



# 2018 C&H-Hunt Wingless Sprint Series

## GENERAL RULES

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**THIS BOOK IS EFFECTIVE February 23, 2018  
SUPERCEDES ALL PREVIOUS RULES**

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**RULE BOOK DISCLAIMER:**

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all 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 are in no way a guarantee against injury or death to a participant, spectator or official. The race director shall be empowered to permit minor deviations from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. **NO EXPRESSED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final. Race Director's decision is final.

Sprint car racing is a very emotional sport; therefore, good sportsmanship is the cornerstone on any competitive racing program. This must include respect for all participants - drivers, owners, pit crews, and officials. For our part we will try to be consistent with our rules no matter what or who is involved. We will treat all participants with respect and expect similar treatment in return. A racer's pit area is his castle - therefore please stay out of other racer's pit area.

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# SECTION 1

## RULES OF CONDUCT

1. The interpretation and application of all rules contained herein as well as all amendments, supplements, and revisions that may be implemented shall be at the sole discretion of the HUNT WINGLESS management and officials and shall be final and binding.
2. The possession of alcoholic beverages in the pit area is prohibited. OPEN alcoholic beverages will not be allowed through the pit gate and those found in the pit area with alcoholic beverages will be ejected. Those under the influence of alcohol or narcotics will not be allowed in the pits, and if found in the pits will be ejected. Drivers using or possessing alcohol or narcotics will not be tolerated at any time. Those found doing so may be suspended or barred for the remainder of the season.
3. Excessive speed or reckless driving in the pits will incur a \$25 fine for the first offense and \$50 fine for the second offense, followed by suspension from the pit area. The PIT SPEED LIMIT is 10 MPH! (Four-wheel will be parked for duration of the night).
4. Anyone entering an area other than their own pit area should a disturbance of any kind occur, said party or parties not in their respective pit area will be considered to be at fault for causing the disturbance and could be subject to fines and/or suspension and may be fined \$150 first offense and the second offense will be doubled to \$300 and will include an automatic three-race suspension.
5. Abusive language and/or gestures to officials and/or spectators may result in a minimum \$25 fine and suspension will be at the discretion of the head official.
6. Use of the race car as a weapon, or in the obvious attempt to hit another car or person will be an automatic expulsion from the facility (Minimum \$1000 peace bond for the remainder of the season if allowed back at all).
7. **Car owners and drivers are responsible for the conduct of everyone associated with their car, whether they are in the pits or grandstand area, male or female,** in any and all matters pertaining to the race, the driver shall be sole spokesman for his or her car owner and pit crew. Verbal abuse, cursing, or threatening another person can result in the ejection of violator and possible disqualification of car associated with it. Fighting on the premises will not be tolerated at any time. Anyone fighting with an official will be subject to fine, suspension and/or permanent expulsion, any unsportsmanlike behavior is subject to fine and/or suspension.
8. If any dispute arises ONLY car owner or driver has the right to approach the official and discuss the issue in a calm and professional manner.
9. Four wheelers, ATV's, or scooters are not allowed on the race track or the edge of the race track during an event. In all areas (race track, pit area, etc.) four wheelers or ATV's must be operated in a safe and sane manner and should not exceed ten (10) MPH.
10. If a car leaves the track for any reason and returns the owner and driver must return with the same car and number.
11. No changing of car numbers at the track will be permitted, except by officials for scoring purposes by adding a letter to a number.
12. Engines, fuel, and sound/mufflers may be inspected at any time.
13. Driver changes are not allowed once car is qualified for that event.
14. No car owner changes will be allowed for the purpose of gaining car owner points, during the event.
15. At no time shall anyone run across the track while a race is in progress or track is under green flag conditions.
16. A race may be stopped at the discretion of the promoter, race director, or officials anytime they might consider it dangerous or unsafe to continue.
17. No Registered Participant or Non-Registered shall enter the scorer's tower or flag stand during

the racing program. Anyone entering the tower or flag stand without being invited to do so can be fined disqualified and/or suspended at the discretion of HUNT WINGLESS officials. This rule pertains to driver, all members of crew, car owner and family members.

