



2021 ROAD WARRIORS

RULE BOOK DISCLAIMER

***** Be sure to read the General Rules and Flag Rules as they pertain to every division*****

The rules and/or regulations set forth herein 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 participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND OR REGULATIONS.** They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, or official.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his/her opinion does not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

The management of Highland Rim Speedway DBA Veterans Motorplex

ROAD WARRIOR RACING DIVISION: Break out Penalty Flag Racing.

For 2021 to help create more competition and more winners the BREAKOUT LAP TIME MAY VARY week to week as well as THE DIRECTION in which we race. Drivers will be notified in the drivers meeting what the breakout time will be for that night. This is a division 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.

ROAD WARRIORS

For 2021 All Road Warriors MUST purchase or Rent a Transponder

Rental is \$25 per night includes monitoring fee. The rental fee does not go towards purchasing the Transponder.

**If you own your transponder the cost is only \$5 monitor fee per night.
Driver is responsible for any damage to the transponder**

For 2021 EVERY LAP even the last 3 will be clocked and the transponder will keep lap times and X Flags will be given accordingly to the top two cars throughout the race. No X Flags will be displayed on the white flag lap however if you run a lap quicker than 17.00 during the last 2 laps you cannot win the race... The winner will be the first driver to cross the Finish line that did not run faster than 17:00 on either of the last two laps of the race.

Road Warriors 17:00 Break Out Rule Class

Break Out Rule means the Track Limits how fast ANY car can go by use of a Black flag with a X in the center of it. If you are given this flag you must let the car in the position behind you completely pass you before you continue to race

Eligible Vehicles

1970- 2010 4 Cylinder **SOHC or DOHC** Front Wheel Drive & Rear Wheel Drive cars and wagons. Some 6 Cyl. cars will be allowed with tech approval. No 2 seater Sports Coupe type cars unless approved by tech.

Must have **Roll Cage or Full Cage Option** and all appropriate safety items.

Tires must be **DOT type tires with a Tread Wear Rating of 360 or higher.** (see rules 13.1 13.2, 13.3, 13.4 for tire and wheel rules)

Great Division for anyone wanting to have FUN and RACE SIDE by SIDE...

Open to Everyone.... Novice, Beginners, Intermediate and Experienced Racers

The Road Warriors will on occasion race the opposite way (clockwise) around the track. This could be the entire race or any portion of the race may be ran in the opposite direction.

This division will have plenty of bumping, grinding and door slamming. Team Racing, Blocking or intentional wrecking will not be tolerated however this is short track racing... if you do not want your car touched you may want to try drag racing. This is an economical division to learn how to drive in and to have FUN in. Mistakes will be made especially by young drivers and learning drivers. No one wants to get wrecked or ran over so drive your fellow racers the way you want to be driven.

Minimum age to race is 13 with a Notarized minors release from both parents. Possible exceptions for Experienced racers. (must submit application).

Road Warriors is open to two wheel drive vehicles only. Front wheel drive or rear wheel drive vehicles are allowed.

This Division is for cars such as... Ford Escorts, Mustang II, Neon's, Hondas, Vegas, Nissan's, Chevette's, Acura, Saturn's, Toyota's, Kia's, Hyundai's, PT Cruisers and many more... No Vans, Trucks or Suv's. **Any car with a distinct performance advantage will be penalized to slow it down and after 6 wins they must start in the rear of the field.**

Road Warrior Rules

Windshield DIVISION Sponsor area. Please reserve the top of your Windshield area (Approx 6" x 48") on ALL cars in all divisions for Highland Rim Speedway division sponsors Decals. Division sponsors are impossible without you the racer running their decals. We appreciate your support of your division. All cars not displaying the division

sponsors window decal will result in a **25% Reduction** in all monies earned and exclude you from any year end Championship money that may be available.

