

Dice Rolls /Qualifying Rained Out

DICE ROLLS for all Feature Events will be determined by the qualifying order after the

Roll of the dice for inversion. The dice will have a 2,3,4,5, and two 6's on it. Normally what ever number is facing up is the inversion amount.

LARGER RACE INVERSIONS: On larger races we might have a special inversion or a sponsor that says the invert will be 3 times the dice roll.. If you roll a 5 then the inversion will be a 15 because $3 \times 5 = 15$

We may also use lucky draw of balls from a bucket or bag or any unique way of doing this that is fair.

2:32 **QUALIFYING RAIN OUT or Time Restraints**

For qualifying rain outs we may also use the following ways of deciding the line up

Championship Points for the line up with or without an inversion

Computer pill draw

Randow start position pulled from a bag or box

Rainout Policy

4.1 TRACK DRYING. Officials will make every reasonable effort to dry the track in the event of inclement weather. We have multiple high powered gasoline operated High Speed blowers to assist in drying the track. We have to look at many factors to determine when to call a **RAIN OUT**.

4.2 COMPLETED SHOW. If 50% or more of the scheduled events (including Qualifying / Heat races or Trophy Dashes) have been completed the event will be considered a Completed Show. **Example** if we have 5 Qualifying races and 5 Feature Events scheduled and inclement weather arrives after we have completed at least 50% of these events (5 of 10 events or 4 events and half of the 5th event) it will be considered a Completed Show.

4.3 When a Completed Show is called... Rain Checks will NOT be issued for spectators or pit passes. Drivers who still had races to run will be allowed to hang onto their armbands for entry at the makeup event or next event. There are no refunds on Pit Passes or Grandstand passes.

What is a Completed RACE? Once a race has completed ½ (50 %) of the total laps (example 10 of 20 laps) it will be considered a completed event.

Incomplete Show is called when we have completed less than 50% of the races (Heats, Trophy dashes & features combined). For instance it rains during the 4th event of a 10 event night and we feel we cannot get the track useable within a reasonable amount of time we will call it a **Total RAIN OUT**.

In a TOTAL RAIN OUT / Incomplete show you must present your ticket stub or ARM Band at the makeup event or next scheduled event in order to get in for FREE that night. You must have your ticket stub or arm band. **NO EXCEPTIONS!**

BIG DAWGS BREAKOUT DIVISION

3.1 Break out Penalty Flag Racing. The BIG DAWGS break out single lap time is normally 16:70 but that may change each race.

These break out divisions are designed for having **FUN so if your SERIOUS** about only turning left with no breakout rule then you are in the **WRONG division** and you should **choose another division to race in.**

What is a breakout time? A predetermined individual lap time will be set by track officials and the cars cannot run faster than that lap. For instance If it is 16:70 that means if you run a 16:69 lap or faster you will be given the black flag with an X in the middle of it... When given this flag you have the rest of that lap to ease out of the throttle and let the next position completely pass you before you can go back racing again.

This rule & division is in place to make it more affordable to be competitive.

How Breakout Racing Works

3.2 Any car on the track is subject to being clocked and penalized

The cars in positions #1 & #2 will be clocked the most and will be the most likely to be penalized. If the lead car/ cars are running faster than the breakout time the Flagman will show the **BLACK FLAG with a Big White X to the driver or drivers...** If you are shown this flag you must slow down **entering TURN ONE (1)** and let the car in the next position completely pass your car before you go back racing. **The X Flag will not come out unless the lead car breaks out.** We will not present the X Flag UNLESS the LEADER BREAKS out.

3.3 Once a driver receives the BLACK flag with the X they will have the rest of that lap to let the car in the position behind them pass them for position. If the lead two cars are given the X flag both of them should slow enough

entering turns one and two to allow the third place car to pass them and assume the lead etc...

- 3.4 Ignoring the Black Flag with the X or failing to yield may be black flagged to the infield to serve a stop and go penalty or more.** Purposely ignoring the race procedures of this division including the flag procedures during the race may result in the race being stopped and the offending driver being disqualified and possibly escorted off the property by security and face additional penalties and fines before returning to race.. EIRI
- 3.5 Seeing Who's THE WINNER** After the Checkered Flag is given all cars MUST slow down after the checkered flag and go to the HIGH side off turn 2 and come to a stop on the back stretch before the opening in single file until scoring can check the transponder times and see who actually won the race...
- 3.6 THE WINNER: The winner will be the first car/driver that did not break out on the final 2 laps of the race. EIRI.**
- 3.7 BLOCKING THE RACING SURFACE:** Refusing to move your car on the speedway as you are instructed may result in disqualification and lose all monies, points, suspension and fine.
- 3.8** The breakout divisions could be the Future of the FWD divisions across America. We should all embrace any change that helps make it easier for new participants to enter the sport of auto racing so we can see our sport grow and prosper.
- 3.9 BREAKING OUT....You may be penalized on ANY LAP of the race for running faster than a 16:70 lap time or the designated lap time given for that event.**
In the Big Dawgs we mainly focus on giving the X flag to the top 2 cars however any car may be given the X Flag on any lap up until 2 laps from the end. The breakout lap times apply to all laps however during the final two laps the flagman will **NOT show the X Flag**. Scoring will be contacted after the final two laps to see who was the official winner.

TRANSPONDERS

4.0 TRANSPONDERS are just a tool for us to use.. to help record and score an event. Because of poor internet service in our area we CANNOT guarantee what My Race Pass or Race monitor posts to be the correct information. Remember Transponders are a tool and they work great but they can fail and again what. We go by what our computers say not what is posted on My Race Pass & Race Monitor post. Many times what is posted may not be what the Transponders transmit to our computers.

Transponders are an electronic way of scoring and clocking every lap you make to make scoring a race more accurate. Because of different wheel bases the final lap will be judged by which car reaches the start finish line first.

We will rent transponders for \$25 per night (you must leave your Driver's License when you rent a transponder and you will be responsible for damages to the transponder).

4.1 Transponders pouches generally mount under the Rear axle. Transponder should be slide into the transponder pouch with the label side towards the track.

Transponder Equals Points. Two drivers cannot use the same transponder.

If a driver different than the registered cars driver is driving a car the only way the driver will get the points is if the driver has paid his or her Monitoring / Transponder fee at the pit gate for todays races

TRANSPONDERS CONTINUED / TIME LIMITS

You must have that transponder on the car and you must have notified the pit gate attendant in Writing at the pit gate of the driver change FOR each race the day of the race. **A driver cannot get points for a running car unless they actually take the green flag for the initial start of the feature race DRIVING THE CAR.**

- 4.2 DIRECTION OF THE BIG DAWGS Race. The direction that the race will run will be decided by the management before the feature event starts. Heat Races and Feature races may be run in either direction (clockwise or counter clockwise) on the track with no notice to the driver or crew until the cars are ready to take the green flag. You may run a specific number of laps in one direction and then the balance of the race in the opposite direction.**

RACE TIME LIMITS

Generally 1 minute per scheduled lap is the time limit on all events unless noted.

10 Laps = 10 minutes

30 Laps = 30 minutes

50 Laps = 50 minutes

**We will do our best to get all races 100% completed with all laps in..
However we have times and guidelines we must follow for the City of
Millersville and we want to respect time for our Great Racing Fans &
Racers alike.**