18. HUNT WINGLESS officials may at their discretion, impound a part/component, engine and/or any other components and/or the complete car for competitive analysis and/or research data.
19. Competitors are expected to conduct themselves in a professional manner at all times during any event and/or when representing the series. The team owners are solely responsible for the conduct of their drivers and/or team members and/or anyone connected to or affiliated with the owner's team. All fines are listed below are in regard to the initial penalty. Multiple infractions of the same type will increase the severity of the penalty.
20. All fines may be collected from prize money on the day of the infraction. If the competitor has not won appropriate money, the fine must be paid in full before the car and/or driver participates in another HUNT WINGLESS sanctioned event.
21. Any member that attempts to and/or does physically abuse any event official, including pushing, punching, touching, grabbing and/or grabbing the official's equipment, etc. will be subject to disqualification and/or fine and/or suspension and/or legal action and/or any other action deemed appropriate by HUNT WINGLESS Officials.
22. Any member that verbally abuses any event official will be subject to disqualification and/or fine and/or suspension and/or legal action and/or any other action deemed appropriate by HUNT WINGLESS officials.

## **SECTION 2**

### **RACE TRACK RULES**

1. Upon completion of a feature win, displays of celebration must be done in safe manner.
2. No racing back to the starter stand under a caution flag.
3. No hot lapping on track unless given the go ahead by the officials on the track. This is a safety issue with personal or vehicles on track.
4. All cars entered and present at any HUNT WINGLESS Sprint Car Series event that are intended to compete in the racing event, must pass pre-race inspection prior to any on-track activity. Pre-race inspection may take place in a specified area and/or in the regards of space directly at the team's transporter. Refusal to present vehicle or preventing officials from completing pre-race inspection will result in disqualification from that event in addition to potential penalties, suspension and/or fines.
5. All drivers and/or teams entered in any event must draw for position in time trial qualifying at the designated location. The drivers and/or teams are responsible for their own pill draw.
6. All pills will be drawn prior to the drivers meeting. If a driver and/or team entered and present at the event does not draw, that team will be placed at the end of the qualifying order. In the event that there are no time trials, then the driver and/or team will start at the rear of their specified qualifying race
7. All drivers must attend the driver's meeting. Drivers in violation of not attending the drivers meeting may face a fine, loss of driver's points, owner's points and/or suspension.
8. The number of racecars starting each event and the number of laps for each event may be announced at the drivers meeting.
9. Any changes in the basic event night program due to the car count, track conditions and/or any other circumstances may be announced at the drivers meeting.
10. All cars are required to pack the track.
11. The maximum number of the event laps will be stated by the HUNT WINGLESS Race Director during the drivers meeting, but may change due to extenuating circumstances.
12. Alternate starters for any race will not be permitted to start any race after the original starting field has presented itself.

13. All work on the racecar, once any race has been started, must be completed in the designated work area unless informed otherwise.
14. Any cars that stop, either on the racing surface and/or in the pit/designated work area, during a caution period it will be required to restart from the rear of the field. If you go to the work area you will start at rear.
15. At the discretion of the HUNT WINGLESS official any car that intentionally brings out a caution period may be disqualified from the event.
16. Cars and/or teams will not be permitted to be 'pushed-off' during any green flag conditions. An offending car will be automatically disqualified.
17. Any car that spins, is involved in an incident and/or has a problem but does not bring out the yellow flag and/or create a caution period, will blend back into the field where the driver is able to do so. If there is a caution period the HUNT WINGLESS officials will determine the placement of the car(s) involved. The placement of the car will be where the car blended back into the field.
18. Any driver, team, and/or car, who purposely attempts to hold up the start of any race will be placed at the rear of the line-up and could be disqualified from the event, suspended and/or fined at the discretion of the HUNT WINGLESS officials.
19. All races must be completed in a "green-white-checker" finish. This means if the yellow flag is displayed or caution lights illuminated prior to the leader receiving the checkered flag, that race will be restarted and run for two consecutive laps before completion.
20. If a car is found to be illegal at the time it is scaled after its qualifying run, the car will have the opportunity to bring the car to legal requirements and requalify at the end of the session and cannot start better than 9<sup>th</sup> in the Main event behind the dash cars.
21. All drivers must obey Officials signals, communications, blackboard(s) and/or any other Official's communications that assist in the direction and facilitation of creating proper line-ups and/or the process of completing the event.
22. Any member who fails to stop for and/or allow post-race inspection will be subject to disqualification and/or fine and/or suspension and/or any other action deemed appropriate by HUNT WINGLESS officials. Maximum = \$500.

