

The Management would like to welcome you and thank you for your interest in racing at Sycamore Speedway. This rulebook is written to give you information about the operation of our events and the rules, both mechanical and procedural. Please read this rulebook carefully. All racing events require that each and every one of us remember our first obligation is to the race fans. The racing officials and management of Sycamore Speedway will resolve any disagreement over technical questions, establish the length, frequency and administration of all racing events and determine all finishing positions. Their decision is final.

RULEBOOK DISCLAIMER

The rules and/or regulations set forth herein are designed to provide for orderly conduct of racing to establish minimum acceptable requirements for such events. These rules shall govern the conditions of all events, and by participating in these events, all participants are deemed to have complied with the rules. NO EXPRESS 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 minor deviation from any of the specifications herein or impose any further restrictions that, in his/her opinion, do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH AN ALTERATION OF SPECIFICATION. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final. Other items not covered in this information will be decided by racing officials.

SYCAMORE SPEEDWAY 2018 OFFICIAL STOCK CAR RACING GENERAL RULES

- I. These general rules apply to each and every one, car owners, drivers, mechanics, pit crew members, fans and anyone in the pit area, grandstands or on the racetrack. We will not tolerate any fighting and unnecessary recklessness or any type of retaliation. Profanity is prohibited. Consumption of any alcoholic beverages or controlled substances within the pit area and on the racetrack is prohibited. Race cars and personal clothing will not display profane signs, sex signs, and swastika, ethnic or racial slurs. Use of radio signals that interfere with our track or allows communication between driver, crews, or fans is prohibited.
- A. To compete at Sycamore Speedway your car must have a complete body and adhere to the rules described for your class. All cars must willingly pass a technical inspection each race date. Any refusal for inspection results in disqualification for that night. No inspection-no race.
- B. Age Limit: Must have a valid driver's license.
- C. All competing cars must complete a Sycamore Speedway Membership Card, a W9 and have a number assigned. **The same number will be re-assigned to you IF applied for by March 1, 2018.**
1. To register for a number or become a racer at Sycamore Speedway, please read below.
- Email sycamorespeedway@gmail.com or click Contact Us on the website to register a car number. In the subject line write "To Register a Car #". Please provide in the body of the email your name, town you reside in, phone number, Race Class (i.e. Spectator, Compact, Super Late Model) & preferred number.
 - Once you get confirmation from us that your number is registered complete the membership form & W9. These forms can be found on our website <http://sycamorespeedway.com/downloads-for-drivers/>
 - Bring completed packet to the pit shack on the first night you are racing.
 - Download and read in its entirety the rulebook for the class(es) you will be racing in. Rulebooks can be found at <http://sycamorespeedway.com/#>
 - Prep your car according to the rulebook
 - Bring car to track
 - Go thru tech inspection at the scale
 - Attend driver's meeting
 - Qualify
 - Let's Go Racing!
- D. During the races, the only people allowed on the racetrack and infield is drivers, disabled cars and racing officials. Everyone must stay behind the fences at all times unless requested by the officials to assist for some special reason.
- E. In case of accident, car must be taken into pits or infield (at a safe distance) to be worked on, subject to official's decision. Competing cars and drivers found in violation of rules will lose any purse money & points won for that night.
- F. Insurance coverage exists beginning 30 minutes prior to scheduled race time and ending 10 minutes after the finish of the last event.
- G. **WEATHER POLICY:** In the chance of sudden showers, the track starter will suspend the races; however, every effort will be made to complete the races after the rain stops. If, in the opinion of Speedway Officials, the bad weather will prevent the return of a safe racing condition in a reasonable amount of time, the remaining races will be cancelled or postponed as follows:
- The program will be considered complete (no rain checks) if 4 or more events, not including time trials, have been run.
 - If a special event was rained out, the special event may be added to the next weeks race show.
 - In the event of rain, or any circumstances beyond the control of the Speedway Officials, the race may be declared complete or continued at the discretion of the officials in charge.
 - If the program is not considered complete (see no. 1) your ticket stub or pit pass wristband will serve as a rain check for another race held within the next 2 race nights unless otherwise stated by Sycamore Speedway Management
- H. **FLAG RULES:**
- Green** - Track is clear.
 - Red** - Indicates that all cars are to stop at once. The race has been halted. Once cars have started to lineup for restart, latecomers will lose their positions. Any car not ready for restart shall go to rear of pack.
 - Yellow** - Hold your position. Do not pass. The lead car must slow down to parade lap speed, and ALL cars remain in single file at a constant slow speed all around the track. Failure of the car to trail the car ahead will cause violator to lose position. It is the

responsibility of the lead car to slow down to parade lap speed. **When there is a yellow on the white flag lap, the race is over!**

Cars will be scored on the finished lap previous to white flag.

