anyone Not Making The "A" Feature Will Receive 10 Points

No Show Up Points Will Be Awarded!

ALL RACE NIGHTS WILL BE CHAMPIONSHIP POINTS NIGHTS!



I have read and agree to all of the Lake Ozark Speedway 2010 Weekly Racing Rules!

Driver Print: _____

Driver Sign: _____

Phone Number: Day _____ Evening _____

SS# _____ - _____ - _____

Class: Sprint Mod Crate L/M Street Stock 4-Cylinder

Car Owners Name (if other than Driver): _____

Car Owners Business Name: _____

Date: _____

Management Approved: _____