### **STAGING RULE (AIR HORN RULES)**

1. Before each event an 8 minute horn blast will be sounded to remind you that you have 8 minutes to be in staging or your event. After 4 minutes a two horn blast will be sounded to tell you that you have 4 minutes to present your car to staging for your scheduled race. The final horn blast indicates that you **MUST** be in staging for your event, if not you will be moved to the **rear of the field** for your scheduled race.
2. An eight minute Horn Blast will indicate that you must be in staging for **wheel pack**. If your car is not in staging at the **final horn blast** you will receive one qualify lap at the end of the qualify session, and you start no better than 9<sup>th</sup> in the A-Main, after the dash qualifiers.
3. The staging rules are in place to keep the races moving, avoid down time, and to avoid curfew issues. The timely staging of events improves the program, gives competitors maximum racing time, and allows for courtesy time during events.

## **SECTION 3**

### **GENERAL LAP COUNTS**

Total Lap Counts can be changed at each venue due to conditions not under the series control. The officials will do their best to complete all advertised laps. Any changes to lap counts will be announced, posted on the pit board and/or track officials will notify competitors on the racing surface.

Heats: 8 Laps

Dash: 6 Laps

B-Main: 12 Laps

A-Main: 25 Laps

### **QUALIFYING SHOW**

1. Numbers will be drawn at or near the lineup board. All numbers are to be drawn prior to drivers meeting. Anyone not drawing will be placed at the front or rear of the qualifying. Qualifying positions will be determined by drawing a number. The lowest number will be out first.
2. If a car misses his/her drawn qualification position by more than two cars; or if they elect to run one lap at the end; or if both laps are illegal due to exceeding the sound requirements of the racetrack; the best starting position they will receive is behind the dash cars in the "A" main event and not be in the dash.

### **LOW CAR COUNT**

1. Car counts of 21 cars or less, the "A" Main line-up will be with dash finish cars then all remaining cars straight up by qualifying time. No "B" Main will be ran.  
**Example:** fast time and second fast did not transfer, it would be the dash cars followed by fast time then second fast and the remaining field.
2. The number of heats will be determined at the drivers meeting.

### **QUALIFYING**

1. Competitors will be allowed to draw a qualifying number prior to drivers meeting. If you arrive late for the draw you will be placed at the front or rear of the qualifying order or be penalized one lap, whichever would keep from giving the late car an unwarranted competitive advantage.
2. Qualifying will be group qualifying with a maximum of 4 cars.
3. Once any car trips the timing light twice, he/she will be done whether he completes the laps or not. The only exceptions would be timing/scoring malfunction, transponder malfunction, or if a car interfered with another car's qualifying run.
4. Any car that misses a lap, and is being given another legal attempt, will be sent back out as close as possible to their original spot, not at the end.
5. Any car that, in the opinion of the track officials, pushes off for qualifying and fails to fire until he/she passes the flag stand in an attempt to receive an extra momentum lap, will receive a checkered flag after his/her first lap on the clock.
6. Any car that has a mechanical problem, either before or during his/her qualifying run, will have 2 car positions to have it fixed without being penalized if he has not started qualifying laps.
7. Any car that cannot make their qualifying run will be placed in the back of the heat or the back of a consolation race as a DNQ. A maximum of 48 cars will start heat races. If you miss your qualifying position by more than 2 cars you will be given 1 lap at the end and regardless of time you will be positioned no better than behind the dash cars in the "A" main (no penalty in the semi-main, you will receive time recorded).
8. Any car that misses their spot by more than 2 cars, or exceeds the maximum sound level allowed, will be penalized in the "A" main. The best they can start is behind the dash finish. This penalty will also eliminate qualifying points for that car owner and driver.
9. It is your responsibility to be at the race track on time and have a representative at the drivers