Section 1: Eligible Models

1.1 Eligible Models. 1970 to current 4-cylinder gasoline naturally aspirated FWD or RWD sedans. No convertibles or T-tops. No mid-engines or rotary engines. No two seat sports cars. No supercharged or turbo engines. Automatic and Standard shift transmissions are permitted. Some 6 cylinder automatic cars may be used with tech approval.

For more Info or questions on cars to start with: Contact Jerry Criswell 615-430-3135

Section 2: Safety

General Safety Rules. Refer to Highland Rim Speedway General Rules for all safety rules regarding driver and car safety.

2.0 2 way radios are Approved for competition.

2.1 Snell rated SA2000, SA2005, SA2010, or SA2015 helmet required. Roll bar padding required in driver compartment. **Recommended:** Fire Retardant padding. SFI-approved full fire suit required. Fire Retardant gloves, and neck brace (or head and neck restraint) required. **Recommended:** Fire Retardant head sock and underwear. **Recommended:** Fire retardant shoes. Minimum 2 lb fire extinguisher must be mounted within reach of the driver. **Recommended:** On board fire extinguishing systems are highly recommended. **Recommended: Fuel Cells in all vehicles are highly recommended**

Driver's side window net required, minimum 16 inch x 20 inch ribbon or mesh style, and must be mounted to roll cage so latch is at top front of window. Seat belts. Minimum three inch (two inch with head restraint system) wide SFI-approved four point system required must be mounted securely to main roll cage. **Recommended:** Five point racing safety belt assembly required. **Recommended:** Safety belts no more than two years old are recommended. Kill switch required within easy reach of driver and must be clearly marked 'OFF and ON'

2.2 **Racing Seat.** Aluminum High Back seats only, must be bolted in with .0375 inch bolts.

2.3 Full Containment seats are highly recommended

Section 3: Roll Cages, Support Liners, and Bodies, Windows and Components

Local builders / fabricators charge approx \$450.00 for materials & labor to install a roll cage in a Road Warrior. For More Information on material for roll cages, door plates or for roll cage fabricators and car builders in the area call: We also have contact information on Road Warrior race ready cars for sale. Contact Jerry Criswell 615-430-3135

Road Warrior Roll cage installation contact Tommy Hoover 615-497-0728

3.1 **Full Roll Cage.** All vehicles must have either a full 6 point roll cage or use a full roll cage option to specifications in rule 3.2 or 3.3.

3.2 **Roll Cage Option #1.** In place of a full roll cage, a single rear main hoop bar (1.5" minimum diameter, 1.75" recommended) may be utilized. Must have two down support bars from top corner of main hoop to

rear strut towers. Must use **16" tall x 1/4" thick steel plate** (length of door plus 4" on each end) plate must be bolted and welded securely in place on both the driver and passenger side doors. Roll cage bars must be electric welded in place.

- 3.3 Roll Cage Option #2.** In place of a full roll cage, a single rear main hoop bar with two down support bars from top corners of main hoop to the rear strut tower with a minimum of two (2) driver side door bars and at least one passenger side door bar may be used. Door bars should be form an outward arch with one end professionally notched to fit the main hoop and them electric welded to the main hoop. Holes must be cut into front lower door post/hinge area and all door bars recommended to extend a minimum of two inches inside the door post and be welded to door post area. Using 1 x 2 box or 1.5" round tubing notch a piece to fit between the two door bars and be welded solid to each door bar and also to the a-post area. Two additional pieces of 1x2 box tubing used vertically should be equally spaced front to rear between the top and bottom door bars. Roll cage bars must be professionally welded. Holes must be cut into front lower door post/hinge are and door bars must go a minimum of two inches inside the door post and be welded to door post area. A solid piece of 1 x 2 box tubing must be notched to fit between the two door bars and be welded to the door post area.

Contact Jerry Criswell @ 615-430-3135 for more information on roll cage options.

All door bar / roll cage construction subject to Competition director approval. Door plates may be not be required if door bar construction is exceptional.

