Hall of Fame Tribute 360 Battle Royale

2023 Official Entry Form



Driver:			Car Number:					
Mailing Addre	ss:							
				Zip Code:				
Phone Numbe	er (home):		(ce	II):				
Email Address	:							
Emergency Co	ntact Name:		Phone:					
Sponsors (in p	referred ord	er):						
			,					
			,					
Person respor	nsible for ear	nings/taxe	es <u>MUST</u> co	mplete this section	on:			
Name: First:			Last:					
SSN / Tax ID								
Address	for	SSN	/	Tax	ID:			
City:			State:	Zip code				
Phone Numbe	er (home):							
Owner's Signa	ture:			Date:				

Event Entry Fee: \$80



2023 BATTLE ROYALE

SUNDAY NIGHT July 23rd

SATURDAY NIGHT July 22nd

<u> </u>	A MAIN	B MAIN	<u>C MAIN</u>	D&E MAIN		A Main	B MAIN
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 in from Saturday run dash for starting position for A main. Redraw for starting dash position.

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.

B Main(s) Saturday, up to 18 cars, 15 laps 6 total transfer to A Main from B(s).

B Main(s) Sunday, up to 18 cars, 15 laps 2 total transfer to A Main from B(s).

A Main 22 cars 30 Laps Saturday, 40 laps Sunday.

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

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.
- Exception 360 Aluminum block allowed, must add 60 lbs motor plate forward and behind the front axle. Must following Grays Harbor Raceway rule for adding weight.
- 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>	<u>8</u>	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 5th (top column) finish 3rd (left column) you would earn 96.0 points

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