meeting. Anything covered at the drivers meeting applies to all competitors. Arriving late does not release you from compliance.

10. Driver can qualify only one car for the program. In the event that a driver is injured, a non-qualified substitute driver will start at the rear of the field regardless of qualifying position. (Non-qualified driver must not have qualified a car for the program).
11. All cars will be required to run the mufflers used for qualifying for the remainder of the program unless damaged in an accident.

### **HEATS**

1. The top four (4) in each heat race will be inverted by their qualifying times, with heat one's fourth place car being the fast qualifier. The following example line-up is for a four-heat program. The numbers illustrated below refer to the qualifying positions of each car.
2. If 18-27 cars there will be (3) heats... 28 or more cars there will be (4) four heats

<b>HEAT 1</b>	<b>HEAT 2</b>	<b>HEAT 3</b>	<b>HEAT 4</b>
13-9	14-10	15-11	16-12
5-1	6-2	7-3	8-4
21-17	22-18	23-19	24-20
25-29	26-30	27-31	28-32
33-37	34-38	35-39	36-40
41-45	42-46	43-47	44-48

If an event is delayed (weather or track condition) and qualifying has to be cancelled, heat races will be lined up according to original pill draw of that night.

### **TROPHY DASH**

1. The heat winners and the 5 fastest time trial cars (3 heats) and heat winners and the 4 fastest time trial cars (4 heats) go to the pill draw.
2. If one of the time trials cars wins the heat that is already eligible for the dash the next fastest time trial car that transfers will be eligible.
3. If less than 18 we will run a "6" Car Dash.
4. If an eligible dash car is DQ'd the next eligible car will be determined by qualifying time.

### **"C" MAIN**

1. They will be lined up by their qualifying times with no inversion.
2. We will transfer 2 cars from the "C-Main" to the "B-Main."
3. The 2 transfers will line up in the "B-Main" and get their time back.

### **"B-Main"**

1. The Last Chance Showdown will consist of the next 16 fast cars that did not make "A" main. They will be lined up by their qualifying times with no inversion.
  - a. Depending on car count 7 cars will transfer in 3 heat format and 6 cars in 4 heat format.
2. Top 2 finishers will get their time back behind dash cars and balance of the B-Main transfers tag back of "A" main by finish.

### **"A" MAIN**

1. Dash cars line-up by finishing positions in the dash (first 4 rows). The Dash winner will get to choose which side they wish to start (inside or outside) at initial start. If no lap is completed they must keep spot the chose.
2. If no "B-Main" is ran the next 14 cars after dash cars will line up according to their qualifying time.

### **PROGRAM FORMAT: DRAW SHOW**

(If found applicable by Director of Racing Competition)

1. Draw for heat race position. The pole position on heat 1 will be the lowest number that was drawn. The pole of heat 2 will be the second lowest number drawn, and alternating across heats until line-ups are complete. Cars arriving after wheel-pack has begun will be placed at the back of a heat in the next open spot.
2. Top 4 finishers in each heat race will go to the "A" main, lined up by their finishing positions. Winner of heat 1 will be pole of "A" main and winner of heat 2 will be outside front row before inversion is drawn.
3. Depending on total car count, number of transfers from the heats and semi-mains could vary to fit program.
4. The next 4 finishers from each heat will go to the "B" main, lined up by their finishing order from the heat race there will be no inversion for the "B" main, four transfers from the "B" will tag the rear of the "A" main.
5. All lap counts and time limits will be posted on the pit board prior to each event and will be adjusted accordingly to the total number of cars in division.
6. We will run at least 2 heats if total car count is 10 or more. We will run 3 heats when car count is 18 to 27 cars and will run 4 heat races when car count reaches 28 or higher. When 4 heat races are run, we will have a 22 car feature event.
7. The inversion will be a 1, 2, 3, or 4; first, second, third, and fourth place finishers. The inversion will be drawn by the winner of the first heat.

