# Hall of Fame Tribute 360 Battle Royale

## **2024 Official Entry Form**



Driver:			Car Number:						
Mailing Addre	ess:								
City:			State:	Zip Code:					
Phone Numbe	er (home):		(ce	ell):					
Email Address	S:								
			Phone:						
Sponsors (in p	oreferred ord	er):							
Person respo	nsible for ear	rnings/taxe	s <u>MUST</u> co	mplete this section	on:				
Name: First:			Last:						
SSN / Tax ID									
Address	for	SSN	/	Тах	ID:				
City:			State:	Zip code					
Phone Numbe	er (home):								
Owner's Signa	ture:		Date:						

**Event Entry Fee: \$80** 

Pit Pass \$40 Online pricing per day, \$45 at the gates per day, NOT included in entry Fee

W-9 MUST BE INCLUDED AND COMPLETED ALONG WITH ENTRY FORM AND ENTRY FEE TO RECEIVE PAYOUT ALL PAYOUTS ARE MAILED OUT THE WEEK FOLLOWING THE EVENT



### **2024 BATTLE ROYALE**

### SUNDAY NIGHT July 21<sup>st</sup>

#### SATURDAY NIGHT July 20th

<u>/</u>	<u>A MAIN</u>	<u>B MAIN</u>	<u>C MAIN</u>	D&E MAIN		A Main	<b>B MAIN</b>
1.	\$5,000			Non	1.	\$3000	
2.	2,500			Transfer	2.	1500	
3.	1,750			\$50	3.	1100	
4.	1,200				4.	1000	
5.	1000		100		5.	800	
6.	900		100		6.	700	
7.	800	100	100		7.	600	100
8.	700	100	100		8.	500	100
9.	600	100	100		9.	480	100
10.	500	100	100		10.	460	100
11.	500	100	100		11.	440	100
12.	500	100	100		12.	420	100
13.	450	100	100		13.	400	100
14.	400	100	100		14.	400	100
15.	400	100	100		15.	400	100
16.	400	100	100		16.	400	100
17.	400	100	100		17.	400	100
18.	400	<u>100</u>	<u>100</u>		18.	400	<u>100</u>
19.	400	\$1,200	\$1,400		19.	400	\$1,200
20.	400				20.	400	
21.	400				21.	400	
22.	400				22.	400	

\$20,000

\$15,000

#### RACE FORMAT

Draw for heat start position 27 or less cars 3 heats 28 – 36 cars 4 heats 37 - 45 cars 5 heats 46 - 59 cars 6 heats 60 + cars 7 heats Hot Laps. Cars hot lap with their heat race group.All cars run 2 heats, 8 laps. First set of heats straight up by pill draw. Second set of heats fully inverted by original heat line up. (Not by heat finish). Finishing and passing points will be awarded for each position (see heat points chart).Top 16 in points go to 'A' Main. 17 + in points go to 'B' Main(s). Additional Mains *MAY* be added if needed\*

E Main (if needed\*) 12 laps 4 transfer to D main.

D Main (if needed\*) 18 cars, 15 laps, 4 transfer to C Main.

C Main (if needed\*) 18 cars, 15 laps, 4 transfer to B main.

Top 8 in heat points run a dash for starting position on Saturday for A Main front 4 rows. Redraw for starting lineup.

Top 4 in heat points for Sunday and the 4 locked from Saturday run dash for starting position for A main, time permitting. Redraw for starting dash position, if dash is not run, redraw will be the lineup for the A feature front 4 rows.

Saturday's top 4 A feature finishers (locked in) draw pills 1-4 for the front 2 rows. Sunday's top four in points after the heats, draw pills 5-8 for the 3 and 4 rows. (Dash)

B Main(s) Saturday, up to18 cars, 15 laps 6 total transfer to A Main from B(s).

B Main(s) Sunday, up to18 cars, 15 laps 2 total transfer to A Main from B(s).

A Main 22 cars 40 laps.

Top 4 finishers in the A feature on Saturday are locked into the A Feature on Sunday night.

Top 4 finishers on Saturday A feature and top 4 in points Sunday after the heats are in the dash for the Sunday's A feature lineup. Must run the dash to start in the front 4 rows.

Saturday and Sunday are separate points totals to make the features.

#### **RULES:**

- Grays Harbor Raceway 360 Sprint Car rules.
- Tires and fuel available at the track.
- No car switching once a car is qualified for said night. Points go to the number.
- Race methanol only

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	8	9	<u>10</u>	<u>11</u>	<u>12</u>
1	100.0	105.0	110.0	115.0	120.0	125.0	130.0	135.0	140.0	145.0	150.0	155.0
2	91.5	93.0	98.0	103.0	108.0	113.0	118.0	123.0	128.0	133.0	138.0	143.0
3	83.0	84.5	86.0	91.0	96.0	101.0	106.0	111.0	116.0	121.0	126.0	131.0
4	74.5	76.0	77.5	79.0	84.0	89.0	94.0	99.0	104.0	109.0	114.0	119.0
5	66.0	67.5	69.0	70.5	72.0	77.0	82.0	87.0	92.0	97.0	102.0	107.0
6	57.5	59.0	60.5	62.0	63.5	65.0	70.0	75.0	80.0	85.0	90.0	95.0
7	49.0	50.5	52.0	53.5	55.0	56.5	58.0	63.0	68.0	73.0	78.0	83.0
8	40.5	42.0	43.5	45.0	46.5	48.0	49.5	51.0	56.0	61.0	66.0	71.0
9	32.0	33.5	35.0	36.5	38.0	39.5	41.0	42.5	44.0	49.0	54.0	59.0
10	23.5	25.0	26.5	28.0	29.5	31.0	32.5	34.0	35.5	37.0	42.0	47.0
11	15.0	16.5	18.0	19.5	21.0	22.5	24.0	25.5	27.0	28.5	30.0	35.0
12	6.5	8.0	9.5	11.0	12.5	14.0	15.5	17.0	18.5	20.0	21.5	23.0

Mufflers required, 95 dB @ 100'

- Transponders and Raceivers are mandatory
- Interpretation will be by the spirit and intent of the rules! Management has final say.

## HEAT RACE POINTS

To calculate your heat points, use the top column for your starting position and use the left-hand column for your finishing position. Where the columns intersect is your point total.

Example: Start 5<sup>th</sup> (top column) finish 3<sup>rd</sup> (left column) you would earn 96.0 points

Promoter reserves the right to add a provisional(s).