



TICKETS (ALL GENERAL ADMISSION)

\$25 for ages 13 and up
\$8 for ages 12 and under

PIT PASS (NO LICENSE NEEDED)

\$45 (those under 18 must have a birth certificate on file, must have a parent or legal court appointed guardian with them or have on file notarized parental consent paperwork)

SATURDAY JUNE 2, 2018 AGENDA

12:00 Pit Gates Open
2:00 Spectator Gates Open
2:00 Spring Shootout Practice
5:00 Thundercar Practice/Qualifying
5:45 Factory FWD Practice/Qualifying
6:30 Spring Shootout Single-Car Qualifying
7:20 Welcome/National Anthem
7:30 Thundercar Figure 8 Feature
8:00 Factory FWD Figure 8 Feature
8:30 Spring Shootout Figure 8 Feature

(if needed) SUNDAY JUNE 3, 2018 AGENDA

11:00 Pit Gates Open
12:00 Thundercar Track Time
12:40 Factory FWD Track Time
1:20 Spring Shootout Track Time
2:45 End of Preliminary Events
2:50 Welcome/National Anthem
3:00 Thundercar Figure 8 Feature
3:30 Factory FWD Figure 8 Feature
4:00 Spring Shootout Figure 8 Feature



SPRING SHOOTOUT 90-MINUTE FIGURE 8 PURSE

1st	\$10,000	11th	\$900
2nd	\$4,000	12th	\$850
3rd	\$2,500	13th	\$825
4th	\$2,000	14th	\$800
5th	\$1,750	15th	\$775
6th	\$1,400	16th	\$750
7th	\$1,300	17th	\$725
8th	\$1,200	18th	\$700
9th	\$1,100	19th	\$650
10th	\$1,000	20th	\$600
21st thru 25th each receive \$500			
26th thru final finisher each receive \$400			

SPRING SHOOTOUT DRIVER RULES

Eligibility – Open to driver ages 16 and older. The

Speedrome may disallow due to experience.

Safety – Every driver must wear a long-sleeved uniform and driving gloves designed by the manufacturer as a fire-resistant racecar drivers uniform. This uniform must fit around the neck, wrists, and ankles and cover the driver's entire body while on the racetrack. The driver's helmet must meet or exceed the 2010 SA Snell Foundation and/or SFI Foundation 31.2 specifications. These specifications must be clearly labeled as such. The driver must make use of an approved neck brace/Hans-style device.

Radios – Radios or ANY communication device are NOT permitted during this event. The track may provide or require 1-way communication devices for messages from race director to the driver.

Meetings – A drivers meeting may be held each day of competition. It is mandatory attending. More detailed information of the events running may be added in this meeting. Questions can also be asked for clarification during this meeting.

SPRING SHOOTOUT PIT AREA

All must abide by the Speedrome Rules of Competition.

Parking Spot – Each Spring Shootout team will be assigned 1 pit spot corresponding to 1 car and tow vehicle. Spring Shootout cars will have preference over the Thundercar and Factory FWD participants. Teams should contact Scott Nigh with your parking requests. The Speedrome has final say over parking.

Fuel – For safety, no drums of fuel are permitted on the Speedrome property. Fuel can only be in 5-gallon cans designed for carrying race fuel.

Fire Extinguisher – Each pit is required to have 1 working fire extinguisher present at all times.

Speed – Cars must observe a speed of approximately 8MPH or less in the pit area.