NOTE: YELLOW FLAG LAPS NOT COUNTED*. ANY CAR OR CARS INVOLVED IN A YELLOW FLAG SITUATION SHALL RESTART IN THE REAR. **ANY CAR CAUSING TWO YELLOW FLAGS IN ONE RACE MUST LEAVE THE RACETRACK FOR THE REMAINDER OF THAT RACE.** If you intentional cause a caution you will be black flagged for that race. Any driver, pit crew member or family disturbing flagman or scorers before conclusion of racing program, will disqualify that car or be fined. *At the discretion of the promoter, yellow flag laps may be counted.

4. **Black** - The scorer will not count the laps of the black flagged car until he enters the pits and remedies the hazardous reason causing the car to receive the black flag. Failure to see the black flag will not be considered as an excuse.
 5. **Blue w/Orange Stripe** - Starters Signal – Hold your Line.
 6. **Checkered** - Race is over. When lead car gets checkered flag, race is over for all cars as they cross the finish line.
- I.** The placement of the cars in order of finish as determined by the scorer will be final.
- J.** The track steward reserves the right to increase or decrease the field of cars at his discretion.
- K.** Any driver, who in the opinion of the track officials or flagman, shows evidence of exhaustion, drinking, under the influence of controlled substance or other physical incapacity, may be barred from the events in the interest of safety to himself and to others.
- L.** Any person or persons willfully blocking the track or attempting to obstruct the race program will be requested not to return to the track for future race meets. Remember...when a rule is enforced, one or more people aren't going to like it.
- M.** A race will not be stopped because of a car or cars spinning out in the first curve or turn on the first lap unless the situations, determined by the flagman, would warrant it.
- N.** Intoxicating beverages, including beer, are not permitted in the pit area before or during a race meet. Any car whose crew has been drinking in the pits, will be fined, suspended and/or both.
- O.** Cars not at the gate at least thirty (30) minutes before race time will be placed in position at the discretion of the steward, if situation so requires it.
- P.** Abandoned car will be towed away.
- Q.** When qualifying, an allowance of one spin or wave-off will be permitted per night. When time trials are over for a given class, **they are over** – no exceptions. You will be allowed one qualifying lap or other means to facilitate positioning as time permits to be determined by the track officials. **Packing is required. If you do not pack you do not qualify and therefore will be placed at the rear of the slowest heat and back of feature. NO EXCEPTIONS.**
- R.** Wristbands appropriate for the event are required at all time. No Exceptions
- S.** Only the tow vehicle will be allowed in the pits. No other car will be permitted.
- T.** Any driver or crewmember deemed detrimental to the sport of auto racing will be refused entry to the pits. Auto racing is a competitive sport, but like any other event that lives from the support of fans there is, along with competition, a great deal of showmanship required. **STARTING ON TIME**, running the events in a professional manner, **PROPER UNIFORMS**, race cars **BRIGHTLY PAINTED** and the **CONDUCT** of the competitors as viewed by the fans; these requirements form an important part of the contest rules and must be considered for the growth of auto racing.
- U.** Abuse of any official and use of improper language at any time will be subject to disciplinary action. The penalty imposed will depend on the severity of the act.
- V.** If in the combined opinion of the flagman, track officials and timer, a driver did not make the best effort to qualify, he will be positioned in the race lineup as judged appropriate.
- W.** If for any reason a race stopped (such as red, yellow or checkered flag), only the persons allowed out on the track are officials, safety crew, wrecker and ambulance crew. **NO ONE ELSE!** Anyone not conforming to this rule is subjecting themselves to a severe fine or expulsion from the grounds subject to discretion of track officials.
- X.** Any driver, car owner, mechanic or any other person trying to organize others against the track or the officials in any way not limited to but including all forms of media, will be immediately suspended from Sycamore Speedway and barred from further competition.
- Y.** The following procedures must be observed in the pits:
1. The cars will lineup in the pits for an event according to the positions posted on the pit bulletin board immediately after the cars enter the track. Any car not in line at this time will miss the event.
 - i. Any car missing an event because of this rule may start the next as an added starter; exception – those cars missing the consolation race cannot automatically start the feature as added starter.
 2. If you do not race your heat event, regardless of reason, you will forfeit your starting position for the feature.
 3. Added starters in any event will start in the rear of the pack.
 4. Added starters **MAY RACE** upon special permission of the track official.
 5. Any car that comes too late to qualify will be added to lineups as officials deem appropriate.
 6. To change drivers or cars, the driver going into the car must have qualified the car that night. This change must be reported to Pit Tower before race event. As a driver you can only qualify one car per class and you must race that car all night.
 7. If your car breaks mid event, you cannot run someone else's car with your number.
 8. Any fines and/or suspensions will be decreed by the officials, subject to the following: mechanical violations – maximum of \$200 fine, safety violations – maximum of \$500 fine and/or two weeks suspension. **Rain outs or race night cancellations do not count towards penalty.**
 9. **PROTEST RULE:** If you feel one of your competitors is cheating, for \$200 you can request that the car be inspected. \$50 will be retained by the racetrack regardless of the outcome; the remaining \$150 will go to the correct party. If you claim a competitor is cheating and you are correct then you get your \$150 back, if you are wrong the \$150 will go to the competitor you wrongly accused. The \$200 you are paying is for a full tech, should this inspection result in an illegal car than the repercussions are the same as if the car was randomly picked for a full tech inspection, i.e. loss of points & money for the night.
 10. All cars must be removed from pit area after the conclusion of the evening events. ANY car left on the premises after ten days