- 3.4 Support Liners.** Door inner liners may ONLY be removed to allow for door bar clearance only. Cars without door bars MUST have inner liners and must also use 3/8" door plates on both sides of car.
- 3.5 Dash Pad.** Dash pad and instrument cluster may be left in car or removed. If removed, all reinforcing metal behind dash must be left intact.
- 3.6 Heater, AC and Power Steering Components.** Heater, AC and power steering components may be removed. All holes in firewall must be covered with minimum 24 gauge steel.
- 3.7 Body Panels Noses.** Replacement plastic body panels are permitted. Aftermarket stock appearing plastic noses and rear bumper covers are permitted.
- 3.8 Body Side Panels** Aluminum or Steel replacement body panel sides may be used in place of stock doors, fender and quarter panel sides if the car has the roll cage or roll cage option #1 that has Door bars. All metal replacement panels should have stock appearing character lines. Plastic doors may be replaced with replacement metal body sides. All interior, exterior side panels, fenders and patch panels must be welded, pop riveted or bolted in place. **NO SHEET METAL or Wood SCREWS.**
- 3.8a Hood, Inner liners.** The inner liner may be removed from the stock hood
Aftermarket fiberglass hoods are allowed.
- 3.8b Deck Lids.** No removing of deck lid inner liners
- 3.9 Head lights and taillights.** All lights must be removed. Recommended that you cover the headlights and taillight areas with aluminum trim panels to keep the car looking clean and neat for your sponsors.
- 3.9a Firewalls.** All front and rear firewalls and rocker panel areas should be sealed with metal out to the body panels. No open holes permitted in firewalls.
- 3.10 Windows.** All Stock Glass must be removed with the exception of the Windshield. Stock windshield may be used if not cracked. Recommended. 1/8" Polycarbonate / Lexan material may be used in place of Stock Windshield. No Plexi Glass, Polycarbonate only. ARBODIES stocks the 1/8" Lexan / polycarbonate windshield material 615-643-4739

Section 4: Battery

- 4.1 Battery Location.** Battery may be moved to driver's compartment (*highly recommended*) behind driver's seat. Must be securely mounted in place. Battery must be cover with an approved sealed & vented container vented to the outside of the car with a hose. Must be approved by Competition Director.
- 4.2 Emergency Master Switch.** Must have a working emergency cut-off master switch within reach of driver & officials.
- 4.3 12V System.** 12 Volt System Only.

Section 5: Communications

- 5.1 Radios.** Radios are permitted in this division. If at any time HRS officials feel that radios are being used for blocking purposes, your right to have them will be revoked.

Section 6: Cooling System

- 6.1 Antifreeze.** No anti-freeze in radiator. \$100 fine if caught using anti-freeze.
- 6.2 Fan Shroud.** All cooling fans must have at least a 180 degree fan shroud covering the top side of the fan down half way of the fan on each side.
- 6.3 Electric Fans.** Electric fans permitted
- 6.4 Radiators.** Radiators may be interchanged or replaced with Aluminum Racing Radiator.

Section 7: FWD Suspension

NO Suspension Travel Limiting Devices

(Examples: but are not limited to Bump Stops, Coil Binding, Chains, or shock mounting locations that do not allow for at least 2" of shock extension and compression with driver in car when jacked up.

- 7.1 Springs.** All suspension parts must be STOCK and UNALTERED. Stock shocks and stock springs. No heated or cut springs.
- 7.2 Struts.** Struts may be interchangeable but must be stock for that make car.
- 7.3 Camber.** A Maximum 1" of CAMBER will be permitted Negative or Positive CAMBER on all four wheels. Measured top to bottom with the wheels straight with a straight edge on your wheels. Please remember this division may run counterclockwise or clockwise on the track without any notice before the feature race time.
- 7.4 Frame Height 7" Minimum Frame Height**
- 7.5 Unibodies & Frame Rails.** Unibodies & frame rails must be stock. Frames of crashed cars may be repaired with tubing as approved by tech director.
- 7.6 Racing & Performance Parts Not Addressed in Rules.** Racing - performance parts that have not been addressed are not permitted.

