GRAYS HARBOR RACEWAY

OUTLAW TUNER

RULE BOOK

2016 EDITION

Grays Harbor Raceway
Funtime Promotions
P.O. Box 911
Burlington WA 98233

Steve Beitler G M / Promoter
Office: 360-482-4374
Web Site:
www.graysharborracewayy.com
E Mail:
graysharborraceway@hotmail.com

DISCLAIMER

The rules and regulations set forth 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 participation in these events, all participants are deemed to have complied with these rules.

The minimum requirements set forth may change at the discretion of the management of Grays Harbor Raceway.

No expressed 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 guarantee against injury or death to a participant, or any other individuals that enter the property.

RACING IS A DANGEROUS SPORT. PARTICIPANTS AND ALL OTHERS THAT ENTER GRAYS HARBOR RACEWAY PROPERTY CAN BE SUBJECTED TO INJURY OR DEATH. YOU ASSUME YOUR OWN RISK AND RESPONSIBILITY WHILE ON GRAYS HARBOR RACEWAY PROPERTY.

IT IS THE CAR OWNERS RESPONSIBILITY TO READ AND UNDERSTAND ALL RULES AND REGULATIONS. IF YOU DON'T UNDERSTAND ASK THE RACE DIRECTOR OR RACE MANAGER.

GRAYS HARBOR RACEWAY RULES

COMMON SENSE AND THE SPIRIT OF INTENT WILL PREVAIL ON THE INTERPRETATION OF ALL RULES.

1. Entry – Participation.

The management of Grays Harbor Raceway reserves the right to refuse entry to anyone at any time for any reason.

2. General Rules

2.1 All participants and individuals shall abide by and obey all rules and regulations.

2.2 All participants and individuals are responsible for their own personal conduct. The car owner(s) are responsible for their driver's and crew member's conduct at all times.

2.3 Drivers must exercise care to avoid injury to track workers, officials, spectators and other individuals when operating a race car.

2.4 All fines must be paid prior to the individual(s) returning to Grays Harbor Raceway. Fines may be deducted from team earnings in which the violator is associated with.

2.5 No switching of numbers or qualified cars after race program has started.

2.6 If a spare car is to be used once the program has started, it must not have been qualified previously that night and will start in the rear of the qualified field.

2.7 Cars must be neat in appearance. No graphic, obscene or offensive images allowed. **No missing or severely damaged panels or bumpers.**

2.8 Numbers for scoring should be 16” tall and if a letter is added it should be 6” tall.

2.9 Car owners or drivers that refuse an inspection on any item will be considered illegal. **Car and driver will not be allowed to compete until inspection is completed.**

2.10 Cars that are illegal will be disqualified for events participated in that night.

2.11 Illegal engines will result in a fine of up to **$1,000.00** and loss of all points to date. **Proof of legal engine required to re-enter competition.**

2.12 Management reserves the right to check any cars for rule compliance at any time.

2.13 In order to protest a competitor’s motor, protestor’s car must have finished in the same race as the protested car. Protester must put in writing, before pay off what area is being protested and accompany it with $300.00 cash. If protested car is illegal, $250.00 will be returned to protestor. If protested car is legal, $250.00 will be awarded to said car for reassembly inconvenience. The balance will pay the technicians.

2.15 All other protests must be in writing by affected car owner from same event.

2.16 Skagit Speedway management reserves the right to add, delete or modify any and all rules at any time to ensure a fair and competitive venue for all competitors.

3. Participants

Participants are individuals who are admitted to the restricted area.

4. Areas of Grays Harbor Raceway to which rules apply

4.1 Restricted area: All of the facility which is within the fences that surround the actual racing surface, pit areas and trailer parking lot.4.2 **Pit area:** All of the facility which is within the fences that surround the actual racing surface, within which the race vehicles are held and maintained while not on the racing surface.

4.3 Grandstand area/general parking area: Grandstands and the concession area as well as area used for spectator and employee parking during events.

