



2024 RULEBOOK

SKAGIT SPEEDWAY
4796 OLD HIGHWAY 99 N., BURLINGTON WA 98233
PO BOX 1348 – BURLINGTON, WA 98233
360-724-3567 WWW.SKAGITSPEEDWAY.COM

YOU MUST BE REGISTERED TO COMPETE - NO EXCEPTIONS
REGISTRATION IS TO BE COMPLETED ONLINE AT
SKAGITSPEEDWAY.COM

SPRINT CARS
HORNETS

MODIFIEDS
IMCA RULES & IMCA FORMAT USED – USE IMCA RULEBOOK
SKAGIT SAFETY RULES SUPERSEDE ALL OTHER RULES

PIT GATE OPENS AT 1:00 PM
DRIVERS MEETING WILL BE HELD AT 4:45 PM
PILL DRAW CUT OFF IS 4:30 PM

SUBJECT TO CHANGE – NEWEST VERSION WILL ALWAYS BE ON [SKAGITSPEEDWAY.COM](http://WWW.SKAGITSPEEDWAY.COM)

DISCLAIMER:

REVISED 4/16/2024

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 express or implied warranty of safety shall result from publications of our 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. **Minor drivers and their parents** are responsible to read and understand the rules and regulations set forth in this rule book.

The RACE DIRECTOR shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. No express 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. **Management reserves the right to check any cars for rule compliance at any time.**

In the case of drivers who have been injured away from Skagit Speedway, or who have been hospitalized for treatment and/or undergone surgery, or have been fitted with a cast, brace or prosthesis, or who suffer from a chronic or progressive debilitating illness, Skagit Speedway reserves the right to require the driver to present certification from the treating physician, stating that the participation as a driver will not exacerbate any medical condition or complicate the process of normal healing. Skagit Speedway further reserves the right to require such certification in the case of pregnant women wishing to participate in racing activities. Any female that is racing at Skagit Speedway that is pregnant must notify speedway officials prior to racing.

In any such case, Skagit Speedway reserves the right to decline the entry of any individual whose participation might endanger their health or safety, or the health or safety of other drivers, crewmen, participants, officials, or spectators. All rules enforced by Officials, Management and Security must be adhered to while on Skagit Speedway property. Skagit Speedway and /or track officials reserve the right to reject any car or driver without cause or recourse.

Any interpretation of, or deviation from these specifications or rules are left to the discretion of the Race Director, Race Manager and/or Technical Officials. Their decision is final.

COMPETITOR OBLIGATION

Any driver entering any racing event is considered to have inspected the track and determined that all conditions are satisfactory. If the driver does not feel that conditions are satisfactory, then the driver should not race. The driver further acknowledges that he/she is aware that auto racing involves risks and that by competing in that event the driver assumes these risks with full awareness and knowledge.

Track Tech officials are authorized to decide if an equipment change, or modification is an attempt to circumvent these rules. If this rule book does not specifically state that you can alter, change, or otherwise modify something on your car, you should consider it a violation of these rules. No part is deemed to have been approved by track officials by passing through prior technical inspections.

GENERAL INFORMATION

The Owner / Driver of each car represents to the Promoter and all others, that his/her car has satisfied all applicable rules, including but not limited to safety rules, whenever such Driver participated in any warm-up, practice, or competitive laps. The Owner /Driver of each car is also completely responsible for ALL actions of Crew Members, Sponsors, or anyone else associated with their team. If you have any complaints, disputes, problems, or questions, only the Driver and/or Car Owner, or a designated team representative may approach and Official, in a civil manner to resolve the situation.

REGISTRATION - TO BE ELIGIBLE TO RACE - YOU MUST REGISTER YOUR CAR AND DRIVER EACH SEASON. **Registration MUST BE COMPLETED** online at **www.SkagitSpeedway.com** on the rules page.
YOU MUST COMPLETE REGISTRATION & W-9

Everyone who enters the pit area or participates in competition promoted by Skagit Speedway does acknowledge, represent, and warrant that he/she has read, understands, and agrees to abide by the rules in their entirety. Permission to participate or enter grounds shall constitute acceptance of same.

Skagit Speedway is a private business open to the public when an admission fee is rendered. You are expected to act in the manner prescribed by Skagit Speedway and in accordance with all laws that govern Washington State.

When entering into an event, he/she is not deemed a Skagit Speedway employee - but is recognized as an independent contractor who will take all responsibility for taxes payable on any prize moneys or point fund moneys that he/she might have received as a result of his/her participation in any speedway event. All prize money earned will be credited to the Car Owner stated on the required W-9. Tax form W-9 must be submitted before prize money can be received.

In consideration of entering into any of the scheduled events, car owner, driver, pit people or agents, agree to permit Skagit Speedway to use their names, photos, and photos of their race cars for advertising and publicity before and after any event, and to relinquish all rights to any photos or sell the same.

In consideration of entering the pit area, a fee will be charged, and an armband or pit pass ticket (recognized as a pit pass) will be issued. Pit passes must be worn by everyone who enters the pit area. All participants recognize that automobile racing is a hazardous undertaking and assume all the risk by reason of his/her participation and does for himself, herself, executors and administrators, successors and administrators, successors and assigns from any and all liability for personal inquiries that may be received and from all claims and damages for injury to persons or property growing out of, caused by any construction or conditions of any track equipment, cars or other devices used therefore, whatsoever.

Race cars, vehicles (including towing equipment), wreckers, push trucks and any other equipment located in the pit area or restricted area are NOT covered by insurance.

Anyone entering the pit area must have a pit pass, including kids and/or students. All persons under the age of 18 must have a minor's release and permission from the speedway office to enter the pit area. Minor's release must be obtained from Skagit Speedway. Release forms are available on the website and at the pit gate.

Anyone involved in an accident on the track or in the pit must report it to the track office and/or call the track to fill out an accident report. Insurance carrier needs a report before any payments will be made.

All pit personnel are covered by track insurance, provided that a waiver and release form was signed on the day of the event. It is the responsibility of the injured person to notify the speedway management if medical attention was or is necessary.

NO ONE WILL BE PERMITTED TO ENTER THE PIT AREA OR COMPETITION WHILE UNDER THE INFLUENCE

ALCOHOL / MARIJUANA: possession and or consumption of alcoholic beverages and/or marijuana prior to or during an event are strictly prohibited. Persons under the influence of alcoholic beverages and/or marijuana in the restricted areas may be fined up to \$500.00 and denied access to the restricted area. **ILLEGAL DRUGS:** The use, possession, sale, or transfer of illegal drugs on Skagit Speedway property is strictly prohibited. Violators will be fined and denied access to the entire Skagit Speedway property. Violators will be reported to the sheriff's office. **PRESCRIPTION DRUGS:** Any participant using over the counter medication or medication prescribed to them by a physician that may restrict or impair their ability to perform a task should not attempt to perform the task.

Any suspected participant must be reported immediately, at the request of track officials, to track medical personnel. Any participant found to be in violation of the above stated items before or during a race program or before the last checkered flag of the program will be expelled from the premises, and the car with which he or she is associated may, at the discretion of the track officials, be disqualified from further competition. Violators will be fined and denied access to the entire Skagit Speedway property. Violators will be reported to the sheriff's office.

It is expected that all discussions and disputes between participants or participants and track officials will be conducted in an orderly and sportsman-like fashion.

Anyone deliberately delaying the race program will be disqualified.

All fines must be paid prior to the individual(s) returning to Skagit Speedway.

Fines may be deducted from team earnings in which the violator is associated with.

AREAS OF SKAGIT SPEEDWAY TO WHICH RULES APPLY

- **RESTRICTED AREA:** All of the facility which is within the fences that surround the actual racing surface, pit areas and trailer parking lot.
- **PIT AREA:** All of the facility which is within the fences that surround the actual racing surface, within which the race vehicles are held and maintained while not on the racing surface.
- **GRANDSTAND AREA/GENERAL PARKING AREA:** Grandstands and the concession area as well as area used for spectator and employee parking.
- **OVERNIGHT PARKING:** Those areas are reserved for campers and R/V's and other overnight use.

GOLF CARTS, ATV'S, AND MOTORBIKES

- **ATV'S, UTV'S, GOLF CARTS or Scooters are not allowed on the race surface during any event. In all areas of the pits or when allowed on the race surface all ATV's, UTV's, Golf Cart's and Scooter's must be operated in a logical and safe manner. Any of these forms of transportation must be identified with the car number of the racecar they are associated with. Car owner/driver are 100% responsible for these forms of transportation.**
- Only one rider per ATV and two per golf cart, Razor, or Two Rider Vehicle (TRV) ATV is permitted when vehicle is in use as a staging vehicle.

MINIMUM AGE

- All drivers should be at least sixteen (16) years of age. Drivers under age 16 with prior experience may request a variance. Individuals under the age of eighteen (18) must have a signed, notarized consent form from both parents or legal guardian on a form supplied by Skagit Speedway. **Minimum age allowed with experience and an approved variance is 14. MINIMUM AGE OF 16 TO DRIVE A 410 SPRINT CAR. SEE AGE REQUIREMENTS ON DRIVER INFO PAGE AT SKAGITSPEEDWAY.COM**

MEETINGS

- All drivers must attend mandatory drivers' meetings. The driver's meeting will take place before packing or hot laps.

