

**Hall of Fame Tribute
360 Battle Royale
2022 Official Entry Form**



Driver: _____ Car Number: _____

Mailing Address: _____

City: _____ State: _____ Zip Code: _____

Phone Number (home): _____ (cell): _____

Email Address: _____

Emergency Contact Name: _____ Phone: _____

Sponsors (in preferred order):

Person responsible for earnings/taxes MUST complete this section:

Name: First: _____ Last: _____

SSN / Tax ID ----- _____

Address _____ for _____ SSN _____ / _____ Tax _____ ID: _____

City: _____ State: _____ Zip code _____

Phone Number (home): _____ (cell): _____

Owner's Signature: _____ Date: _____

Event Entry Fee: \$50
Pit Pass \$40 each day, NOT included in entry Fee



2022 BATTLE ROYALE

SUNDAY NIGHT June 19th

SATURDAY NIGHT June 18th

	<u>A MAIN</u>	<u>B MAIN</u>	<u>C MAIN</u>	<u>D&E MAIN</u>		<u>A Main</u>	<u>B MAIN</u>
1.	\$5,000	----	----	Non	1.	\$3000	----
2.	2,500	----	----	Transfer	2.	1500	----
3.	1,750	----	----	\$50	3.	1100	----
4.	1,200	----	----		4.	1000	----
5.	1000	----	100		5.	800	----
6.	900	----	100		6.	700	----
7.	800	100	100		7.	600	100
8.	700	100	100		8.	500	100
9.	600	100	100		9.	480	100
10.	500	100	100		10.	460	100
11.	500	100	100		11.	440	100
12.	500	100	100		12.	420	100
13.	450	100	100		13.	400	100
14.	400	100	100		14.	400	100
15.	400	100	100		15.	400	100
16.	400	100	100		16.	400	100
17.	400	100	100		17.	400	100
18.	400	<u>100</u>	<u>100</u>		18.	400	<u>100</u>
19.	400	\$1,200	\$1,400		19.	400	\$1,200
20.	400				20.	400	
21.	400				21.	400	
22.	400				22.	400	
	\$20,000					\$15,000	

RACE FORMAT

Draw for heat start position

27 or less cars 3 heats

28 – 36 cars 4 heats

37 - 45 cars 5 heats

46 - 59 cars 6 heats

60 + cars 7 heats

Hot Laps. Cars hot lap with their heat race group. All cars run 2 heats, 8 laps.

First set of heats straight up by pill draw.

Second set of heats fully inverted by original heat line up. (Not by heat finish). Finishing and passing points will be awarded for each position (see heat points chart). Top 16 in points go to 'A' Main.

17 + in points go to 'B' Main(s).

Additional Mains MAY be added if needed*

E Main (if needed*) 12 laps 4 transfer to D main.

D Main (if needed*) 18 cars, 15 laps, 4 transfer to C Main.

C Main (if needed*) 18 cars, 15 laps, 4 transfer to B main.

Top 8 in A Main points run a dash starting position on Saturday for A Main. Redraw for starting lineup.

Top 4 in A Main points for Sunday and the 4 locked from Saturday run dash for starting position for A main. Redraw for starting dash position.

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

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

A Main 22 cars 40 laps.

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

Top 4 finishers on Saturday A feature are in the dash for the Sunday's A feature lineup. Must run the dash to start in the front 4 rows.

Saturday and Sunday are separate points totals to make the features.

RULES:

- Grays Harbor Raceway 360 Sprint Car rules.
- Tires and fuel available at the track.
- No car switching once a car is qualified for said night. Points go to the number.
- Race methanol only

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
1	100.0	105.0	110.0	115.0	120.0	125.0	130.0	135.0	140.0	145.0	150.0	155.0
2	91.5	93.0	98.0	103.0	108.0	113.0	118.0	123.0	128.0	133.0	138.0	143.0
3	83.0	84.5	86.0	91.0	96.0	101.0	106.0	111.0	116.0	121.0	126.0	131.0
4	74.5	76.0	77.5	79.0	84.0	89.0	94.0	99.0	104.0	109.0	114.0	119.0
5	66.0	67.5	69.0	70.5	72.0	77.0	82.0	87.0	92.0	97.0	102.0	107.0
6	57.5	59.0	60.5	62.0	63.5	65.0	70.0	75.0	80.0	85.0	90.0	95.0
7	49.0	50.5	52.0	53.5	55.0	56.5	58.0	63.0	68.0	73.0	78.0	83.0
8	40.5	42.0	43.5	45.0	46.5	48.0	49.5	51.0	56.0	61.0	66.0	71.0
9	32.0	33.5	35.0	36.5	38.0	39.5	41.0	42.5	44.0	49.0	54.0	59.0
10	23.5	25.0	26.5	28.0	29.5	31.0	32.5	34.0	35.5	37.0	42.0	47.0
11	15.0	16.5	18.0	19.5	21.0	22.5	24.0	25.5	27.0	28.5	30.0	35.0
12	6.5	8.0	9.5	11.0	12.5	14.0	15.5	17.0	18.5	20.0	21.5	23.0

- Mufflers required, 95 dB @ 100'
- Transponders and Receivers are mandatory
- Interpretation will be by the spirit and intent of the rules! Management has final say.

HEAT RACE POINTS

To calculate your heat points, use the top column for your starting position and use the left-hand column for your finishing position. Where the columns intersect is your point total.

Example: Start 5th (top column) finish 3rd (left column) you would earn 96.0 points

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