5. Age Restriction

All drivers should be at least **sixteen (16)** years of age. **Drivers under age 16 with prior experience may request a variance.** All others admitted to the restricted area must be at least **fourteen (14)** years of age. **Individuals under the age of eighteen (18)** must have a **signed**, notarized consent form from **both parents** or legal guardian on a form supplied by Grays Harbor Raceway.

6. Alcohol / Marijuana

Possession and or consumption of alcoholic beverages and/or **Marijuana** prior to or during an event are strictly prohibited. Persons under the influence of alcoholic beverages and/or **marijuana** in the restricted areas may be fined up to $500.00 and denied access to the restricted area.

7. Illegal Drugs

The use, possession, sale or transfer of illegal drugs on Grays harbor raceway property is strictly prohibited. Violators will be fined and denied access to the entire Grays Harbor Raceway property. Violators will be reported to the sheriff’s office.

8. Prescription Drugs

Any participant using over the counter medication or medication prescribed to them by a physician that may restrict or impair their ability to perform a task should not attempt to perform the task.

9. Unsportsmanlike conduct

9.1 Any physical, verbal or written misconduct which the track management deems detrimental or that distracts from the orderly and peaceful conduct of the racing at Grays Harbor Raceway is strictly prohibited. Violators may be fined a minimum $250.00 and may be denied access to the restricted area for a minimum of two weeks.

9.2 If the misconduct is directed toward Grays Harbor Raceway management, officials, track workers, employees or volunteers, the person(s) involved with the violation may be immediately removed and denied access to the property of Grays Harbor Raceway. A minimum fine of $500.00 and suspension may be imposed.

9.3 No individuals shall use loud and/or abusive language in addressing track management or officials. Violators may be fined a minimum of $100.00 and possible suspension.

9.4 All fines levied against an individual or team may be withheld from car earnings.

10. Unspecified Violations

The track management and officials may impose such penalties as they find appropriate for the situation. The decision of the management and officials shall be final.

11. Packing the Track

11.1 All persons packing the track must sign in at the pit gate as a driver.

11.2 All persons packing the track must follow packing directions from track workers.

12. Racing Rules

12.1 Pit speed limit is 10 miles per hour.

12.2 All cars returning to the pit area under power must use designated pit entrance.

12.3 In the event a race is cancelled after 50% completion, it will be scored completed.

12.4 Once a car enters the racing surface, if it stops and has to be pushed started, the car must start at the rear of the lineup. Red flag and safety stops excluded. **All safety stops must be on the front chute at the flag stand area**.

12.5 Any qualified car that did not start at the original start of the event and was not replaced by an alternate car may join the event at the rear on the next race stoppage.

12.6 Drivers causing two stoppages in a single event will be disqualified for event.

13. Flags

13.1 Green Flag

13.1.1 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 four. 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.

13.1.2 If one or both front row starters jump the start twice, they will be moved back a row for the next start.

13.1.3 Any car(s) advancing positions before the start or before the cone on a restart will be penalized two positions for each position gained. Penalty will be assessed at the next race stoppage or end of the event.

13.1.4 Restarts after one lap is completed will be single file. No gapping or passing before you pass the cone. If a car hits the cone, a two position penalty will be assessed on the next race stoppage or end of the event. A second infraction will result in disqualification.

13.2 White Flag

13.2.1 The white flag indicates one lap remaining in the event.

13.2.2 Should the race be stopped on the last lap, the restart will consist of two laps at green, white and then checkered.

13.3 Black and White Checkered flag

13.3.1 A checkered flag will indicate the end of an event.

13.3.2 If the leader receives the checkered flag and the race is stopped before all cars cross the 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.

13.4 Yellow Flag

13.4.1 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.

13.4.2 If a pace truck is on the track, no cars are allowed to pass it without permission. Violators will be sent to the rear of the field or disqualified.

13.4.3 Cars entering the work area during a yellow flag condition, that complete the work before the race is ready to resume will be allowed to restart at the rear of the lineup. Lineup will be in the order they return to the track.