UNSPORTSMANLIKE CONDUCT

- Will not be tolerated. An appropriate penalty will be issued.
- Verbal or physical abuse of anyone will not be tolerated.
- Minimum one week suspension, fine or both.
- Any competitor or Crew Member who participated in a fight or verbal bullying in the pits, or on the racetrack, or on the premises, may be subject to a minimum of \$500.00 fine, suspension, and/or loss of points and positions in the event.
- If the misconduct is directed toward Skagit Speedway management, officials, track workers, employees or volunteers, the person(s) involved with the violation may be immediately removed and denied access to the property of Skagit Speedway. A minimum fine of \$500.00 and suspension may be imposed.
- No individual shall use loud and/or abusive language in addressing track management or officials. Violators may be fined a minimum of \$100.00 and possible suspension.
- All fines levied against an individual or team may be withheld from car earnings.

YOU ARE RESPONSIBLE FOR

- **WASTE OIL** - must be placed in waste oil barrels at the designated waste oil area. Failure to do this may result in a minimum fine of \$200.00.
- **TIRES** – take them with you, do not leave at the track. Failure to do this may result in a minimum fine of \$200.00.
- **GARBAGE** in your pit stall, use the can that is provided.

PILL DRAW / REGISTRATION

- Race cars are to be unloaded in the pit area and drivers must be registered before hot laps, **pill-draw closes at 4:30pm**. Any race team that is not registered with the track **4:30pm** will be placed at the rear of his/her heat race or at the tail end of the qualifying order (one lap qualifying at the end). If the race car/driver is not in the pits and car into line-up area before it's their turn, the car/driver will not receive

their position based on pill-draw / heat line-up. There will be a one-minute grace period after the last car has qualified. If no cars arrive to qualify, qualifying will be completed.

- Driver Registration and Pill Draws will take place at the WHITE BOARD and will begin when the pit gates open. Pill draw will remain open until **4:30pm**. Any driver who has not registered by that time will be lined up at the rear of a heat race or at the end of the qualifying order.
- If a driver does not come out for their assigned hot lap or group time trial session, they will forfeit their session and will not be allowed to hot lap or time trial with any other group. At the discretion of officials, drivers may be allowed to hot lap in a later session, however if hot laps are being used as group time trials, the driver will NOT be allowed to hot lap nor group time trial in a later group.

DRIVER/CAR CHANGES:

- All driver changes must be reported to the Race Director prior to the completion (or posting) of heat race lineups. Drivers are responsible for notifying the Race Director of any driver/car changes. No switching of numbers or qualified cars after the race program has started. If a spare car is to be used once the program has started, it MUST NOT have been qualified previously that night and will start in the rear of the qualified field.

FORMAT

- The **RACE DIRECTOR/PROMOTER** will be the sole authority in the pits.
- The **RACE DIRECTOR/PROMOTER/TOWER** will be the sole authority for on-track decisions.
- **ONE-WAY RADIO** (*RACEceiver*) - line-ups, flags, incidents will come from **RACE DIRECTOR/PROMOTER/TOWER**.
- **HEAT RACES – Cars must in staged by the “green-flag” of the previous race.**
- Management will establish the race event procedures: starting positions, length, frequency and administration of all events and programs. When their decision is rendered, that decision will be final and binding. The race may be shortened due to time allotted or weather conditions and once the race has passed the half waypoint, it will be an official race.
- Any complaints, disputes, questions, or problems must be directed, by the Driver or registered Car Owner, to the **RACE DIRECTOR** immediately following the event (**15-minute limit after checkered flag**).
- Any unauthorized persons entering onto the racing surface during race conditions will result in a disqualification, penalty, fine, or suspension, to the person and affiliated Driver.
- Any Driver stopping on the racing surface to argue with an Official, in regards to an official's decision, will be automatically disqualified from the event.
- The **RACE DIRECTOR/PROMOTER/ TOWER** will have control of the track during all events and the warm-up periods.

ROOKIE DRIVERS MUST START AT THE BACK OF ALL EVENTS FOR THE FIRST TWO WEEKS OF RACING - Rookies must have a rookie ribbon on the back of the car.

BEFORE YOU ENTER ONTO THE TRACK – KNOW THIS

- Any Driver or Crew that does not take their car to the line-up grid, when requested by the Officials, may be required to start at the back of the line-up for that event. **ALL CARS WILL BE CALLED TO THE TRACK FOR STAGING NO LATER THAN HALF-WAY THROUGH THE RACE PRECEDING THEIRS. CAR & DRIVER ARE EXPECTED TO BE IN THE STAGING LANE, AND READY TO TAKE THE TRACK BY THE END OF THE RACE PRIOR TO THEIR EVENT. THE PA SYSTEM IS A COURTESY AND IT IS THE TEAM'S RESPONSIBILITY TO BE IN STAGING FOR ANY RACE.**
- All drivers must wear their COMPLETE SAFETY GEAR when the engine is running. NO EXCEPTIONS.
- **COMPLETE SAFETY GEAR IS REQUIRED WHEN – Pushing/Packing/Hot Laps & ANY Racing Event.**
- If a car is dead on the track, when racing is in progress, the Driver must stay in the car with seat belts fastened until the race is stopped, except in case of a fire or rollover. Failure to comply may result in a penalty, disqualification, and/or suspension.
- Any competing car, whose speed has been reduced to the point where it could cause a safety problem, may be removed from the racing surface at the option of the Race Director.
- Pit speed: **ALL CARS MUST STOP AT STOP SIGN. SPRINT CARS MUST WAIT FOR A PUSH; OTHERS CAN IDLE BACK TO PIT STALL.**
- Cars returning to the pit area under power must use the designated pit entrance.
- In the event a race is cancelled after 50% completion, it will be scored completed.

- All cars receive one push-off per event. If a second push off is needed, the car must start at the rear of the lineup. Red flag and safety stops excluded. **All safety stops should be on the front chute at the flag stand or at a track official.**
- Drivers causing two stoppages in a single event will be disqualified for the event.
- Drivers are **REQUIRED TO USE & PROVIDE THEIR OWN** "one-way radio communication" from race officials. Communication from the **RACE DIRECTOR/TOWER** will aid in the direction of the race, including, but not limited to, safety and resetting the race lineup prior to any restart.
- All cars shall provide their own and be equipped with an **AMB/MY LAPS transponder** (for lap scoring). The fitted transponder box shall be mounted as close as possible to the ground, but not protrude below the frame rail. It is the **responsibility of the competitor to ensure that the transponder is IN QUALITY WORKING CONDITION, FULLY CHARGED and is securely mounted and is in a suitable position.** Transponders may be available for rent from the track. Competitors may be required to leave their driver's license when they receive their transponder equipment. Should a team's transponder be lost, damaged, destroyed and/or not returned, the replacement cost of the transponder will be withheld from the team's purse winnings from that event. It is in everyone's interest that transponders are suitably and securely attached and are in good working condition. **ALL RACE CARS MUST HAVE THEIR MYLAPS TRANSPONDER MOUNTED ON THEIR CAR WHENEVER THEY ARE ON THE RACETRACK.** Failure to have a transponder on the car during any time trial event will result in the driver not receiving a time and will be placed at the rear of the heat race. Race teams will be instructed as to the mounting location of the transponder based on division. Failure to mount the transponder in the approved location could result in a scoring change in the final rundown.
- Anyone deliberately delaying the race program will be disqualified.

PACKING

- All persons packing the track must sign in at the pit gate as a driver.
- All persons packing the track must follow packing directions from track workers. **Anytime a car is on the track the driver must maintain a minimum 3' (36 inches) between the car and any track worker or official.**
- **COMPLETE SAFETY GEAR IS REQUIRED when engine is running. NO EXCEPTIONS.**

SAFETY RULES

It is the car owner's responsibility to ensure his/her car is safe and properly maintained for racing.

- No modifications of any manufactured safety products allowed.
- All applicable items must be nomex and SFI rated and must be worn any time the engine is running.
- Snell SA 2015 or newer full-face helmet designed for racing required.
- Arm Restraints – **Highly Recommended**
- Full Fire suit - minimum two layers.
 - **PROTECTIVE CLOTHING**
 - All drivers will be required to wear a fire-resistant driving uniform meeting minimum of the SFI 3.2A/5 specifications and display a valid SFI 3.2A/5 label on the outside of the uniform.
 - Driver's gloves must meet or exceed the SFI 3.3/1 specification and have a legible and valid SFI 3.3 label.
 - Drivers must wear shoes that meet the minimum of the SFI 3.3 specifications and display a valid SFI 3.3 label.
- Underwear – top, bottom and foot socks. **Highly Recommended**
- Neck collar or Hans style restraint recommended.
- Head Sock or helmet skirt. **Highly Recommended**
- Roll cage must be 2" above drivers Helmet. Measure from top of roll bar to the top of drivers helmet.
- Approved roll bar padding on roll bars within range of drivers head.
- Each car will be equipped with minimum of an SFI 16.1 or SFI 16.5 approved restraint system, **UNTIL THE DATE OF THE BELT EXPIRATION (TWO YEARS FROM THE DATE OF MANUFACTURE).** **LATCH TYPE 5-POINT SEAT BELTS** mounted per manufacturer. (must have label) Seat belt restraint systems shall be installed and used in accordance with manufacturer's instructions. In any type of manufacturer's installation, the fasteners must be magnetic steel unless using type of mount in which the seat belt wraps around the roll cage. A seven- point harness is recommended. b) Seat belt material should not be permitted to come in contact with any sharp or metal edge, including when the material passes through the seat.
- Window Nets are **MANDATORY** for all classes other than OPEN WHEEL. Driver-side window net required, minimum 16 inch by 20 inch ribbon or mesh style, and must be mounted to roll cage so latch is at top front of window. **(MANDATORY for MODIFIEDS/HORNETS)**
- When wheel packing, **COMPLETE SAFETY GEAR** is mandatory.

