**Bubba Raceway Park Scoring Procedures and Point Breakdown**

**Registration**

* Pit gate opens at 3:00pm. Drivers meeting will be held at 7:00pm. Racing will begin at 8:00pm. Pill draw cut off is 6:50pm. A driver may have a representative draw a pill for them provided the track has an authorization letter on file. Any driver not attending the drivers meeting will start at the rear of the heat races.
* In the event a driver is running late the promoter only will draw a pill for any driver that calls and requests this.
* All drivers and owners must furnish social security number and/or business federal identification number, if applicable, phone number and address to track office before being able to collect winnings. No Exceptions!
* Officially assigned numbers at least 18″ high, neatly painted on both doors and roof contrasting with car color and highly visible. Infraction of letter size rule shall not cause disqualification but shall disqualify anyone from protesting scoring or position change.
* There will be no four-digit numbers or letters allowed. Cars are to only have a “description” of three characters or less.
* Please register on time. This ensures that everyone will be happy and making it possible for the official line-up to be posted as promptly as possible.

**Line-Ups**

* Drivers will draw pills each week to determine heat race lineup. The 1st, 2nd, and 3rd place finishers from the previous week in the Gladiators and Mini Stocks will start at the rear of their feature. DQ’s from the previous week will start all the way at the rear behind the previous winners. All others will line up in the feature according to heat race finish.
* All divisions will draw a pill for heat race line ups. The winner of the final heat race for each division will draw a pill to determine the invert for the feature line up.
* Determining Heat Race Car Counts
  + On an average race night, car count varies, but below is the average car count for a typical weekly event.
    - 1-8 cars = 1 heat, all transfer to the A-Main
    - 9-17 cars = 2 heats, all transfer to the A-Main
    - 18-24 cars = 3 heats, all transfer to the A-Main
  + In case of more than 24 cars the top finishers from the heat races will transfer to the “A” main. All other competitors will compete in “B” main and race for transfer into “A” main.
    - 25-30 cars = 3 heats, top 6 transfer to A main, top 6 of B main(s) transfer to A main
    - 31-40 cars = 4 heats, top 5 transfer to A main, top 4 of B main(s) transfer to A main
    - 41-50 cars = 5 heats, top 4 transfer to A main, top 2 of 2 B main(s) transfer
  + If the field is to be set by qualifying:
    - 1-24 cars will line up on redraw or invert.
    - More than 24 the top 16 will be locked in, remainder will transfer from B main(s)
* All cars in official lineup must be in designated area at appointed time or start at rear.
* No driver shall be substituted for another without approval of the pit marshal and the head scorer. The substitute driver will start at the rear of the field.
* Any driver who enters a race and does not notify the pit marshal and head scorer of a driver change will be disqualified.
* You run your assigned heat. Any driver not competing in his/her assigned heat will start at the rear of the field for his/her feature or B main.
* The scorer’s lineup is official. Races will not be held up to discuss starting position.

**Lap Counts and Time Limits**

* Bubba Raceway Park has the right to consolidate or otherwise modify the make-up of the races if the number of contestants present or other conditions warrant their doing so. Bubba Raceway Park reserves the right to up time limits on any class. Time limit for races are ONE minute per lap.
* Lap counts for each division’s heat and feature race depends on the amount of car registered for that division on that specific race night.
  + Heats- 6, 8, 10, 12
  + B-Mains- 12, 15, 20, 25
  + A-Mains (Features)- 15+
* Various Series visiting Bubba Raceway Park, may alter the lap count for the specific division. Reoccurring series during the season include:
  + United Sprint Car Series (USCS)
  + Florida Mini Sprint Action (FMSA)
  + Dirt’s 4 Racing Street Stocks
  + Florida Late Models
* Special Events hosted by Bubba Raceway Park, may also alter the lap count for the specific division. Special Events include:
  + Annual Leftover Classic
  + Bubba Army Winter Nationals
  + Dennis North Memorial
  + Emil and Dale Reutimann Memorial Race
  + Florida State Championships
  + Mike Peters Open
  + P.J. Wiggins Memorial
  + The Hangover
* Laps and time can be deducted if over half of the driver’s in the race fail to comply to Bubba Raceway Park Racing Procedures.

**Fines, Purses and Points System**

* Any physical confrontation, either on the race track or in the pits, will result in the aggressor or aggressors being suspended for one race, loss of points, and fined $300 for the first offense. The second offense will be a suspension for the remainder of the season, and a minimum of a $500 fine.
* Anyone entering the scoring tower to contest anything without being asked to do so, will be fined $500.00 and/or disqualified at the discretion of Bubba Raceway Park. This includes any and all members of your crew and car owner. Fines will have to be paid before you are allowed to return.
* Purses should be picked up at the end of the race night. Purses will not be mailed. Purses not claimed within 30 days will go to the drivers point fund.
* Any driver who starts the feature will receive all points for his or her car for that event once the green flag is displayed.
* Heat Race Points

1. 10
2. 9
3. 8
4. 7
5. 6
6. 5
7. 4
8. 3
9. 2
10. 1

* Feature Points

1. 50
2. 48
3. 46
4. 44
5. 42
6. 40
7. 38
8. 36
9. 34
10. 32
11. 30
12. 30
13. 30
14. 30
15. 30
16. 30
17. 30
18. 30
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34. 30
35. 30
36. 30

* Each driver not qualifying for the feature race after the heats will receive 15 points. Each driver registering to race for that night will receive 5 points unless there is a disqualification for any reason.

**Transponders**

* All transponders assigned to the driver must be collected before being able to receive payout.
* Transponders are either to be secured with a pouch or zip-tie to the right rear axle.
* All transponders must be yellow Westhold transponders. This is to ensure that the loop and scoring system will register your car as it crosses the start/finish line.
* Due to the sensitivity of the loop (a super thin wire located under the clay), electronic scoring systems may not always be accurate. The computer system is used as a back-up in case the two hand-scorers do not agree with each other. Do not come up to the payout window saying, “Race Monitor said ‘\_\_\_\_\_\_\_.’” As long as the two hand-scorers agree, what is written on the paper will be the official line-up and that is the final decision among BRP officials. Keeping this in mind:
  + Race-Monitor will not always be accurate
  + Uncooperative transponders
    - If an official BRP transponder fails to cooperate:
      * Driver will not be penalized and will continue to be scored manually
      * Once that driver’s specific race has been completed, the driver must take the rented transponder and exchange for a new one
    - If a privately-owned transponder fails to cooperate:
      * Driver will not be penalized and will continue to be scored manually
      * Once that driver’s specific race has been completed, the drive must rent a transponder from Bubba Raceway Park for the $10.00 fee.
* All transponders being rented from Bubba Raceway Park will be given to drivers in the assigned division for a $10.00 fee as well as the Bubba Raceway Park scoring officials collecting the drivers’ driver’s license. You get your license back when the track receives its transponder back.

**Miscellaneous**

* No driver, car owner, or mechanic shall have any claim for damages, expenses or otherwise against the promoter, Bubba Raceway Park, track operator and the likes, or it’s officials, by reason of disqualification or damage to either car or driver, or both and they agree the track is in a safe condition prior to taking part in the racing activities.
* All drivers, car owners and pit crew members assume full responsibility for any and all injuries sustained anytime they are in route to or from Bubba Raceway Park.
* The make-up of championship or special events will be determined by Bubba Raceway Park management.
* Drivers cannot move down more than one division without permission of the management. Division eligibility will be determined by Bubba Raceway Park officials.
* After a heat or feature has displayed the green flag a driver can no longer change cars. If a driver changes cars between the heat and feature, he must start at the rear of the feature.