Suspension for Rear Wheel Drive.

- 7.7** Older Rear Wheel Drive Vegas, Chevettes, Mustangs, Opels... Chassis etc.
- A- May run Leaf springs
- B- May run Conventional after market springs with wedge bolts
- C- May run Aftermarket shocks
- D- No minimum frame height

Section 8: Weight / Dominating the division

- 8.1 NO additional weight allowed unless Tech requests it.**
- 8.2 Minimum weight 2000 lbs.** Exceptions may be made for lower horsepower engines to make them competitive but must be approved by tech and promoter. V-Tec type Honda engines, VVTI (Toyota) or QR (Nissan) V-Tec type Engines are **NOT ALLOWED**
- 8.3 Acceptable weight.** Lead is the acceptable weight when allowed by tech.
No Tungsten or Liquid weight.
- 8.4 Weight Shifting Devices.** Absolutely NO weight shifting devices of any type.
- 8.5 Weight Attachment.** Weight may not be attached to any moveable suspension components.
- 8.6 3 Wins.** After 3 Wins the winning may be penalized with additional weight every time it wins or additional penalties such as starting farther back in the feature. If driver switches to another car that car may be subject to the same added weight or additional penalties before racing. If a different driver gets in the original winning car the car still has to carry any penalties against it. Weight added by the track to a specific area cannot be counterbalanced.

- 8.7 **Dominating the division:** If a driver / car is dominating the Road Warrior division they will be asked to move to another division for the next season or the driver and car may sit out of the division for one year and then return to it. Track management will decide if someone is dominate by number of wins etc.... **If you win more than 10 Feature events you will for sure not be allowed to race in the division the following year. However depending on the circumstances you could be asked to move out of the division with less wins than 10. EIRI**

Section 9: Engine.

- 9.0 **All engine components must be stock OEM type parts or stock replacement type parts. You must have a Haynes type manual /book for car and engine if they are different.**
- 9.1 **Engines** Any 4 cylinder naturally aspirated gasoline SOHC or DOHC engine permitted. No mid-engines, rotary engines, No supercharged or turbo engines. Some 6 cylinder engine cars with automatic transmissions may also be permitted but **MUST** be approved by technical director before building the car.
- 9.2 **Headers.** Headers are permitted but not necessary to be competitive
- 9.3 **Fuel Injection & Carburetors.** Fuel injected or carbureted engines permitted. No Turbos or superchargers.
- 9.4 **Engines sizes.** Different size engines may be interchanged within the same Brand. Nissan for Nissan, Honda for Honda, Ford for Ford **ALL engine swapping MUST have prior approval of Tech.**
- 9.5 Heads may be milled.
- 9.6 The only thing to protest on an engine is something not being stock, stock weight or stock replacement type component. The 17:00 breakout controls the racing.

Section 10: Fuel Cells / Tank

FWD. Fuel Cells are highly recommended. **When using a Fuel cell be sure to use 2 fuel pickups in the cell. One on each side of the tank as Road Warriors will be running both directions.** Stock fuel tanks located in front of rear axle will be allowed.

In Rear Wheel Drive vehicles Fuels cells are Mandatory. Flexible Fuel Bladders are highly recommended for all cars

Fuel Tanks. No stock fuel tanks behind the rear axle.

All cars with electric fuel pumps. Must have a master disconnect hooked up and located within the drivers reach and easily marked for ON-OFF positions.

Section 11: Transmission

- 11.1 **Transmissions.** Both Standard and Automatic transmissions are permitted.