- When pushing off to fire, **COMPLETE SAFETY GEAR** is mandatory for Sprint Cars. Self-starting cars recommended.
- **ADDING WEIGHT** – WEIGHTS MUST BE WHITE AND HAVE CAR #. IF WEIGHT FALLS OFF OF YOUR CAR FOR ANY REASON, YOU WILL BE DISQUALIFIED & SCORED LAST IN SAID EVENT.
- **SPRINT CAR - MUST HAVE REAR BUMPER TO START AND RECEIVE A PUSH. NO PUSH WITHOUT REAR BUMPER.**
- Fire suppression systems ARE MANDATORY for ALL SPRINT CLASSES
- Axle Tethers ARE MANDATORY for ALL SPRINT CLASSES
- Fire suppression system is highly recommended for all classes.

SEATS

1. Aluminum and/or carbon fiber-type seats will be permitted. All seats must be mounted to the frame as required by the seat and chassis manufacturer.
2. Headrest (behind the head) should include padding.
3. Seat must be mounted in 4 places to the chassis with minimum 3/8" steel grade 8 bolt, minimum of 1 1/2" washer and bolt.
4. Mounting hole in seat must have a 2" diameter mounting plate with a minimum .060".
5. Positively no homemade aluminum, plastic or fiberglass seats will be allowed.
6. A right head net or support is highly suggested - head nets must be equipped with quick release mechanisms.
7. Full containment seats are required for Sportsman, 360 and 410 classifications.
8. Full containment seats are highly recommended for all other classes.

ENTERING & EXITING THE TRACK

When it is your turn to enter the track. Enter the staging area, wait for the signal given from track officials for your turn to enter onto the track.

When exiting the track **under caution**, exit through the turn one gate, continue around the corner until you reach the stop sign. **Under green flag conditions DO NOT exit out the turn one gate, make your way to the center of the track until the next caution or stoppage when it is safe to exit. SPRINT CARS: STOP** at the stop sign, wait for your crew or official to push you back to your stall.

MODS – HORNETS – MIDGETS: STOP at the sign, shift into low gear, idle back your stall.

STARTS

- All INITIAL starts will be given the green flag at the chalk line in the middle of turn four. If the rows stay nose-to-tail, the green flag will wave and the green lights will come on, and all driver may pass at that time.
- Jumped starts called by flagger.
- If the official feels there was not an equal start or that the rows were not in line nor ready to go, the start will be called back and it will be at the discretion of officials whether or not to penalize either one or both or none of the front row drivers by moving them back one row.
- If a driver starting in any other row jumps the start, the start will either be called back and/or the driver identified for the jump will be penalized the total number of spots that he or she advanced prior to the green flag. The penalty will be assessed at the final finish of the event, or at the next caution or red flag.

RESTARTS (ANY SPRINT CAR CLASS)

- All restarts will start on the back straightaway – there will be a cone.
- All restarts will be single file. All cars must pass to the outside (right side) of the cone in a single file manner. If a car passes to the left of the cone, hits the cone, or passes another car prior to reaching the cone, they will be penalized two spots.
- The leader should not accelerate until he/she reaches the re-start zone. All cars must pass between the cone on the backstretch and the outside guardrails in single-file, nose-to-tail order. Any driver going to the inside of the cone or making contact with the cone will be penalized two positions at an immediate yellow.

FOR MODIFIEDS/HORNETS – Will restart on the front-stretch, all restarts will be Delaware Double File restarts with the leader in a row by themselves.

FLAGS

GREEN FLAG

- The green flag will indicate the start or restart of an event. After the cars are lined up in the correct order, the (yellow) traffic lights will be turned off; this indicates the race will start on the next exit out of turn four. In the event of a false or poor start, the yellow caution light will come on as the leaders reach the backstretch. The start will then be reattempted.
- If one or both front row starters jump the second start, they will be moved back a row for the next start. If a driver has a blatant excessive jump on the original start, he/she may be put back a row.
- Any car(s) advancing positions before the start or before the cone on a restart will be penalized two positions for each position gained. Penalties will be assessed at the next race stoppage or end of the event.
- Any driver that hits the cone on a restart will be put to the back immediately unless the driver is avoiding a collision. A second infraction will result in disqualification. If a driver is alongside the car in front of him at the cone, he must let the car back in front of him before the exit of turn 2 or be penalized for jumping.
- **SPRINT CARS** - Restarts after one lap is completed will be single file. No gaping or passing before you pass the cone. **MODIFIEDS & HORNETS** - Restarts after one lap is completed will be Delaware double file restarts with the leader out front by themselves. No gaping or passing before THE GREEN FLAG.

WHITE FLAG

- The white flag indicates one lap remaining in the event.
- Should the race be stopped on the last lap, the restart will consist of two laps at green, white and then checkered.

BLACK AND WHITE CHECKERED FLAG

- A checkered flag will indicate the end of an event.
- If the leader receives the checkered flag and the race is stopped before all cars cross the finish line, the race will be scored complete. The cars crossing the finish line before the stoppage will be scored accordingly, the remaining cars will be scored as they had completed the previous lap. Cars involved in the stoppage will be scored last on their respective lap.

YELLOW FLAG

- A yellow flag condition is considered a race stoppage. Cars will slow to a pre-race speed and maintain a single file line. Cars out of position will be advised over the **RACEceiver** frequency where to line up.
- If a pace truck is on the track, no cars are allowed to pass it without permission. Violators will be sent to the rear of the field or disqualified.
- Cars entering the work area during a yellow flag condition, that complete the work before the race is ready to resume will be allowed to restart at the rear of the lineup. Lineup will be in the order they return to the track.
- Only cars involved in the race stoppage of the A main that go to the work area will be given **TWO LAPS to make repairs**. The time will begin when the last car arrives in the work area. Lineup will be in the order they return to the track.
- Cars not involved in the race stoppage that go to the work area will not get time in the work area. The race will resume when the lineup is correct.
- **SPLIT YELLOW** - Cars crossing the flag stand before a yellow flag will be scored on the current lap, those that have not crossed will be lined up in order by their previous lap.
- **YELLOW AT THE CHECKERED**: Any cars taking the checkered flag will be scored in order, the race will be completed. Others that come after the yellow is thrown will be scored by the previous lap. Any cars involved will be placed to the back. At the discretion of the RACE DIRECTOR.

RED FLAG

- A red flag condition is considered a race stoppage. Cars that blatantly drive past the crash scene will be penalized two (2) positions or disqualified.
- Cars stopping must stay off the inner apron and not block openings where emergency personnel or support vehicles respond from.
- Cars entering the work area during a red flag condition that complete the work before the race is ready to resume will be allowed to restart at the rear of the lineup. Lineup will be in the order they return to the track.
- **On a "Closed Red", No crew members or any pit personnel are allowed on the track. Any violation of this may very well result in disqualification. This rule has a ZERO TOLERANCE policy, and some form of disciplinary action will be taken.**

- **On an “Open Red”**, The crew may work on the car on the track. If a tire is changed, the car must restart at the rear of the line up in front of any cars that went to the work area.
- If fuel is added, the crew must have a manned fire extinguisher at the car and use an anti-slosh funnel. Violation of this may result in disqualification.
- If a car is involved in an accident, **ONLY EMERGENCY PERSONNEL ARE ALLOWED** at the car until the driver has vacated.
- When the **“Clear the Track” command is given**, all personnel must leave the track in a timely manner. Violation of this will result in the car being penalized to the rear of the line up or disqualification.

BLACK FLAG

- **IF YOU ARE GIVEN A BLACK FLAG – YOU ARE DONE, EXIT THE TRACK.**
- A furlled black flag will be a warning against on-track violations.

RE-ENTRY

- No cars are allowed to enter the racing area after the track and / or pace truck caution lights are turned off, **UNLESS** ordered to by Officials.