- will be charged “storage”. Pit lights out and pit area emptied and locked thirty minutes after race event.
11. The track will reserve the right to reject any entry.

II. Car & Driver General Rules

A. PAINTING OF CARS

1. Cars may be painted as you choose, but number must be a bright, contrasting color. **WHEELS MUST BE SOLID WHITE OR FLOURESCENT COLORED** for easy visibility in the event one is thrown. Day-Glo paint is strongly recommended. **NO PRIMERED CARS. NO TWO CARS PAINTED IDENTICAL WITHIN THE SAME CLASSES!**
2. Car numbers **MUST** be **MINIMUM** of 24” **SQUARE WITH 4” BRUSH STROKE ON RIGHT AND LEFT DOORS. NUMBERS MUST BE PAINTED ON CONTRASTING COLOR TO THE CAR ALSO 24” NUMBER ON ROOF OF CAR.**
3. **POOR NUMBER = NO SCORE = NO PAYOUT**

B. WEARING APPAREL

1. We recommend all pit participants wear white pants or coveralls for visibility reasons.
2. We require all drivers, for Dirt Late Model (fka 4-Bar), SLM, Street Stock (fka. Late Model), Pure Stock, Hornets (fka Modified Compact), & any visiting class to wear a flame resistant driving suit, a two piece suit is ok. Closed toed shoes & gloves. A DOT approved helmet with face shield, no Motocross helmets allowed. For Spectator, Powder Puff, Socker Stocker & Compact Combat at minimum, long sleeves, long pants, gloves and closed toed shoes and a DOT approved helmet with face shield are **REQUIRED.**

C. ROLL CAGES

1. Dirt Late Models (f.kww.a. 4-Bar), Super Late Models, Street Stock (f.k.a. Late Models), Pure Stock, Hornets (f.k.a. Modified Compact) ...All cars must be equipped with welded cage types. **ROLL CAGES WELDED TO THE FRAME OF THE CAR.** Bars must pass inspection of the tech steward. Suggested specs for roll bars are: wall thickness; .095. Outside diameter; 1-1/2”. No pipe joints; bars must be welded and angle joints reinforced. No galvanized pipe. DOM type tubing is recommended.
2. Friday night Compacts: This is **MANDATORY** to run at minimum a roll cage. See Compact Rules for specifics.

D. SAFETY BELTS AND HELMETS

1. Passenger type seat belts required at minimum for all Spectator, Compact, Socker Stocker and Powder Puff cars.
2. All Dirt Late Models (a.k.a. 4-bar), Super Late Model, Street Stock (a.k.a. Late Model), Pure Stock and Hornets (a.k.a. Modified Compact) cars must be equipped with a 5 point racing harness. **MANDATORY.** Certification must be visible and show 3 yrs or newer. They need to be securely fastened to the frame of the car. Belts must have quick release metal buckle. Shoulder harness is mandatory. Shoulder harness must be quick release type.
3. Approved DOT helmets with face shields must be worn for all classes. This is strongly enforced. No Motocross or Motorcycle helmets.