## **SECTION 4**

### **FLAGS**

*Driver who does not obey the flag rules will be subject to lap penalties, time penalties, disqualifications and/or be fined.*

### **ORIGINAL START**

1. Initial starts will be double-file at the designated area, with the cars side-by-side and nose to tail in rows of two throughout the field. The winner of the Dash will be able to choose inside or outside when field is called to go double file. Only the front row will change positions no other rows will at the original start. In the event of a false start, the race will be called back by going yellow. Once the pace is set from middle of back straight all cars will maintain that pace until the start of the race. If a car starts early, or if a car slows after the pace has been set and creates a bad start, one or both cars will be placed back one (1) rows by the call of the director of competition. If we fail to get a good start after the third attempt, we will start in a single file in turn four by original line up.
2. If more than three (3) cars are involved in a wreck on the original start, it will not be counted toward their two (2) spin penalty for the race.
3. A car will be given credit for the green flag start, if that car was on the track to present itself.
4. In the event of going yellow or red on the original green lap, we will revert to the original crossed-up lineup. With those cars involved going to the back and sliding rows forward to fill the order. No car will be allowed to gain more than two (2) positions by sliding forward; if more than two (2) positions are gained by sliding forward, we will re-cross the line-up instead. (If three (3) or more cars involved will not be charged with this flag for purpose of the two stop penalty).
5. A competitor will be allowed a maximum of two attempts to push off to start any race and still retain their starting position. However if the car goes to the work area it will start at the rear of the field. THIS IS A COURTESY DON'T ABUSE IT!
6. Once the field of cars is on the track and lined-up, any car that is missing will be given a one-lap grace period to make the race in their original starting position, after that they will tag the rear or miss the race, if they don't take the original green; they will not be allowed to run that race at all.
7. You must be in the lane (in line to push depending on track) ready to be pushed.

8. All cars that make contact and stop on the track as the result of an accident will restart in the rear. Any car that does a 360 will bring out a yellow will start at rear. Any car(s) involved in bringing out a yellow or red, period, whether making contact or not, will restart in the rear. Any car spinning out or stopping without making contact, in an attempt to avoid an accident, which has already brought a yellow, will restart in the rear. All cars restarting in the rear because of a yellow condition will be lined up in the order they were running on the last lap.
9. Any cars spinning out and bringing out the yellow or red flag – on their own – two times(2) in any event will be disqualified from that event. Any car that deliberately stops on the track to bring out the yellow flag will be penalized one lap, with the exception of personal safety.

## **RESTARTS**

1. All restarts will be single file after the completion of the first lap of competition in any race
2. A cone(s) zone shall designate the restart area that will be identified at the drivers meeting. Once the pace is set from middle of back straight all cars will maintain that pace until the start of the race. The race leader will have the choice of starting at an area between a cone in turn three (3) and a cone in the turn four (4) area. (inside the box)
3. Under yellow-flag conditions the field initially goes to a single-file grid.
4. The race leader sets the paces and is the control car. The race leader restarts the race inside the designated starting box.
5. All single file restarts will take place at a consistent speed in the designated area, nose-to-tail throughout the field. Consistent speed will be at the discretion of the HUNT WINGLESS officials. Any car out of line and/or passing before this point will bring out a caution period and will be penalized **two (2) positions** on the ensuing restart. If an offending car is located on the last row of the starting grid than that car is allowed to restart but will be penalized two (2) positions from its finishing position. If the same car commits a second offense it shall be disqualified from that event.
6. All restarts will take place with the lead lap cars moved to the front of the field. Lapped cars will pull to the inside and fall in behind the last car on the lead lap in their order of running.
7. When an infraction occurs on a restart, HUNT WINGLESS officials shall exercise their discretion and allow the race to continue, not calling for another restart, and then penalize the offending car(s) under yellow flag conditions or at the conclusion of the race. The offending car(s) will be penalized two (2) positions plus any positions gained.