PROTESTS

- Car owners or drivers that refuse an inspection on any item will be considered illegal.
- Cars that are illegal will be disqualified for events participated in that night.
- Illegal engines will result in a fine of up to **\$2,000.00** and loss of all points to date.
- Engines that pump big will have the option to tear down for cubic inch verification.
- **Management reserves the right to check any cars for rule compliance at any time.**
- In order to protest a competitor’s engine, the protestor’s car must have finished in the same race as the protested car. **The protester must put in writing and present to RACE DIRECTOR within 15 MINUTES of the checkered flag.** Protest must include, in writing, the rule/items that are in protest, along with \$2000.00 cash. If the protested car is illegal, **\$1500** will be returned to the protester. If the protested car is legal **\$1500** will be awarded to said car for reassembly inconvenience. The balance will pay the technicians. It is the responsibility of each race team to have in their possession a current set of rules for the division that they are participating in. Protesting party must have a current set of rules outlining the provision of the protest. **THIS APPLIES TO ALL CLASSES AT SKAGIT SPEEDWAY.**
- Any complaints, disputes, questions, or problems must be directed, **by the Driver or registered Car Owner**, to the **RACE DIRECTOR within 15 minutes of checkered flag.**

ROOKIE

- **ROOKIE OF THE YEAR:** If you are competing for Rookie of The Year, you must not have competed in more than three (5) races in your division and/or an upper division, in any year prior.
- All **ROOKIE DRIVERS MUST START AT THE BACK OF ALL EVENTS FOR THE FIRST TWO WEEKS OF RACING.** Rookies must have a **rookie ribbon on the back of the car.**

WEIGHING AND SCALES

- All cars will weigh as directed by announcement, radio message or posted at the designated Scales, per the weight rule, and track layout. Sprint Cars will weigh before qualifying, if the car is light it can be fixed and will receive one lap at the end of qualifying. All cars must weigh-in immediately following their Races as directed. Any detour, redirection, mud puddle meandering, may result in disqualification or penalty.
- Any detour to the scale may result in loss of finish position or time. Should any car stop on the way to the Scales and be touched by anyone other than a Race Official, the Driver may be disqualified. **Any car not meeting the minimum weight, after the designated event will lose its time, and/or finishing position from that event.**
- The scales used for the event, provided by the series or the track, will be considered the official scales for the event. Scales will be available for any team to verify its car weight as determined by the official scales for that event.
- The number of cars to be scaled nightly will be announced at the drivers meeting, on the pit board and/or instructed via the driver’s one-way radio.
- At the scales, the car must present themselves directly on to the scales. The figure shown is the official weight for that car.
- Officials will allow a car to re-scale two times by pulling off scale and pulling back on. Reading of the final attempt will become the entered weight.

IF, AT THE SCALES, THE CAR FAILS TO MEET THE MINIMUM WEIGHT, THE FOLLOWING PENALTIES APPLY:

- **Qualifying:** The car forfeits the earned qualifying and must start last in a heat race.
- **Sprint Cars:** You will weigh before qualifying.
- **Heat Race:** Car is penalized for that event but remains eligible for the next qualifying race.
- **Mains - Feature:** Car and Driver will **forfeit win/points/money for that event.**

SCORING & POINTS

- **Sprint Cars receive:** *(Driver points & Owner points to registered car #)*
 - Qualifying / Heat / Main Event Points
- **Modifieds receive:** *(Driver points registered car #)*
 - Main Event Points
- **Hornets receive:** *(Driver Points – Regardless of Car Driven)*
 - Qualifying / Heat / Main Event Points
- **Midgets Receive** *(Driver Points - Regardless of Car Driven)*
 - Heat / Main Event Points

QUALIFYING (SPRINT CARS)

- You must attempt to complete at least one lap to receive time and points.

HEAT RACE

You must take the checkered flag in your heat to get your time back.

In the event of a B-Main – you will be lined up in the B-Main by your time.

CHAMPIONSHIPS/AWARDS

- If at the conclusion of the season, TWO or more drivers and / or car owners are tied in points, they will be awarded equally for the tied position.
- **ROOKIE OF THE YEAR:** If you are competing for Rookie of The Year, you must not have competed in more than three (5) races in your division and/or an upper division, in any year prior.

SPRINT CARS

**SKAGIT SPEEDWAY SAFETY RULES SUPERCEDE ANY OTHER SAFETY RULES
410 SPRINT CARS WILL FOLLOW WORLD OF OUTLAWS RULES / HIGH LIMIT RULES**

IN ADDITION TO ABOVE MENTIONED SAFETY RULES – THESE ARE IN PLACE FOR SPRINT CARS

- **Fire Suppression Systems are mandatory for 410 / 360 / Sportsman Sprints.**
- **Fire suppression system is highly recommended for all other classes.**
- **Axle Tethers are mandatory for 410 / 360 / Sportsman Sprints.**
- **CAR # NEEDS TO BE AT LEAST 16" TALL – IF LETTER IS ADDED THAT NEEDS TO BE AT LEAST 6" TALL.**
- Padded knee guards **HIGHLY RECOMMENDED!**
- Rock Screens are **MANDATORY.**
- All cars must utilize either a drive-line strap or a drive-line hoop restraint constructed of .065 inch steel either welded or bolted to the chassis.
- Sealed firewall between the driver and engine.
- Hood must cover the radiator cap and engine.
- Floor pan must be securely fastened and extend to each frame rail and from the motor plate to the seat. Not allowed under the engine or fuel tank.
- Throttle pedal must have a toe strap. Not recommended to mount to floor pan.
- A minimum of two throttle return springs must be used to close the throttle.
- Main fuel line must have ¼ turn shut off if fuel pump is mounted in front of motor.
- Fuel lines must be reinforced pressure hose. No plastic lines.
- Approved fuel tanks with bladders only. Flush mount caps and non-spill vents. **Fuel tanks shall retain the traditional sprint car tank shape, no square back shapes.**
- On/off or push/pull ignition switches only. No keys.
- No mirrors or communication devices **except Receiver. Only track officials may talk to drivers, violators will be disqualified & fined \$250.**
- **Driveline must be enclosed in driver's compartment.**
- Hollow and/or drilled bolts, fasteners, and/or Heim joints (rod ends) will not be permitted.
- No external coolers.
- Wheel wing nuts not to extend past rim.
- All wheels must be approved for racing.
- All hubs must be approved for racing.
- Wheel covers must be securely attached by **minimum 5 Dzus fasteners or 3 5/16 flange head bolts. Approved fastening systems: Keyser Manufacturing, part #100 7-101. Wehrs Manufacturing Part # (WM377A-312 Aluminum 5/16) (WM377S-312 Steel 5/16) Triple X Chassis Part # SC-WH-7810 (for 1" spring) / SC-WH-7820(for 1 3/8" spring) Smith Precision Products Part # MC-516-18**
- **Bead locks REQUIRED on rear wheels.**
- Foot operated hydraulic brakes that work required.
- All cars must have top wing at all times.
- Roll cage must be 2" above drivers Helmet. Measure from top of roll bar to the top of drivers helmet.
- **Drag Link, Tie rod, and LF radius rod must be made of 4130 steel with steel rod ends. Drag Link must be tethered to frame.** Swedging of the tubing for Tie Rod and Drag Link will not be permitted.

1. Chassis Rules All Sprint Classes

The following frame measurements are minimum dimensions. Only those areas indicated are mandatory and subject to technical inspections. In lieu of the "BUTT" BAR a car's rear end can be tethered to the rear chassis. Only ASTM4130 normalized steel or equivalent material may be used in the chassis/frame construction. See drawing 16.5.a.s:

- A. TOP RAILS 1 ½" X .095"
- B. BOTTOM RAILS 1 3/8" X .095" OR 1 ½" X .083"
- C. ROLL CAGE UPRIGHTS 1 3/8" X .083"
- D. ROLL CAGE CROSSMEMBER 1 ½" X .095"
- E. UPPER RAILS 1 3/8" X .083"
- F. REAR END SAFETY "BUTT" BAR 1" X .083" OR 1 ¼" X .065"
- G. BRACE 1 ¼" X .065"

TORSION ARM RETAINERS WILL BE MANDATORY on both sides of the front torsion bars. The retainer may be of the rod-type with a securing cap or insert with an expanding mandrel and/or any other approved Torsion arm **retainer** design. Torsion arm **retainers** must be installed and used in accordance with the manufacturer's instructions. The following torsion bar arm **retainers** have been approved for competition:

- A. MOOSE BLOCK 1200 RETAINER KIT
- B. ALL STAR PERFORMANCE ALL STAR 10730 RETAINER
- C. MARING SAFETY RETAINER
- D. BUTLERBUILT MANDREL
- E. KKR GROVE AND CLIP
- F. KAEDING CLIP
- G. DMI – T-REX (TORSION RESTRAINT EXPRESS SYSTEM)
- H. SCHROEDER PART NUMBER: "BARS" (FOR SCHOEDER BARS WITH RELIEF IN ENDS)
- I. SCHROEDER PART NUMBER: "RWLAR" (WEDGE LOCK)

AXLE TETHERS ARE MANDATORY ON ALL SPRINT CLASSES

Approved front axle tether systems are mandatory. The tether mounting must meet the SFI 55.1 specifications which includes two (2) Vectran® HS V-12, or Dynemma 12 tethers attached to the chassis. Tether systems must include a "kingpin to kingpin" tether that will attach to the axle clamp/band or pass through the loop of wrap style axle tethers. Tether cables should be installed using the manufacturer's provided fasteners. Tether systems of any type must be pre-approved and installed in accordance with the manufacturer's instructions. "Bolt to bolt" radius rod axle tethers **NOT** allowed. All axle tether systems must clamp to or wrap around the axle per the manufacturer's instructions.

2019 forward - all chassis will be required to have additional bars installed to support and decrease the span between the front and rear uprights. The new support bars must be an addition to the front and rear uprights. The left and right side support bar do not have to be the same. These additional bars will be minimum 1.375 X .083 ASTM4130 normalized steel or equivalent material.