Section 12: Mufflers

- 12.1 **100 dba.** No straight manifold or exhaust headers. Must have Exhaust/Muffler/Pipe system and it must muffle the sound to 99 dba or less at 100 feet.
- 12.2 **Exhaust Length.** Exhaust must extend past the driver. If exhaust exits to either side of the car the exhausts cannot create an obvious cutting hazard.
- 12.3 **Muffler Installation.** May raise or remove section of the floor pan on right side of car for clearance to install large style mufflers (ex. Brezenski/Howe). Must box or replace floor pan with 22 gauge steel sheet metal only.
- 12.4 **Cat converters.** CAT Converters may be removed

Section 13: Tires & Wheels

- 13.1 **Wheels.** May run aluminum or steel wheels with factory offset only. No mix matching of offsets. All four wheels must be the same width, diameter and offset. No aftermarket wheels. Steel wheels recommended on right side of car. **Aftermarket steel racing wheels are legal for competition as long as they are the same offset as the stock wheel.**

13.2 Tires. Any "H" Rated Tire. Must be street legal. Maximum 55 series D.O.T. H-Rated. Legends tires are OK. No Worn out tires. Tires should have tread on them. No shaving or cutting of tires permitted. No slick tires or tires with belts showing. No Slick tires, No siping.

13.2a All Tires MUST have a Tread Wear rating of 360 or higher number...

13.3 Tire Size. ALL 4 tires must be the same size.

Section 14: Starting Position, Qualifying, Race Procedures

The first race of the year we will draw for starting positions in the heat race.

After we have one feature race completed All Heat Races will start in REVERSE points order. Points leader starts at the rear with last racer in points starting first. All starts double file. (Inexperienced drivers may be required to start behind the points leader).

14.1 Qualifying races will pay points to everyone and the top three will receive pay

1 st	5 points and Winners trophy
2 nd	4 points
3 rd	3 points
4 th	2 points
5 th back receive	1 point

14.2 HEAT RACES: The first race of the year we will draw for starting positions in the heat race. After we have one feature race completed All Heat Races will start in REVERSE points order. Points leader starts at the rear with last racer in points starting first in single file starts for the entire qualifying event to keep car damage to a minimum. (Inexperienced drivers may be required to start behind the points leader).

14.3 PREVIOUS RACE WINNER: If the previous race winner qualifies within the top 6 they will start no better than one position behind the roll of the dice. For instance if a six is rolled on the dice the previous winner will start in the seventh position.

The Dice will have a 2,3,4,5 and two 6's on it.

14.3a After the first 3 point races are ran any new driver starting up having competed in less than 3 qualifying races at VMP may be required to start behind the points leader in all qualifying races (This is mainly if they are inexperienced) until they have ran at least 3 qualifying races to establish themselves and to help minimize damage

14.4 To STOP an experienced driver that starts racing after the season has begun and winning all the qualifying races.... Any Experienced driver starting to race after the season has begun will only be allowed to start up front in the heat race until they have won a heat race. After they have won a heat race they will be required to start behind the points leader until they have run 6 races and after that point they will be allowed to start in the heat races where they are positioned in points.

14.5 Single file restarts may be implemented at any time for this division to get the field lined up easier, stop excessive caution flags or to make it a more competitive race.

Section 15: Race Procedures

15.0 If you choose to race in the division it is drivers responsibility to watch the flagman
For X flags every lap for X flags.. We keep a running tally on who gets an X flag.
Once you get an X flag if you fail to let the car in the position behind you **TOTALLY PASS** you before you come off turn Four you will be given the flag once again which will counts as an additional X flag. Car must be allowed to get completely in front of you before you can go back racing.

15.0a Any lap in qualifying above 16:99 is good to qualify. (Example if the first lap is 16:70 and the second lap a 17:02 the 17:02 lap will be used as your qualifying lap.

- 15.1 **RACE.** Normal length will be 20 laps.
- 15.2 **RACE Direction.** Races may be run in the reverse direction (left or right) at any time
Direction of the race may not be decided until the cars pull on the track for the feature... You cannot make any changes to your car once the car come out of the lower pits for the feature. Direction of the race may change at any point in the race
- 15.3 **NO PASSING** on starts or restarts until after you **PASS** the start finish line. Anyone that continues to do this may be placed at the rear of the field or black flagged for a stop and go penalty
- 15.4 **Penalty FLAG:** The Penalty Flag is the **BLACK FLAG** with a X in the middle of it. This flag can be given for running a lap too fast (16:99 or faster) or for passing on a start or restart or even jumping a start.