## **GREEN FLAG**

1. The green flag will indicate the start or restart of an event. After the cars are lined up in the correct order, the (yellow) traffic lights will be turned off; this indicates the race will start on the next exit out of turn 4. In the event of a false or poor start, the yellow caution light will come on as the leaders reach the backstretch. The start will then be reattempted.
2. If one or both front row starters jump the start, one or both may be placed back 1 row by the call of the director of competition.
3. Any car(s) advancing positions before the start or before the cone on a restart will be penalized 2 positions for each position gained. Penalty will be assessed at the next race stoppage or end of the event.

## **WHITE FLAG**

1. The white flag indicates one lap remaining in the event.
2. Should the race be stopped on the last lap, the restart will consist of 2 laps a green-white-checked.

## **BLACK AND WHITE CHECKERED FLAG**

1. A checkered flag will indicate the end of an event.
2. If the leader receives the checkered flag, crossed the designated Start/Finish line, and the race is stopped before all cars cross the Start/Finish line, the race will be scored complete. The cars crossing the finish line before the stoppage will be scored accordingly, the remaining cars will be scored as they had completed the previous lap. Cars involved in the stoppage will be scored last on their respective lap.

## **YELLOW FLAG (NO RACING BACK TO THE FLAG STAND ON YELLOW FLAG)**

A yellow flag condition is considered a race stoppage. Cars will slow to a pre-race speed and maintain a single file line. Cars out of position will be advised by track officials where to line up

When caution is displayed on track, any car going into the pits will be allowed to restart at the rear of the field and not lose a lap provided the race has not been restarted.

1. If you get out of your car on a yellow, you are considered ***DONE other than for safety reasons.***
2. If you get out of your car and leave it, the car will be towed to infield and left. The tow truck driver is unable to know where your pit is and you need to assist tow truck to do as little as damage moving to your car to the pits, they are there to help.
3. If a pace truck is on the track, no cars are allowed to pass without permission. Violators will be fined \$100 first offense and be sent to the rear of the field or disqualification on the second offense.
4. Cars involved in the race stoppage that go to the work area will be given 2 laps when the line-up is set. Returning line-up will be in the order of the last scored lap.
5. 30 minutes prior to curfew (Curfew to be stated at the pit board) if you go to your pits there are no courtesy times but you may return under the next yellow.
6. No pit crew is allowed on the race track during yellow flag. (\$100 fine after 1<sup>st</sup> warning).
7. If a car(s) spin and is not able to restart and we have courtesy laps available we will go yellow and if there is NO courtesy laps available and car(s) are deemed safe by Director of Competition a yellow flag will NOT be thrown.

## **YELLOW FLAG/SCORING**

**Split yellows;** Split is scored after the first three or more cars past the start/finish line. The cars past the line are scored as is and the remaining field that was under the yellow will be lined up by the last scored lap. No consecutive back to back split yellows, or split yellows immediately after a red.

## **RED FLAG**

1. A red flag condition is considered a race stoppage. Cars that blatantly drive past the crash scene will be penalized or disqualified Stop as safely as possible, safety crew on track to help driver.
2. Cars stopping must stay off the inner apron and not block openings where emergency personnel or support vehicles respond from.
3. A charged stop will be when a car brings out the yellow/red flag by their own actions and not as the result of trying to stop to avoid another incident on the track. A car that stops to avoid a problem will go to the back but will not be charged for purposes if the black flag. (Stop to avoid – no contact with another car, pointed in racing direction).
4. Cars entering the work area during a red flag condition, that complete the work before the race is ready to resume will be allowed to restart at the rear of the line-up. Line-up will be in the order they return to the track and the last scored lap (No courtesy laps on red).
5. Under red flag conditions: On a “Closed Red”, No pit crews may be on the track. If you work on your car you are done for that event. You may ask an official if you need your car in the work area, at the time you give up your position on the track and go to the back of the field.
6. On an “Open Red”, designated work area – any work is permitted with exception of a tire

change. If a tire is changed, the car must restart at the rear of the line-up in front of any cars that went to the work area.