E. SAFETY RULES – the following safety rules will be strongly enforced:

1. **NO BATTERIES, FUEL TANK, FUEL LINES,** or any object that may create a hazard in the driver compartment. Batteries will be permitted if securely fastened in a marine type Battery box with cover. All fuel lines that run through the driver compartment must be covered.
2. Cars **MUST HAVE FULL STEEL FIRE WALLS** between driver and engine compartments and driver and fuel tanks.
3. Seats must be securely fastened to frame of car.
4. All cars must be self-starting. Cars must leave pits under their own power.
5. Fire extinguishers are mandatory for all cars and must be securely fastened. Quick release type only and be in reach of driver.
6. Dirt screens are subject to inspection.
7. All gas must be in proper marked **RED CANS** in the pit area.
8. Flame resistant driving suits and a window restraining net are strongly recommended.
9. Fuel cell with roll over valve strongly recommended.
10. Over Flow Tubes must be pointed down.

F. Must run trophy dash to receive fast time point.

G. All exhaust must exit at the side of the car – left side recommended.

H. Under yellow & red flag conditions, only **track officials** can be on the racetrack!

I. No mirrors allowed on any racecar for any class. **NO EXCEPTIONS.**

J. For All Classes running at Sycamore Speedway, all drivers must use a race receiver. Fusion 1600 is a very common type and is most common at a lot of other facilities too. Our Channel is 454.000. **PLEASE NOTE:** you cannot use a transmittable radio, it must be a 1-way receiver only.

2018 COMPACT COMBAT & DEMOLITIONS SPECIFICATIONS

RACE RECEIVERS ARE MANDATORY FOR ALL CLASSES. NO EXCEPTIONS

The general rules for the Sycamore Speedway apply to ALL Friday Night Classes. Please read above.

Friday Night Classes are Spectator, Powder Puff, Socker Stocker & Compact Combat

A. Class Descriptions & General Rules

1. **Compact Combat & Demolitions** – Any 4 cylinder stock American or Foreign made automobile or station wagon with the following:
 - a. Mandatory of a Minimum 6 point roll cage. Consist of main hoop, two rear bars, and two forward door bars.
 - b. Maximum wheelbase 106”
 - c. Compact “race cars” 4 cylinder only
 - d. Remove plastic grills
 - e. No turbo engines
 - f. No rear engine cars

- g. No coil overs. No lowering kits. No adjustable suspension. Ride height minimum of 5 inches measured under center of the engine.
 - h. Stock air intake box. No holes in the hood permitted.
 - i. For safety purposes you may use ANY right rear hub assembly as long as it is a direct bolt on part without any modifications.
2. We want everybody to have a chance to race. We will not allow any aftermarket high performance parts however aftermarket unaltered direct bolt on stock replacement parts are acceptable. All driveline and suspension components must be unaltered stock parts.
 3. All Cars will be vacuum tested. Must pull a minimum of 17" of vacuum at a maximum idle speed of 700 RPM in park while being tested. **MANDATORY.**
 4. **Remember, the important thing is your car must be stock or it cannot run. This is the FUN class and the payoff is trophies (for the CADET class). If you as a driver are not satisfied with the money involved, you are asked to forget the Cadet competition and advance into another division. DRIVER'S NOTE: Remember, these cars are to be stock. If you win and are not STOCK, you will forfeit win.**
 5. First and second place cars must start at the rear of the pack the next racing event.
 6. All cars will be inspected before the race. Winning cars will be inspected after the race. If the driver does not take the car immediately to tech area after race or does not pass inspection, all points and money will be lost for that race only. NO coverage or responsibility for any damage to any car. Cars must be numbered and inspected by the Tech Team. Numbers must be issued & registered with Sycamore Speedway. Racecars will be inspected by officials at times they so designate.
 7. All cars must run heat races and trophies dashes to keep placement in feature.
 8. **DECISION OF JUDGES AND SCORERS IS FINAL.**

B. SAFETY

1. Safety belts, Snell approved helmets, goggles and/or face shields, gloves, long sleeves, long pants and closed toed shoes are required. Flame resistant fire suit highly recommended. No Motocross or Motorcycle only or snowmobile helmets.