13.4.4 Cars involved in the race stoppage that go to the work area will be given the time it takes the pace truck to complete two laps past the flagman to make repairs. The laps begin when the last car arrives in the work area. Lineup will be in the order they return to the track.

13.5 Red Flag

13.5.1 A red flag condition is considered a race stoppage. Cars that blatantly drive past the crash scene will be penalized or disqualified.

13.5.2 Cars stopping must stay off the inner apron and not block openings where emergency personnel or support vehicles respond from.

13.5.3 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 lineup. Lineup will be in the order they return to the track.

13.5.4 Under red flag conditions: On a **"Closed Red",** two (2) crewmen can attend to the driver, scrape mud off car. **NO other work may be performed on the car. Violation will result in a disqualification.**

13.5.5 On an **"Open Red"**, the crew may work on the car on the track. 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.

13.5.6 No fuel may be added on the track or with the driver in the car.

13.5.7 If a car is involved in an accident, only emergency personnel and **two** crewmen are allowed at the car until the driver has vacated.

13.5.8 Persons not directly involved with the car(s) involved in the accident must stay back. Violation of this will result in a fine.

13.5.9 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.

13.6 Black Flag

13.6.1 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, he will not be scored past that point.

13.6.2 Drivers that are black flagged for mechanical or safety reasons may return to the event once repairs are made and the track is open.

13.6.3 If a driver is black flagged and stops to create an intentional yellow, driver is subject to a penalty or fine.

13.6.4 A furled black flag will be a warning against on-track violations.

13.7 Re Entry

No cars are allowed to enter the racing area after the track and / or pace truck caution lights are turned off. These rules are intended to create an inexpensive class of racing that is equally competitive and fun. The rules set forth are a guideline to enforce the intentions of the class by track management. Any and all rule(s) may be altered, added or deleted at any time to ensure a safe and competitive level of competition.

TRACK MANAGEMENT HAS THE FINAL SAY ON ALL DECISIONS.

CLASS RULES

1. Car Specifications

1.1 All cars and trucks will remain stock except where noted. If you are unsure, ask before you alter anything! Cars and trucks may be referred to as 'cars' in the rules.

1.2 Any 4 cylinder car or **truck** with a maximum wheelbase of 106".

1.3 All running gear and motors to be stock for said make and model.

1.4 Dash optional, no sharp edges. All other interior and flammable insulation must be removed.

1.5 No bracing except in driver's compartment (see Roll Cage).

1.6 Windshields, horn, stereo, and cigarette lighter optional. All other glass and lenses must be removed. **Windshield screens must be painted flat black. Third** brake light must work.

1.7 Paint scheme of any color and/or design. No offensive or inappropriate graphics. Numbers on doors and roof must be legible and 20" tall. **Cars must have neat appearance.**

1.8 Stock gas tank in front of rear axle or securely fastened and covered fuel cell/boat tank (max. 6.6 gal). Sealed metal firewall between driver and fuel tank.

1.9 Maximum 8" wide stock production DOT highway tread tires. No grooving or altering. Stagger is legal.

1.10 Bead locks or aftermarket steel wheels recommended for the right side front and rear.

1.11 Doors and **tailgates** must be welded shut. Trim and handles removed.

1.12 Maximum ½" thick reinforcement on the outside of the door skin on the right side. Left side, 2" maximum past the door skin. Edges and corners must be smooth and radiused.

2. Engines

2.1 Stock production, naturally aspirated and piston driven.

2.2 No Variable valve timing engines, no Vtec or Ztec, etc.

2.2 Factory stock engine assemblies. No mixing of parts.

2.3 Maximum factory horsepower rating of 160 HP.

2.4 Standard highway pump gas only. **NO ADDITIVES**

2.5 No anti-freeze**.**

2.6 Stock exhaust. **Mufflers Required max. 90db @ 100'**

2.7 Catalytic converters must be removed

3. Safety (Minimum requirements)

It is the car owners' responsibility to ensure his/her car is safe and properly maintained for racing.