SPRING SHOOTOUT CAR RULES

- Eligibility** – Cars that have been built to the Figure 8 car construction rules of tracks that have Figure 8 racing may compete. Cars that have not competed at a track must pass a car construction and safety inspection to be eligible.
- Safety** – Insurance requires that any part of this Figure 8 car that relates to protection of the driver must not be changed from the rules and conditions under which it has raced on the Figure 8. The major driver protection parts that cannot be changed include the roll cage, door bar/foot bars, side plate protection, fuel tank/cell and mounting, seat and seat belts, windshield/windshield bars, and window net as required by rules.
- Weight** – Car must weigh a minimum of 2350 pounds with driver before entering the racing surface.
- Tires** – Cars must run the official 10" tire sold only at the Speedrome. Tires are \$130 each including taxes/fees. No products used for chemically altering tires allowed on the property. No tires can be left on property. Violators will be fined.
- Wheels** – A maximum 12" wide wheel is permitted.
- Body** – A roof and a hood are required. The roof is for appearance purposes and NOT for aerodynamics. Roof is to be of streetcar appearing type or flat with slight continuous angle upward. No curved or aero-foil roofs or skateboard ramp roofs. No extra roof wings. The rear spoiler can be a maximum of 43" from the ground. The sideboard wings can be a maximum of 62" from the ground and cannot extend past any part of the driver compartment.
- Bumpers and Rub Bars** – The front bumper is not to exceed 64" total. There can be NO exposed ends or any sharp points on any bumper or rub bar. Ends must be capped and rounded.
- Unregulated items** – Engines, transmissions, differentials, suspension, steering, brakes, and other parts if these modifications do not impair driver safety.

SPRING SHOOTOUT RACING RULES

- Qualifications** – Each car/driver will receive one qualifying attempt. The fastest time will be its official time. Car must go around the 4th turn marker before starting the attempt. Once a car leaves the pit gate, their attempt is now used.
- Race Lineup** – The lineup will be determined by qualifying times and start straight up. Non-qualified cars will be added to the tail. All cars may start. The track reserves the right to use the alternate system used in the 3-Hour Figure 8 Endurance Race.
- Green Flag** – Indicates the start of open competition racing with the clock running and laps counting. Green will remain out with minor track hazards. Cars may use the pits during a green.

Yellow Flag – Indicates a major hazard on the course.

Cars should slow down, get in line behind the pace vehicle, and not pass other cars. Officials may adjust this order for correction or to penalize those illegally advancing their position. The clock will continue running and laps counting except those laps run under the yellow flag on the restart after a red flag period. Cars may enter and leave the pit area at any time during a green flag except when the stop sign is displayed at the on track gate. The stop sign is displayed while the field is in the north end of the race track.

Red Flag – Indicates a severe hazard or emergency on the track that requires stopping the race. In event of a red flag, the clock and scoring will stop. The restart lineup order reverts to the last complete lap of the leader. When the red is displayed, all cars should stop where they are and avoid the area of the hazardous track condition. They should remain there until given the okay to leave the track by officials. They may then pit under the red. The on-track gate will be closed. No car that has pulled into the pits will be allowed back on the track until the green flag waves.

Black Flag – Notifies a competitor that they are to pull into the pits for consultation with race officials. No car receiving the black flag will be scored for subsequent laps until approved by a race official. Any driver ignoring the black flag for 3 or more laps may be car disqualified from competition.

Checkered Flag – Indicates the end of the race. This will be displayed to the highest placed car on the track the first time they cross the start/finish line after the time had elapsed.

Finish - The finishing order is determined by the total number of laps completed. Results will be posted as soon as possible after the race. Any protest of these results must be declared within 10 minutes after posting. Because of the length of time involved and the large number of laps, analysis may be necessary overnight before all or part of the winners can be declared. Results that are not subject to dispute, payment shall be made 1 hour after the posting of results.

Official Race – Race is official after 1-hour is completed.

FACTORY FWD FIGURE 8 CHALLENGE and THUNDERCAR FIGURE 8 CHALLENGE PURSE

Speedrome car construction and racing rules apply.

Factory FWD right front camber rule good for left front too.

1st	\$500	6th	\$90
2nd	\$250	7th	\$80
3rd	\$175	8th	\$70
4th	\$125	9th	\$60
5th	\$100	10th	\$50

Fast "qualifier" will draw for the feature lineup invert.