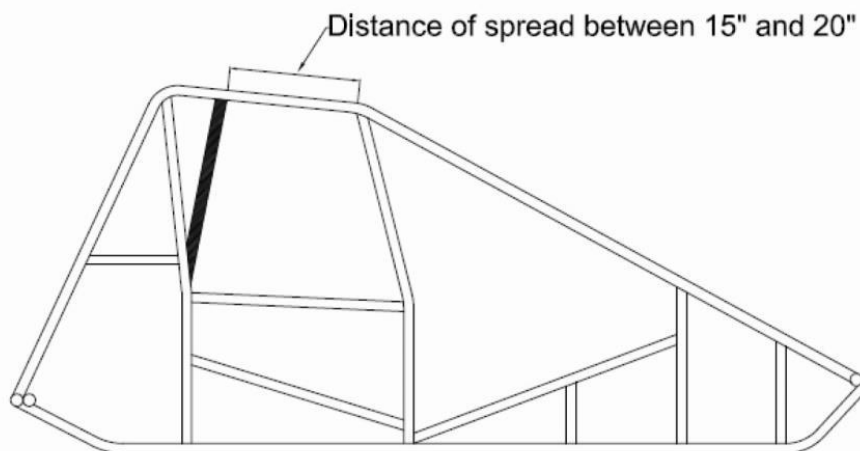
Left and right-side support bars may be one of two forms a "Curved Support Bar" similar to current "safety bar" used in some chassis' or a "Non-Curved Support Bar" similar to the WoO Sprint Car Series Rules.

The Curved Support Bar will attach to the top rail to create a span between 15" and 20" from the front upright to the support bar. This measurement will be made from the rear point of the front upright to the forward point of the support bar. It will attach to the hip rail and have a gusset attached above the curve to the rear upright at the point opposite of the rear brace/shock mount bar. The outer most point of the curve will be between 4" and 7" measured from the outer edge of the uprights.

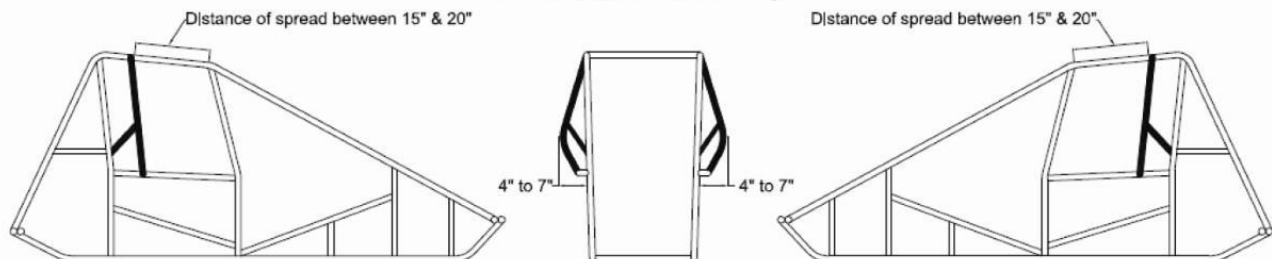
The Non-Curved Support Bar will be attached to the top rail to create a span between 15" and 20" from the front upright. This measurement will be made from the rear point of the front upright to the forward point of the support bar. The bottom of the Support Bar will attach to the rear upright at the point opposite of the rear brace/shock mount bar.

See drawings below.

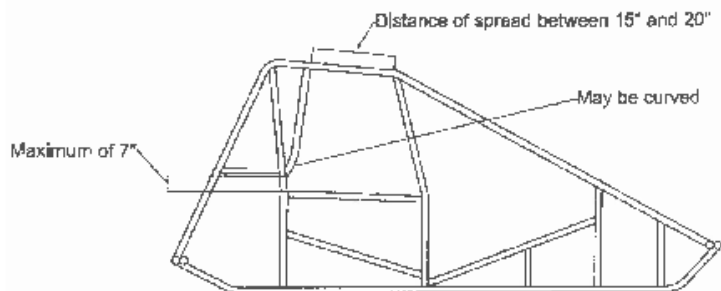
Support Bar



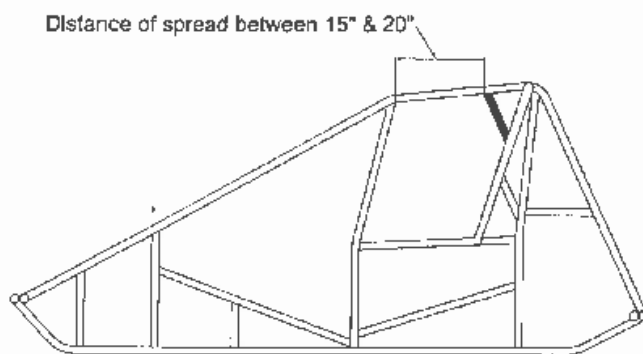
Curved Support Bar Drawing



Support Bar Option



Curved Support Bar Option



1. Slip joints will no longer be allowed in any form. Bolted or clamped slip joints will no longer be allowed. If a current chassis has a slip joint, it will have to be welded the full circumference of the tube to become solid.
2. Front, rear, and side nerfs required at the start of the race. All nerfs and bumpers must be attached with a minimum 3/16" steel fastener. No pop rivets. Wings, bumpers and/or nerf bars must be positively fastened with bolts & nuts, hitch pins and/or roll pins only. For any car to be pushed off at any time the rear bumper must be in place behind the tail tank.
3. Side nerfs not to extend past tires. Must be attached to the chassis at 3 points. Front nerf minimum 12" wide and rear nerf minimum 6" vertical contact area. All nerfs and bumpers must be steel. Minimum 1" O.D. No air deflectors on nerfs or bumpers.
4. Wheelbase minimum of 82". Tread width minimum of 48" center to center.
5. No traction control devices. Violators will be fined and suspended.
6. Coil, power boxes and all electrical components must be on engine side of firewall or in a box non-accessible by the driver.
7. No electrical disconnects in cockpit.
8. Body style and design must look like a standard and normal sprint car. No unusual shaped or added panels to deflect or catch air.
9. No cockpit adjustable Parts except wing slider.
10. Brake rotor material optional for 360-410 classes.

Sportsman Sprint Division

1. **Twin tube, non-gas, non-adjustable shocks only on LF, LR, RF, and RR.**
2. **LR shock only may be adjustable.**
3. Inboard rotors must be steel.
4. **No Titanium rotating parts.**
5. Must have left front and inboard Brake; RR brake optional.
6. Steel or aluminum wheels allowed. **Bead locks REQUIRED ON REAR WHEELS.**
7. Battery ignition or magneto optional. **No MSD (or similar) ignitions allowed. If you're not sure, ask first.**
8. Battery must be securely fastened and covered to prevent spilling.

410 Division

1. Drag links must be made of 4130 steel a minimum of one (1) inch in diameter and a minimum material thickness of .058 inches. Tie Rod and Left Front Radius Rod must be 4130 steel with magnetic steel rod ends. Swedging of the tubing for Tie Rod and Drag Link will not be permitted. The drag links must be tethered to the frame with a minimum of one (1) inch nylon webbing.

2. Wings All Classes - All Sprint classes: FLAT TOP WINGS ONLY

1. Top wing surface area not to exceed 25 square feet. Foils or rudders will not be permitted anywhere on the top wing.
2. Top wing side panels maximum vertical height is 30".
3. No dual stage wings.
4. No offset or angled shape to the body or side panel design.
5. Side panels mounted at 90 degrees to the main body.
6. Side panel length not to exceed 12" total past the front or rear of body.
7. Wing T-post should be built from 1" X .083" minimum ASTM4130 normalized steel or equivalent material. Parts made from castings must be HRP Heat treated type.
8. Nose wing top surface shall be a maximum of 6 square feet. 2" Wicker bill allowed on nose wings.

Sportsman Specifications:

9. Top surface to remain flat in all directions. 1" maximum Wicker Bill allowed.
10. Top wing can be adjustable from the cockpit.

360 - 410 Specifications:

11. Top Wing Center Foil - Center Foil maximum size of 25 square feet with a maximum width and length of 60 inches. Center Foil must be square or rectangular in shape with all 4 corners set at 90° angles with no variance allowed. Center foil top is to be flat from front to back and side to side. Main body thickness not to exceed 9". 2" wicker bill allowed. The center foil top must start being flat within 6" from the center foil's front leading edge.

3. Weight Rule

1. All classes are minimum weights at the conclusion of an event and include the driver. No allowance for parts lost during the event.
2. 360 class 1525 lbs. (see 360 engine section)
3. Sportsman class 1575 lbs.
4. 410 Sprint Cars - weigh a minimum of 1425 pounds with a driver fully prepared to compete in the car throughout an entire event.
5. Cars found underweight will be disqualified and forfeit money and points for said event.
6. Added weight must be between frame rails and axles, securely fastened TO THE FRAME.
7. All cars weighing will have a crew to push car on & off scales.
8. Top three cars from each heat and main must weigh before returning to pit stall. **CARS THAT DO NOT STOP AND WEIGH MAY BE DISQUALIFIED.** If in doubt, STOP at the scales. Only exception is if no weigh ins are announced by the race director.