C. PREPARING CAR FOR RACING

1. **DO NOT REMOVE ANY INTERIOR PANELS OR PASSENGER SEAT.**
 - i. If door panels are removed prior to purchase of car. Cover door with material equivalent to factory panel strength.
2. **STRICTLY ENFORCED. DO NOT REMOVE FACTORY WINDSHIELD unless advised by track official** All other glass, including head and tail lights, must be removed before arriving at the speedway. Cars must be swept clean. All window seals must be removed, No more duct tape allowed. No junk tires, wheels, metal parts, etc. allowed in car.
 - i. Sun roofs must be removed and hole must be covered. Minimum of 22 gauge metal, bolted or welded.
 - ii. Windshields are Mandatory for Spectator, Powder Puff, Socker Stocker & Compact.....if their windshield breaks they can replace with a windscreen with the following conditions:
 1. A 6 point roll cage installed in the race car
 2. 3 bars welded across the front where the existing windshield was
 3. A windscreen may be used but must have no larger than 1/2 in openings and cover the entire area of the original windshield.
 4. A full face helmet with a shield...no Motocross helmet, no open face helmet
 5. Gloves must be worn at all times. No EXCEPTIONS.
3. **Front doors must be painted white and left blank for numbering. KEEP SAME NUMBER ALL YEAR. Different car- same driver-SAME NUMBER. Number painted on passenger door, should be PAINTED with CONTRASTING COLORS i.e. black door/white number. Navy Blue and Black are NOT contrasting colors. NUMBER WILL BE 24" HIGH MINIMUM, STRICTLY ENFORCED. Number also has to be on the roof of the car...stand on the passenger side of the car and write the number on the roof.**
4. Any sharp protruding objects on cars must be smashed down or cut off.
5. DRIVER's DOOR must be welded shut. All other doors must be fastened shut either wired or chained.
6. Any driver's door coming open during the race will be disqualified.
7. Hood and deck lids must be operable until after inspection. Hood and deck lid must open for inspection. NO CHAINS OR WELDED. Hood pins allowed and encouraged.
8. Both front seats must be in place. We strongly recommend you leave interior of your car complete.
 - i. If front seats are removed, door bars off of the roll cage are required on both sides of the car. **SEE ROLL CAGE EXAMPLE.**
9. Insulation under hood must be removed.
10. No special bumpers, reinforcements or fabrications other than stock replacements will be allowed. Up to a single 1 1/2" bar may be installed between the bumper horns for radiator protection. Front and rear bumpers are required. Tow Chains mandatory on front and rear bumpers.
11. Batteries may be moved to any reasonable position in the car, but they must be securely fastened in a covered Marine style battery box only. **No Milk Crates Allowed.** Only one, any size battery allowed. Fans may be removed.
12. Cutting fenders for wheel clearance only is permissible.
13. **Suspension must work as originally designed and must consist of unaltered stock components for that vehicle. No intentional adjustment of camber, caster, bump steer etc. Car must sit level.**
14. Rocker panel wrap may be used on driver side door not to exceed 6" above bottom of door and .060 thick.
15. **At minimum 6 Point Roll Cage Mandatory for Compacts. See Appendix A in downloadable version for drawing.**

16. **FUEL TANKS:** If you are not running stock fuel tank it must be in the trunk, well secured and centered in trunk. I.e. Using a tie down or ratchet strap is not considered well secured. **No wood blocks allowed for mounting purposes** well stock fuel tank must be removed.

17. All openings from trunk of car to interior cab must be covered and sealed.

D. COOLING

1. Cooling system must remain in engine compartment. Radiators and fans may be removed. NO antifreeze.
2. Reinforcement support is allowed for radiator, ie kicker bar allowed. This is nothing more than to hold radiator in upright position.
3. Discharge from overflow tube must be pointed to the ground.

E. POWER TRAIN

1. **Must be unaltered stock as it comes from factory.** No outer cooperate motor swaps
2. NO locked rear ends or welded spider gears are permitted. Limited slip differentials are allowed.
3. Welded, solid or chained down engine motor mounts are permitted and recommended for safety.
4. Stock O.E.M. cast iron exhaust manifolds only. **NO headers.**

F. WHEELS & TIRES

1. Stock wheel nuts, 7/16 and 1/2 and 1 inch
2. No snow tires.
3. No white spoke or racing wheels, 7-inch maximum width.
4. No pipes welded over tire valve stems.
5. No Good Year LT Wrangler tires – No LT or AT tires.
6. Any winner using different size tires to aid in handling will be disqualified.
7. S10/Ford Ranger truck rims allowed, no other truck rims allowed.
8. Wagon wheels allowed on Right side of car only.
9. Tire size variance permitted only if **one** number is off by one numeric size **on non-drive axles only.**
10. **It is strongly recommended to mark or highlight tire size designation on tires to speed up the tech inspection process.**

G. THINGS NOT TO USE

1. **NO aftermarket high performance products.**
2. NO locked rear ends/welded transmissions.
3. NO spring jacks or blocked shocks or reverse shackles permitted. **Suspension must consist of unaltered stock components only** and free of blocks.
4. NO setting up of chassis.
5. NO pinching of shocks to stop travel.
6. NO obscene or dirty language or pictures to be painted on car.
7. NO aftermarket electric fuel pumps.
8. NO racing gas or additives.
9. NO aftermarket strut bars.
10. NO plating of frame or horns.