Cars that are given the black flag with the X in it for any reason must let the next position car get completely in front of you. Multiple cars may be given the black flag with the X at any time. If two cars are given the Black flag with the X both cars must let the 3rd place car completely pass both cars. You must get behind the car that you are letting by. If you cannot fall in behind the car because of traffic you must allow the car passing to get completely in front of your front bumper.

- Once you are given the black flag with the X in it you have $\frac{3}{4}$ of a lap the to completely drop behind the car in the place behind you... Failure to drop completely behind the second place car within $\frac{3}{4}$ lap will result in you receiving an additional X Flag at the FLAG stand.

- 15.5 **Excessive Penalty flags in a single race:**
If you receive Three (3) Penalty Flags with the X for **ANY REASON** you will either be black flagged to serve a stop and go penalty or a yellow will come out.. If a yellow flag is putout you will be sent to the rear of the field.. After you are sent to the rear of the field or after you serve a stop and go in the pits once you go back racing if you get another X flag you will receive last place points and pay regardless of where you finish on the track.
- 15.6 Any car in any position may be penalized on ANY LAP of the race for running faster than a 17:00 lap time.
- 15.7 Any cars in any position that are clocked by scoring running **faster than a 16.70 lap** time may be sent to the rear of the field.
- 15.7A Any Car running faster than a 16.40 may be **BLACK** flagged, if you are black flagged you will have to go immediately to the pits and serve a **STOP and GO PENALTY** before returning to the race.
- 15.8 **EXTRA \$150 Pay** for a **Three Wide** finishes in the Feature event only. If the top three cars on the scoreboard are 3 wide for the win they will receive the following **EXTRA pay**.

Winner Gets extra an extra	\$75 plus regular pay
2 nd gets an extra	\$50 plus regular pay
3 rd gets an extra	\$25 plus their regular pay

Section 16: ROAD WARRIOR BREAK OUT RACING

16.0 Break out racing was created to have a Fun and Exciting division that will produce MULTIPLE Race winners, create lots of side by side racing and passing.

Break out racing is **Similar to bracket racing in drag racing**. The rules package for the Road Warriors makes it much easier for even the Novice driver to get into racing and have a front running car without a lot of experience or mechanical knowledge providing they select a decent car to start with and have the driving ability. **A completely stock 1994 Ford Escort with a 1.8 dohc was purchased by the track as a test vehicle for this division. It was stripped and roll cage installed and when it hit the track with NO Modifications to the engine, transmission or suspension it ran a 16.80 with an experienced driver with the tires and wheels that came on it.** If you pick the correct vehicle power vs weight vs durability you

can EASILY have a front running race car. (contact Jerry Criswell @ 615-430-3135 for help selecting a good car to start with in this division).

The Road Warrior division should put the winning back into the driver's hands by controlling the overall speed of the car which in the long run should control the overall cost of building and racing a car. The use of adjustable throttle stops allows many makes of cars to now be competitive instead of a single brand of car dominating the racing action

- 16.1 BREAK OUT Penalty.** Everyone should watch the Flagman but Especially if you are the driver leading the race or in the top 3 positions.

The Road Warrior division is like a high speed chess match on wheels. **The idea is to position your car in the top 3 or 4 positions as the race progresses trying to get as close to the leader as possible and when the white flag is given be in position to race the last lap for the Win.**

- 16.2** This break out Road Warrior concept is a continued work in progress. **Rules will be changed as the season progresses until we settle on a complete set of rules to govern this division.** THIS IS NOT A PERFECT SYSTEM and Never will... but it is a GREAT division to Learn how to race in and have a BLAST racing in! The entire concept of Road Warrior racing is to have an economical division that is fun to race in plus make it the most competitive division by keeping the entire field of cars as close to the leader as possible to create close side by side racing action for the BIG win week in and week out. We want to see lots of side by side racing action. If you the drivers make sure we have plenty of side by side racing action for the win each week your Road Warrior division will become the fans favorite division. ***We are in the entertainment business and the fans do not like a runaway race.** If a car gets out front and is stinking up the show **the race director can decide to throw a competition caution flag at any time** and bunch everyone up again before the end of the race to help create exciting finishes and multiple winners.