4. TIRES

410

The beginning of the 2024 season- We will allow any rear Hoosier to be used on the left or right rear as we did to finish the 2023 season.

- Starting 6/1/2024- The only Left Rear tire approved for use will be the Hoosier D12A.

Starting 6/1/2024- The only Right Rear tires that will be approved for use are the Hoosier D15A or Medium.

360 and Sportsman

- *For the entirety of the 2024 season- We will allow any rear Hoosier to be used on the left or right rear as we did to finish the 2023 season. . (Updated 4/16/2024)*

5. Fire Suppression Systems – All Sprint classes

ALL SPRINT CLASSES - MANDATORY 410 – 360 - SPORTSMAN SPRINTS

Fire suppression systems meeting the SFI 17.3 specification required.

1. A fire suppression system that meets the SFI 17.3 specification must be installed and functional in all race cars at all times.
2. The fire suppression system must include a thermal trigger and a manual trigger, both mounted in the driver's compartment. The thermal trigger must be in the lower area of the drivers compartment forward of the seat near the area of the fuel pump. The manual trigger must be mounted within reach of the driver on the forward left-hand side of the cockpit. A minimum of one nozzle must be mounted in the lower area of the cockpit forward of the seat.
3. The DOT approved cylinder manufactured of aluminum or steel must be securely mounted to the frame per the manufacturer's instructions. The cylinder must have a minimum capacity of 5 lbs.
4. The system must be fully charged and display a legible and valid SFI 17.3 and manufacture label, easily viewable at any time. Cylinders that are beyond useful certification date must be inspected, serviced, and re-labeled by the manufacturer.
5. If a nozzle is connected to the cylinder with a line, the line must be steel or steel reinforced and must be triggered at the end of the line.

Approved Manufactures

Lifeline Fire & Safety USA, 540-251-2724

Safety Systems Inc. (Firebottle), Ft Myers, FL, 239-995-6300

Spa Technique Inc. Indianapolis, IN 317-271-7941

Safecraft Safety Equipment, Martinez, CA, 800-400-225

6. Engine Rules All Classes

1. Methanol fuels only. No performance enhancing additives. Including but not limited to Nitromethane and propylene oxide.
2. Normally aspirated, piston driven engines only.
3. Injectors must be individual stack per cylinder design with single round butterfly.

360 Sprint Class (Aluminum blocks see Sprint Car Challenge Tour Rules) www.sprintcarchallenge.com/rules

1. Maximum cubic inch 360.
2. No titanium cranks or rods.
3. Steel Blocks allowed.
4. Aluminum heads are permitted. Stock valve angle, 23 degrees plus or minus 2 degrees OEM, Ford and Chrysler are the exception, no rollover. No overhead cam type motors or multi valves per cylinder heads permitted.
5. Aluminum blocks allowed. Must meet minimum weight of 1525.
6. Injectors: Only one nozzle per cylinder. No down nozzles, no injection nozzles drilled directly into the head and no computerized injection. Injectors to be individual stack per cylinder design and shall not exceed 2-3/16" maximum inside diameter. Larger injectors may be used, but sleeves a minimum of three inches in length must be installed in the stack above the butterflies, and shall not exceed 2-3/16" maximum inside diameter. No relief hole may be drilled above the butterflies on any injector. Throttle body or plenum type injector is not allowed. If Ford or Chrysler engine is used - injectors must be restricted to 2" inside diameter and 3" in length.
7. Oil pan must have a 1" inspection plug on the side.

Sportsman Sprint Class

1. Chevrolet engines only. Maximum cubic inch 360.
2. Stock production style crankshaft, 3.480 stroke only. For balancing purpose, cross drilling of the rod journal permitted. No altering of the throws or counter-weights. O.D. of the rear flange may be reduced to fit through the motor plate and U-joint housing. NO scalloping allowed. Highly recommend a stock steel 350 Chev crank or an unaltered Scat std. crank part # 4-350-3480-5700(R) short #435010
3. Steel connecting rods only.
4. **Stock production unaltered straight plug steel Chevrolet heads or Dart head #10120010 #10024266, DART aluminum head #126122 or Flo Tek head #102-500 only. No angle milling or milling off the intake side of the heads. They must have the correct serial # and logo in the intake runner.**
5. No Bow tie casting heads.
6. **Injectors are to be individual stack per cylinder design and shall not exceed 2-3/16" maximum inside diameter. Larger injectors may be used with 2-3/16" sleeves a minimum of three inches in length installed in the stack above the butterflies. No holes may be drilled above the butterflies on any injector. Throttle body or plenum type injectors are not allowed.**
7. No electric fuel pumps.
8. Roller rockers allowed. Stud mount only, no pedestal or shaft mount.

9. Flat tappet or solid cams only. No mushroom or roller cams. No Stellate, nitride or specialty hardening of the camshaft allowed. Stock style lifters only, no hardened or lightweight lifters allowed.
10. Solid core steel or stainless-steel valves only. Std. stem size.
11. Valve Springs: Comp Spring part # 985, 986 or 987 allowed. Checked at max open (coil bind).
12. Retainers and Locks: Steel only, No titanium.
13. Maximum Rocker Arm ratio 1.6.
14. Flat top pistons only. No pistons above the deck.
15. No injectors in the heads.
16. No dry sump oil systems.
17. Oil pan must have a 1" inspection plug on the side.
18. NO MSD (or similar) magnetos allowed. If you're not sure, ask.
19. Crank driven water pumps only. Direct or belt driven.
20. Sportsman engine rules are intended to control costs and create a level and fair playing field for all competitors. If you are not sure about upgrades or modifications, ask Speedway management first.

410 Division

410 SPRINT CARS WILL FOLLOW WORLD OF OUTLAWS / HIGH LIMIT RULES

1. Only small block V-8 engines with the cam in the block and a maximum of 410.00 cubic inches of displacement (tolerance + 0.000) will be permitted. The formula $6.2832 \times \text{bore}^2 \times \text{stroke}$ will apply. Big block engines will not be permitted.
2. The engine must be mounted in-line with the driver and the driveline must pass beneath the driver on center through the driver compartment. Offset engines and/or offsetting the position of the engine will not be permitted.
3. The engine block and cylinder heads must be machined from cast aluminum. Billet machined blocks and/or cylinder heads will not be permitted.
4. Engines with the magneto and/or distributor in a forward mounted and/or front mounted position will be allowed but must be approved prior to competition. Engines with the magneto and/or distributor mounted in the stock OEM production position for the block and/or engine must be approved prior to competition.
5. Approved Front Drive Magneto System: Moroso 60205 & 60206.
6. Only normally aspirated engines will be permitted. Turbo chargers, super chargers and/or forced induction of any type and/or description will not be permitted.
7. The maximum engine cylinder bore size shall be 4.165 inches.
8. All engine cylinder sleeves (inserts) must be machined from an iron and/or steel alloy.
9. Titanium crankshafts, connecting rods and/or rod caps will not be permitted.
10. Only two (2) valves and one (1) spark plug will be permitted per cylinder.
11. Cylinder heads must retain a traditional valve pattern. Rotation of the valves will not be permitted. Canted or splayed valve cylinder heads must be approved prior to introduction into competition.
12. Only steel connecting rods with a maximum length of 6.000 inches will be permitted.
13. All oil pans must have an inspection plug. The inspection plug must be a #12AN fitting or 1.00 inch pipe plug.
14. In the event that an engine does not have an inspection plug the oil pan must be removed for inspection prior to competition.
15. Only throttle plate (butterfly) and shaft throttle body styles with round circular bores will be permitted. The maximum throttle bore as measured at the throttle plate (butterfly) may not exceed 3.000 inches in diameter. Slide plate, rotary cylinder, and/or other styles will not be permitted for competition. Carbon fiber manifolds and/or any other injection type pieces manufactured from carbon fiber will not be permitted.
16. A maximum of 16 fuel nozzles, utilizing two (2) per cylinder will be permitted. One (1) nozzle must be placed in the cylinder head and one nozzle must be placed in the injector.
17. A minimum of two (2) throttle return springs must be used to mechanically return the throttle to a fully closed position.
18. Only magneto-type ignitions will be permitted. A single crank-trigger type system will be permitted as a backup ignition system. One (1) switch that alternates the current between the magneto and the crank

trigger may be mounted to the dashboard within the driver's reach. Multiple coil-pack ignitions will not be permitted.

19. Steel and stainless-steel headers will be permitted. Titanium headers will not be permitted.
20. New engine components and/or new engine configurations must be submitted and approved by the Race Director.
21. If an engine is inspected and it measures over 410.00 cubic inches, the driver and the car will be disqualified. All earned points and money will be forfeited for that event.

NOTE: The engine may be checked at any time during an event or torn down after the event at the discretion of Race Director. If the Race Director finds the motor to be illegal, the competitor will be given the opportunity to remove the cylinder head for clarification purposes.

7. Mufflers

Unaltered, functional mufflers intact at all times.

Large oval Flow Master (**#5354510**), Large Spin Tech box mufflers (**#1555**) or Schoenfeld (**#14272735** or **14272730**). Max dba 95 @ 100'.

