

WestCoast Modified Clash 2023 Official Entry Form



Driver: _____ Car Number: _____

Mailing Address: _____

City: _____ State: _____ Zip Code: _____

Phone Number (home): _____ (cell): _____

Email Address: _____

Emergency Contact Name: _____ Phone: _____

Sponsors (in preferred order):

Person responsible for earnings/taxes MUST complete this section:

Name: First: _____ Last: _____

SSN / Tax ID ----- _____

Address for SSN / Tax ID: _____

City: _____ State: _____ Zip code: _____

Phone Number (home): _____ (cell): _____

Owner's Signature: _____ Date: _____

Event Entry Fee: \$80 _____

Pit Pass \$40, NOT included in entry Fee



2023 WESTCOAST MODIFIED CLASH PURSE

SATURDAY NIGHT MAY 27

<u>A MAIN</u>	<u>B MAIN</u>	<u>C MAIN</u>
1. \$2000
2. 800
3. 500
4. 350
5. 300	35
6. 250	35
7. 225	75	35
8. 200	75	35
9. 175	75	35
10. 150	75	35
11. 125	75	35
12. 125	75	35
13. 125	75	35
14. 125	75	35
15. 100	75	35
16. 100	75	35
17. 100	75	35
18. 100	<u>75</u>	<u>35</u>
19. 100	\$900	\$490
20. 100		
21. 100		
22. 100		
23. 100		
24. <u>100</u>		
\$6,450		

SUNDAY NIGHT MAY 28

<u>A MAIN</u>	<u>B MAIN</u>	<u>C MAIN</u>
1. \$2500
2. 1000
3. 700
4. 350	35
5. 300	75	35
6. 250	75	35
7. 225	75	35
8. 200	75	35
9. 175	75	35
10. 150	75	35
11. 125	75	35
12. 125	75	35
13. 125	75	35
14. 125	75	35
15. 100	75	35
16. 100	75	35
17. 100	75	35
18. 100	<u>75</u>	<u>35</u>
19. 100	\$900	\$490
20. 100		
21. 100		
22. 100		
23. 100		
24. <u>100</u>		
\$7350		

D & E MAIN (If needed)
NON-TRANSFER
\$25

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*) 10 laps 4 transfer to D main.

D Main (if needed*) 18 cars, 10 laps, 4 transfer to C Main.

C Main (if needed*) 18 cars, 12 laps, 4 transfer to B main.

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

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

Top 4 in heat points for Sunday and the 4 locked from Saturday run a dash (6 Laps) for starting positions (1-8) for Sunday A main. Redraw for starting dash position. Pill draw will be as follows:

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 for the dash. Finish of the dash will be the starting line-up for the A Main Feature. Must run the dash to start in the front 4 rows of A Feature Main on Sunday.

B Main(s) Saturday, up to 18 cars, 15 laps 8 total transfer to A Main from B(s).

B Main(s) Sunday, up to 18 cars, 15 laps 4 total transfer to A Main from B(s).

A Main 24 cars 30 laps. Saturday

A Main 24 cars 35 laps. Sunday

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

This is two event IMCA show, each day is a separate event and will be scored separately for IMCA points, and paid out separately.

RULES:

- Hoosier G-60 tires only (No Soaking). Tires and fuel available at the track.
- This is a IMCA sanctioned event, must be a member to compete, chassis and motor rules apply.
- No claiming.
- No car switching once a car is qualified for said night. Points go to the number.
- Race gas or methanol
- Mufflers required, 95 dB @ 100'
- No traction controls
- Transponders and Raceceiver's are mandatory

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<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

- 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 5th (top column) finish 3rd (left column) you would earn 96.0 points