7. If a car is involved in an accident, only emergency personnel are allowed at the car.
8. Persons not directly involved with the car(s) involved in the accident must stay back. Violation of this will result in a fine.
9. When the "Clear the Track" command is given, all personnel must leave the track in a timely manner, Violation of this will result in the car being penalized to the rear of the line-up or disqualification, Air horn blast is 1 minute to clear the track.

### **RED FLAG SCORING**

**No splits are scored on a Red Flag.** The field is frozen and will revert back to the last completed lap scored.

### **BLACK FLAG**

1. If a driver receives a black flag during an event, driver must enter work area for explanation. If driver does not go to work area, driver will not be scored past that point.
2. Drivers that are black flagged for mechanical or safety reasons may return to the event once repairs are made and the track is open.
3. If a driver is black flagged and stops to create an intentional yellow, driver is subject to a penalty or fine not to exceed \$200.
4. A furred black flag will be a warning against on track violations.
5. Any flat tire with rim touching the race surface may be black flagged (safety item) at the discretion of the HUNT WINGLESS officials.
6. A damaged car may be black flagged (safety item) at the discretion of the HUNT WINGLESS officials.
7. Any car that is black flagged for consultation during a caution period will retain its position only if the HUNT WINGLESS officials deem the car 'clear' and permit it to return directly to competition without adjustment.
8. Any car that does not race on the designated racing surface in order to better its position will be black flagged and penalized at the discretion of the HUNT WINGLESS officials.

## **SECTION 5** **TRACK OFFICIALS**

EVERY OFFICIAL AT THE SPEEDWAY HAS THE AUTHORITY TO EXACT A FINE AGAINST A PARTICIPANT FOR ABUSIVE LANGUAGE, UNSPORTSMANLIKE CONDUCT OR ANY PHYSICAL CONTACT. ALL OFFICIALS ARE AT THE TRACK TO HELP CONDUCT A SAFE AND PROFESSIONAL OPERATION BY BOTH THE RACE AND THE RACE FAN. ANY ABUSE, BE IT VERBAL OR PHYSICAL, WILL NOT BE TOLERATED AND WILL RESULT IN A FINE, SUSPENSION, OR EXPULSION FROM RACING OR ATTENDANCE PRIVILEGES AT THIS FACILITY.

## SECTION 6

### POINTS BREAKDOWN

#### A MAIN

1. 150  
2. 146  
3. 144  
4. 142  
5. 140  
6. 138  
7. 136  
8. 134  
9. 132  
10. 130  
11. 128  
12. 126  
13. 124  
14. 122  
15. 120  
16. 118  
17. 116  
18. 114  
19. 112  
20. 110  
21. 108  
22. 106

#### LAST CHANCE SHOWDOWN

1. 0  
2. 0  
3. 0  
4. 0  
5. 0  
6. 0 (If 4 Heats)  
7. 0 (If 3 Heats)  
8. 100  
9. 98  
10. 96  
11. 94  
12. 92  
13. 90  
14. 88  
15. 86  
16. 84  
17. 82  
18. 80

#### C MAIN

1. 0  
2. 0  
3. 78  
4. 76  
5. 74  
6. 72  
7. 70  
8. 68  
9. 66  
10. 64

#### QUALIFYING

Finish/Points

1. 5  
2. 4  
3. 3  
4. 2  
5. 1

#### HEATS

Finish/Points

1. 5  
2. 4  
3. 3  
4. 2  
5. 1

25 (show up) points will be awarded to all members, in good standing, who take a green flag at any event.