8. Race Format Promoter reserves the right to alter the format when deemed necessary.

Qualifying

1. 40 cars or more will have two groups for qualifying.
2. All classes will draw a pill for qualifying order. 2 Lap qualifying.
3. If a car is unavailable and misses its qualifying spot by more than two cars, said car will take one lap at the end. The best the car can start is behind the inversion of the heat race.
4. Cars that are too loud are disqualified and may change mufflers and take one lap at the end. The best the car can start is behind the inversion of the heat race. Cars that don't meet the dba requirement will not race.
5. If an event is delayed and qualifying is cancelled – Once heat race entries are determined, your starting position will be by random draw. You will have two heat races. The second round of heats will be a complete invert of your round starting position, plus lane swap.

SPORTSMAN SPRINT CARS (based on 3 heats)

16 car A-Main (Subject to change)

- Qualifying based on Pill Draw / Two lap qualifying
- Heat races lined straight up by qualifying time.
- 1st & 2nd from Heat lock in to the A-line up. (rows 1-2-3)
- 3rd & 4th from Heat lock-in to the A main (rows 4-5-6)
- 5th back goes to the B-main
- 4 cars transfer from the B-main to A-main

360 – 410 WEEKLY FORMAT

HEAT RACES -

HEAT RACE LINE UPS

410 -360 SPRINT CARS

HEAT #1

CAR # CAR #

QT	3			5	QT
QT	7			1	QT
QT	9			11	QT
QT	13			15	QT

HEAT #2

CAR # CAR #

QT	4			6	QT
QT	8			2	QT
QT	10			12	QT
QT	14			16	QT

QT = QUALIFYING TIME

HEATS LINED STRAIGHT UP BY QUALIFYING TIME - WITH FASTEST STARTING 4TH IN EACH GROUP.

ALL CARS TRANSFER TO THE A FEATURE

HEAT #1

CAR # CAR #

QT	4			7	QT
QT	10			1	QT
QT	13			16	QT
QT	19			22	QT

HEAT #2

CAR # CAR #

QT	5			8	QT
QT	11			2	QT
QT	14			17	QT
QT	20			23	QT

HEAT #3

CAR # CAR #

QT	6			9	QT
QT	12			3	QT
QT	15			18	QT
QT	21			24	QT

HEAT #1

CAR # CAR #

QT	5			9	QT
QT	13			1	QT
QT	17			21	QT
QT	25			29	QT

HEAT #2

CAR # CAR #

QT	6			10	QT
QT	14			2	QT
QT	18			22	QT
QT	26			30	QT

HEAT #3

CAR # CAR #

QT	7			11	QT
QT	15			3	QT
QT	19			23	QT
QT	27			31	QT

HEAT #4

CAR # CAR #

QT	8			12	QT
QT	16			4	QT
QT	20			24	QT
QT	28			32	QT

DASH DRAW & LINE UP

DASH CARS			
DRIVERS DRAW IN THE ORDER BELOW			
WINNER			
HEAT #1	CAR #:	NAME:	PILL#
HEAT #2	CAR #:	NAME:	PILL#
HEAT #3	CAR #:	NAME:	PILL#
HEAT #4	CAR #:	NAME:	PILL#
FASTEST QUALIF.			
H #1 FAST QUALIF. TIME	CAR #:	NAME:	PILL#
H#2 FAST QUALIF. TIME	CAR #:	NAME:	PILL#
H#3 FAST QUALIF. TIME	CAR #:	NAME:	PILL#
H#4 FAST QUALIF. TIME	CAR #:	NAME:	PILL#
WILL DRAW ON FRONT STRETCH FOR DASH LINE-UP			
DASH LINEUP - PILL # DRAWED			
PILL#	1		
PILL#	2		
PILL#	3		
PILL#	4		
PILL#	5		
PILL#	6		
PILL#	7		
PILL#	8		

A FEATURE			
DASH FINISH			

1			2
3			4
5			6
7			8

A FEATURE 7-24			
NON-DASH CARS			
LINE UP BY QUAL TIME			

7			8
9			10
11			12
13			14
15			16
17			18
19			20
21			22
23			24

HEAT RACE

You must take the checkered flag in your heat to get your time back.

In the event of a B-Main – you will be lined up in the B-Main by your time.

HEAT RACES - 8 LAPS -- 18 OR LESS 2 HEATS

- Heat races will line straight up by qualifying time with the fastest qualifier in each group starting 4th.
- All cars transfer to the A Feature event.
- Heat race winner and the fastest qualifiers who finishes 2nd thru 6th in each heat race advance to the Dash.

DASH - 6 CARS, 6 LAPS 360 / 410

- HEAT RACE winners and fastest qualifiers who transferred from their respective heat races to the “A” Feature by overall qualifying time.
- Dash Draw will happen in the order above, at Victory Lane.

1. FINISH OF THE DASH WILL SET THE FIRST 6 POSITIONS of A MAIN.

2. “A” FEATURE CARS NOT ELIGIBLE FOR THE DASH are lined up behind the dash cars by qualifying time.

4 HEAT FORMAT 24 - 48 CARS / HEAT RACES - 8 LAPS

Heat races will line straight up by qualifying time with the fastest qualifier in each group starting 4th.

- Top 5 finishers will advance to the “A” Feature Event
- 6th, 7th and 8th place finishers advance to the “B” Feature Event
- all other finishers to the “C” Feature Event.

Heat race winner and fastest qualifier who finishes 2nd thru 5th in each heat race advance to the Dash.

DASH – 8 CARS, 6 LAPS

- 4 heat race winners & fastest qualifiers who transferred from their respective heat races to the “A” Feature by overall qualifying time.
- Draw will happen at Victory Lane – in the order above.
- **The finish of the Dash will set the first 8 positions of the “A” Feature event.**

NON-DASH QUALIFIERS

1. Heat race “A” Feature transfer cars not eligible for the dash are lined up behind the dash cars by heat race finish.

“B” FEATURE - 15 LAPS

1. “B” Feature cars are lined up qualifying time. 4 “B” Feature transfer cars will tag the rear of the “A” Feature by finish position.

“C” FEATURE - 12 LAPS

1. “C” Feature cars are lined up by qualifying time.
2. 2 “C” Feature transfer cars will tag the rear of the “B” Feature by finish position.

1. *Cars that enter the work area with 5 laps or less remaining in the race will not be given the 2 lap wait period for repairs. When the lineup is correct the race will resume.*
2. *Work area time is given for A-main events only.*
3. *Lapped cars will be PULLED OUT EACH RE-START.*
4. *Speedway management reserves the right to tech any car, at any time for any reason. --If an owner and/or representative refuses a tech inspection, the racecar and team will be disqualified and may lose all points and incur a fine.*

Point System

- Equal points will be awarded to the driver and the owner for each event.

- **Championship Night the top six in owner points will line straight up by points in each division, they will race a six-lap scramble race. The finish determines the starting lineup for each main. All other cars will qualify and start straight up behind the six scramble cars.**
- Switching car number and driver not permitted.

Points

Qualifying	Heat Race	Main Event		
1 = 15	1 = 10	1 = 100	10 = 76	<u>Optional</u>
2 = 11	2 = 9	2 = 95	11 = 74	19 = 60
3 = 8	3 = 8	3 = 90	12 = 72	20 = 60
4 = 7	4 = 7	4 = 88	13 = 70	21 = 60
5 = 6	5 = 6	5 = 86	14 = 68	
6+ 5	6 = 5	6 = 84	15 = 66	
	7 = 4	7 = 82	16 = 64	
	8 = 3	8 = 80	17 = 62	
	9 = 2	9 = 78	18 = 60	
	10 = 1			

All cars not starting the 'A' main will receive **50** show up points.

To be eligible for show up points, said car must be able and attempt to compete or no points will be allowed.

Point Fund

To receive a trophy and/or a point fund check, 3 criteria's must be met:

Car owner(s) competing under the same number must compete in a minimum 80% of the point's races.

Car owner must be in good standing with Skagit Speedway.

Car owner and/or driver must attend the banquet.

SKAGIT SPEEDWAY SAFETY RULES SUPERCEDE ANY OTHER SAFETY RULES

HORNETS

1. CAR SPECIFICATIONS

1. All cars and trucks WILL remain stock except where noted. If unsure ask tech officials to clarify before further building.
2. Any 4- cylinder car or truck with maximum wheelbase of 110 inches.
3. All trucks must be single cab, NO extended cabs or crew cabs will be allowed.
4. All running gear and motors MUST be stock for make, model and year.
5. Any modifications beyond the STOCK year, make and model of said car will be an immediate disqualification.
6. All cars must weigh 2200 lbs with the driver at the end of the race.
7. If weight is added, it must be painted white and have car number on it.

2. CAR BODY MODIFICATIONS

1. Dash is optional, no sharp edges. All other interior and flammable material must be removed.
2. Radio and horn are optional. All other glass and plastic must be removed.
3. Must have a minimum of three windshield bars mounted securely to the roll cage in front of driver, the center roll cage bar can be one of the three.
4. Doors and tailgates must be welded shut. Trim and handles must be removed.
5. All body panels, fenders, hood, and doors must be steel. No carbon fiber or fiberglass allowed.
6. Bumpers ARE mandatory.
7. Aftermarket bumpers are allowed. Front bumper may be reinforced with a single bar maximum size 1½" x .095. Must be concealed behind the front bumper. A single brace from the end of the bumper tube to the frame is allowed.
8. Any Color and paint scheme is allowed as long as it is not offensive or have any inappropriate graphics.
9. Numbers on doors and roof must be legible and minimum of 20 inches tall.
10. Vehicles must have a neat appearance.