H. COMPACT DEMOLITIONS & FIGURE 8 CARS ARE ALLOWED WITHOUT A ROLL CAGE. CANNOT RUN ON THE OVAL WITHOUT A ROLL CAGE

I. Track Official has the right to refuse your car to race if s/he feels it is unsafe.

J. ATTENTION ALL DRIVERS: YOU ARE RESPONSIBLE TO PUT YOUR CAR IN THE PITS AFTER THE RACES!

1. CAR STORAGE/PICK UP

- a. You may leave your car at the speedway **AT YOUR OWN RISK. If you leave your car, be prepared to show proof of ownership prior to removing car.** If car does not run for 3 race nights in a row, car will be removed. NO EXCEPTIONS.
- b. We pay top prices for your junk car. Check with Track Official, Sam. NOT RESPONSIBLE for any car left at Speedway.
- c. If your car does not race for 3 weeks and you are using Sycamore Speedway for car storage there will be a \$5/per car weekly storage fee.
- d. Weekly car pickup will announced on race nights for the following week during regular race season.

K. PAYOFF

1. You will qualify for your races. If you do not make qualifying you will be placed in the rear of the slower heat and feature. No exceptions. The driver racing the car must be the one who qualifies it.
2. Fast time = 1 point.
3. Trophy Dash: You must run the trophy dash to get your fast time point and to not forfeit your feature position. If you do not run the dash you will start in the rear of your feature. This will always be a 6 lap race.
4. Heats: Socker Stocker, Powder Puff & Compact – in addition to the trophy dash you must run this race in order to keep your position for the feature. All heats will be 6 laps.
5. Payout is outlined in table below. PP = Powder Puff, SS = Socker Stocker, & CC = Compact Combat. T = Trophy.
6. Points will follow driver and a sole car number. Before any payout will be paid the driver and/or car owner, whoever will be receiving the 1099 for the season, must complete a W9 and all payouts will be paid to that individual. For any reason (penalty or vacation) a substitute driver for your car & car number is not allowed.
7. If Compact Combat Driver is champion for two consecutive years, s/he must move up to Hornets or any Saturday Night Class or take a season off.

L. PAYOUT/POINTS ARE AS FOLLOWS:

Trophy Dash (all classes)		1 st place = 1 point & Trophy		2 nd place = 1 point		3 rd place = 1 point	
1 st Fast Heat (PP/SS/CC)		1 st place = \$25/3pts/T		2 nd place = \$20/2pts/T		3 rd place = \$15/1pts/T	
2 nd Heat (PP/SS/CC)		1 st place = 2pts/T		2 nd place = 1pts/T		3 rd place = T	
3 rd + Heats (PP/SS/CC)		1 st place = T		2 nd place = T		3 rd place = T	
1 st Fast Feature (PP/SS/CC) 15 laps		1 st place = \$50/5 pts/T		2 nd place = \$25/4 pts/T		3 rd place = \$20/3 pts/T	
Fast 25 lap Spec Feature		1 st place = \$100/5 pts/T		2 nd place = \$50/4 pts/T		3 rd place = \$25/3 pts/T	
2 nd Feature (SS/CC) 10 laps		1 st place = \$25/3 pts/T		2 nd place = \$15/2 pts/T		3 rd place = \$10/1 pt/T	
2nd 15 lap Spec Feature		1 st place = \$50/3 pts/T		2 nd place = \$25/2 pts/T		3 rd place = \$15/1 pt/T	
All other Feat (all classes) 6 laps		1 st place = T		2 nd place = T		3 rd place = T	
1 on 1 Drags				1 st place = T			
Figure 8		1 st place = \$50/T		2 nd place = \$25 or T		3 rd place = \$10 or T	
Demolitions		1 st place = \$200/4 pts/T		2 nd place = \$100/3 pts		3 rd place = \$50/2 pt	
\$10 & 1 pt to all who entered made 2 hits but didn't place							