3.1 Leather high top shoes/boots and gloves.

3.2 Flame resistant suit designed for auto racing (mandatory).

3.3 Snell SA 2005 helmet or newer.

3.4 Latch type 5 point 3" seat belts no older than two years.

3.5 Driver's window net with quick release.

3.6 High-back aluminum double wrap around seat.

3.7 Driver's area roll bars must be padded.

4 Roll Cage (Minimum requirements)

4.1 Must be minimum 1 ½" sch 40 pipe or 1 ¾" .095 tubing.

4.2 Six point design, securely fastened to the floor/frame.

4.3 All weld junctions should have a 1 ½" x 1/8" gussets.

4.4 Driver's door to be hollowed. Minimum three horizontal bars, contoured 12" apart. Two vertical bars centered 12" apart between all horizontal doors bars. 1/8" steel plate is **highly** recommended covering the entire outside area of drivers door bars.

4.5 Passenger door will have a minimum of two straight horizontal and vertical bars similar to driver's door.

4.6 Horizontal bars to connect front and rear roll bar posts from side to side. Centered behind seat and above or below dash connecting upright posts from side to side.
4.7 Side diagonal bar from top roll bar above driver's seat to lower post at the rear base of the passenger door.

4.8 Horizontal bars centered, connecting front roll cage hoop (above dash) to rear roll cage hoop (behind driver's seat).

4.9 Front to rear diagonal bars from above seat areas to rear fender well area.

4.10 Seat should be securely mounted to the roll cage.

4.11 NO excessive lightening of the car. A weight rule may be implemented.

4.12 Reasonable bracing outside the drivers compartment for safety and frame rigidity allowed.

4.13 No reinforcing of the stock front bumper <u>past the width</u> of the radiator.

5 Claim Procedure **(Claim has been suspended as we build the class)**

5.1 All cars are subject to a claim by either another competitor or track management. Upon being claimed, the claimed owner may remove all safety gear and fuel cell or sell items to the claiming party.

5.2 To be claimed a car must win the main event in 3 out of 5 races or have finished in the top 3 in 4 out of 5 races.

5.3 To claim a car you must have raced in the same race the claim resulted from. **A claim must be posted within 10 minutes of the race completion. If multiple people claim a car a drawing will determine the claim winner.**

5.4 Track management reserves the right to claim any car for $500.00 at any time for any reason.

5.5 Competitor claims will be in the amount of $1,000.00.

6 Format

6.1 All owners will register their car number**.** First come first served. Last year's numbers will be held through playday, unless released by previous owner.

6.2 Each vehicle will draw for their starting spot for the heat. **The finish of heat 1 will line straight up on the inside row of the main event and the finish of heat 2 will line straight up on the outside row of the main event. The inversion for the first 4 rows will be determined by the dice roll.** Heats are 8 laps and mains are 15 laps. All races will be allowed up to one minute per lap to complete event.

6.3 All competitors race for trophies only.

6.4 Any car(s) that stop and create a yellow or red flag condition will be sent to the pits.

6.5 Main events will be double file restarts; the leader has the choice of inside or outside and restarts the race. If 2nd place jumps, the car will be penalized 2 spots at the next stoppage of the race.

6.6 All drivers must use Raceceivers.

6.7 All vehicles must use an AMB transponder.

8 Points

Main Event Points

1 = 100	**6 = 84**	**11 = 78**	**16 = 64**	**21 = 54**
2 = 95	**7 = 82**	**12 = 72**	**17 = 62**	**22 = 52**
3 = 90	**8 = 80**	**13 = 70**	**18 = 60**	
4 = 88	**9 = 78**	**14 = 68**	**19 = 58**	
5 = 86	**10 = 76**	**15 = 66**	**20 = 56**	

7.1 Cars / trucks not competing in the main event will receive 50 show up points.

7.2 To be eligible for show up points, said car must be able and attempt to compete or no points will be allowed.

7.3 To be eligible for point trophy's and merchandise:

7.3.1 Car owner must be in good standing.
7.3.2 Car owner and/or driver must attend the banquet