16.2 A This division is a fun division and is NOT meant for the Experienced driver from another division to drop back into and then try to dominate although drivers from others divisions may participate with track approval. Most drivers in this division are learning. Experienced drivers from other divisions must get approval from the owners of VMP in order to participate in the Road Warrior Division or they may be Black flagged and or DQ'd from the event. Experienced drivers may also only be allowed to run a small number of events

- 16.3 The Road Warrior Division pays the top ten finishing positions only.

Section 18: Driver Changes / Points and Race Procedures

18.0 Points Championship

Points will run from 1st race to last race.. They WILL NOT reset in July

We will honor our Champion and the **TOP TEN** in Championship points at our Championship Points night by RSVP only. All drivers, family and fans are all encouraged to attend the Championship banquet as several awards will be given in each division.

Only our Weekly Racing Series Champions (Divisions with 20 plus race dates) are eligible for Championship point money if money is available.

- 18.1 Driver Changes.** Pit Booth must be notified of driver changes other than registered **driver in writing** before races begin. It does not matter whom else you have told; you must notify the pit booth in writing of a driver change before the feature event. Failure to do so may result in points being credited to the wrong driver, and may not be changed.
- 18.2 All Races Count.** All races will count towards point total. **No dropping of bad races.**
- 18.3 Points.** You must take the green flag in the race to get points.
- 18.3a** Exception to 19.3 rule. If a car is damaged in a Preliminary event and not able to compete in the feature event for that division they will receive last place points for the feature event with no pay. It is up to the driver to let scoring or Mrs. Carolyn in the Pit ticket window know in writing that they are at the track with a problem and will not race.

18.4 Any **discrepancy** in posted points must be presented in writing to scoring and Veteran Motorplex track owners within 7 days of the event in question.

Heat Races.. All Cars line up in **REVERSE POINTS ORDER for weekly qualifying races...** Drivers with no points must start behind the points leader in the heat race.

Heat Races. The Race Director may require any driver that is NOT racing on a full time basis with VMP to start behind the Points Leader in the heat races.

TAP Out Rule

If two drivers are involved in a on track accident the rule is both go to the back of the pack however we will have a tap out rule if one of the drivers involved knows they were the one that caused the accident they can drive to the front stretch and stop at the start / finish line and tap on the roof of their car signaling the wreck was their fault by accident. If this happens the driver that tapped their roof (Tapped out) will go to the Rear of the field and the other driver will get their position back.

NOTICE

No driver, car owner, or mechanic shall have the claim for damages, expenses, or otherwise against promoter, track owner, Veteran Motorplex employees / Highland Rim Speedway or any of its officials by reason of disqualification, or damage to, either car or driver, or both, and car owner, driver, and mechanic agree that the track is in safe condition if they take part in racing activities. If an unsafe condition is found by a participant, it is that participant's responsibility to notify a track official, the competition director, or promoter immediately of such condition. In consideration of acceptance by HRS of participant's application and payment of registration fees, the participant agrees to abide by all rules and regulations of Veteran Motorplex as to conduct and mechanical specifications, as now published or hereafter modified. Failure to abide by Veteran Motorplex rules and regulations shall be deemed negligence on participant's part. If in any case there is not enough cars to support the division, the promoter has the right to either cancel that division, race at a reduced payout (With the majority of the drivers in the division consent) & or run that division on a limited schedule or allow that division to make changes that allows them to run with another division.

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***** Be sure to read the General Rules and Flag Rules as they pertain to every division****