3. ENGINES

1. Stock production naturally aspirated, and piston driven.
2. Variable valve timing engines, Vtec, and Ztec allowed.
3. Factory stock engine assemblies. NO MIXING PARTS.
4. Maximum factory horsepower of 165 HP.
5. All Antifreeze must be drained.

4. FUEL SYSTEMS

1. Standard highway pump gas ONLY. NO ADDITIVES.
2. If stock gas tank is in front of the rear axle, gas tank can remain.
3. If gas tank is behind rear axle must be removed and replaced with fuel cell.
4. Fuel cell/ boat tank of 6.6 gal may be used.
5. Fuel cell and boat tank must be securely fastened inside car or bed of truck.
6. If fuel cell or boat tank is mounted above the vehicle floor pan, a rollover check valve or equivalent must keep fuel from leaking in case of a rollover. Fuel cannot leak if inverted. (Updated 4/16/2024)
7. A metal firewall must be in between the driver and the fuel cell.
8. All fuel lines must be securely fastened with clamps.
9. Fuel Pump safety pressure switches are HIGHLY RECOMMENDED on remote mounted electric fuel pumps. (Updated 4/16/2024)
10. All electric fuel pumps are REQUIRED to shut off with the ignition and master kill switch. (Updated 4/16/2024)

5. TIRES AND SUSPENSION

1. No adjustable shocks or struts.
2. May reinforce stock control arms a maximum of ¼ inch plate or tubing.
3. Tires and wheels maximum 8 inches wide.
4. DOT production tires only/ All season tires. NO SNOW TIRES OR LT TIRES.
5. Bead lock or steel wheel recommended for right side front and/or rear.
6. Stagger is legal.
7. No grooving or altering of tire tread allowed.

6. EXHAUST AND INTAKE

1. All cars/trucks are required to run a muffler with maximum sound 90db at 100 feet.
2. Aftermarket headers are allowed.
3. All catalytic converters must be removed.
4. Intake manifold must remain stock.
5. Aftermarket cold air intakes are allowed.

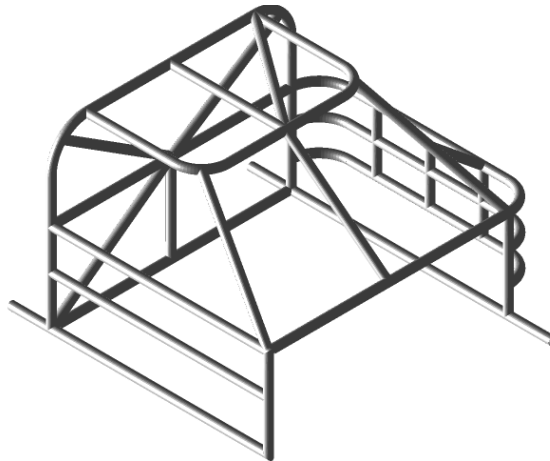
7. BATTERY AND DISCONNECT SWITCH

1. Battery must be securely fastened. Battery can be relocated to passenger compartment.
2. Battery must be enclosed in a battery box and securely mounted to the floor or roll cage
3. **Battery master disconnect is required.**
4. **Must cut all power to electrical system and engine**
5. **Battery master disconnect will be checked before all races**
6. **If disconnect is nonfunctional, you will not be allowed to race before problem is fixed**
7. **Master kill/ fuel pump switch to be within reach of the driver with ON/OFF clearly marked**

8. ROLL CAGE MINIMUM REQUIREMENTS

1. Maximum of 1¼ inch sch 40 pipe or 1½ inch .095 tubing.
2. Six-point design, securely welded to the floor/frame.
3. If bolted to the floor, minimum of 4 – grade 8 bolts at each at point. A plate underneath is required, minimum of ¼ thick steel plate.
4. All 90 degree cage weld junctions must have a minimum 1½ inch X 1/8 inch gussets.

5. Driver's door is to be hollowed. Minimum of three horizontal bars contoured 12 inches apart. Two vertical bars centered 12 inches apart between all horizontal door bars. 1/8-inch steel plate is mandatory covering the entire outside area of the drivers' door bars
6. Passenger door will have a minimum of two straight horizontal and vertical bars similar driver's door.
7. Horizontal bars to connect front and rear roll bar posts from side to side. Centered behind seat and above or below dash connecting upright posts from side to side
8. Side diagonal bar from top roll bar above driver's seat to lower posts at the rear base of the passenger door.
9. Horizontal bars centered, connecting front roll care hoop (above dash) to rear roll cage hoop (behind driver's seat).
10. Front and rear diagonal bars from the seat areas to rear fender well area.
11. Seats are to be securely fastened to the roll cage.
12. No excessive lightening of the frame or unibody construction. NO REMOVAL OF THE SHEETMETAL TOP, SIDES, FLOORBOARDS, OR TUB COMPARTMENTS BETWEEN THE BUMPERS IS ALLOWED.
13. Reasonable bracing outside the driver's compartment for safety and rigidity allowed.
14. Driver's area roll bars must be padded.
15. Radiator support bar may be a minimum of 1 ¼ inch sch 40 pipe or 1 ½ inch can be mounted from strut towers to front of vehicle to hold radiator.
16. Two bars max 1 1/4 sch 40 or 1 /12 .095 wall can run from radiator support to the front bumper bar.
17. Both bars must be concealed behind the front bumper cover and the hood.
18. In no way can Radiator support bar be mounted to cage.
19. All convertible or soft top must have a metal roof.
20. **TECH OFFICIAL MUST INSPECT AND APPROVE ROLL CAGE.**



9. **SAFETY**

1. IT IS THE CAR OWNERS' RESPOSABILITY TO ENSURE HIS/HER CAR IS SAFE AND PROPERLY MAINTANED FOR RACING. PLEASE SEE ENTIRE SAFETY LIST AT THE FRONT OF THIS BOOK
2. Drivers window net with quick release.
3. High-back aluminum double wrap-around seat or full-containment Seat.
4. No sliding seats mounts.
5. All seats must have right side head rest.
6. Driver's side roll bars MUST be padded.
7. Roll cage must be 2" above drivers Helmet. Measure from top of roll bar to the top of drivers helmet.

SEATS

- FULL CONTAINMENT SEATS ARE HIGHLY RECOMMENDED.
- SEAT MUST BE MOUNTED TO THE RACECAR FRAME/ROLL CAGE STRUCTURE AT FOUR POINTS WITH A MINIMUM 3/8" GRADE 8 BOLT, MINIMUM 1 ½" WASHER & NUT.

MOUNTING HOLE IN SEAT MUST HAVE A 2" DIAMETER MOUNTING PLATE WITH A MINIMUM .060".

- THE SAFETY COMMITTEE WILL DETERMINE IF THE SEAT INSTALLATION AND STRUCTURE ARE SAFE & SOUND FOR COMPETITION.

10. Hornet Nationals

1. All participants MUST have run at least three prior races in the current season to qualify for Hornet Nationals.
2. All outside track competitors must start at the back of the pack, unless competed in at least three current season races, then driver will be placed accordingly.

11. Format

- Draw for qualifying group.
- Group qualifying during hot lap session. Must qualify in your group.
- Two or three sessions depending on car count. Minimum 3 green laps on the clock.
- 2 Heats fully inverted. Heat race finish will line the Main.
- Winner of heat one on pole of the main Winner of heat 2 outside front row.
- First heat winner will draw a pill 0,4,6,F (full invert) to determine Main event line up.
- Last weeks winner will start at the rear of the main.
- Heat races will be 6 laps Main event will be 20 laps or 20 minutes.
- Points will be awarded for qualifying, heat, and main.

In the event of a transponder failure or a no-time for any reason, car will start of the back of the heat and cannot start the main in front of the invert. **CAR MUST have working transponder. DRIVER MUST have RACECeiver.**

12. Points and Payout

- Points are awarded to driver / not car number.
- Payouts is paid to registered car owner.
- Points are awarded for qualifying, heat and main.

Qualifying	Heat Race	Main Event		<u>Optional</u>
1 = 15	1 = 10	1 = 100	10 = 76	
2 = 11	2 = 9	2 = 95	11 = 74	19 = 60
3 = 8	3 = 8	3 = 90	12 = 72	20 = 60
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6+ 5	6 = 5	6 = 84	15 = 66	
	7 = 4	7 = 82	16 = 64	
	8 = 3	8 = 80	17 = 62	
	9 = 2	9 = 78	18 = 60	
	10 = 1			

- Cars not competing in the Main event, will receive 50 show-up points.
- To be eligible for show up points, said car must attempt to compete or no points will be awarded.
- To be eligible for points trophies and Merchandise - Car owner must be in good Standing.
- Car owner and/or Driver must attend the Banquet.

13. Decisions and interpretations of the rules by Tech or Race Director shall be Final.

Gaylon Stewart

Race Director | Skagit Speedway

Contact: Gaylon@SkagitSpeedway.com