

# Thunder Mountain Speedway

## FLAGGING PROCEDURES

2016

1. The main concern of the flagman at the start of the race will be to have a fair start. The speed of the start will be a second concern. Racing before the green flag (designated start area) may result in disqualification at the flagman's discretion .
2. \*\*If flagman determines a car jumps on start or restart of the race, that car will be docked two positions on the next flag in the race. Example: If yellow flag is the next flag the car will be docked two positions in the restart lineup and if checkered flag is the next flag the car will be docked two positions in the finishing order.
3. When the green flag is displayed, the race has begun for everyone.
4. After two (2) yellows at the start of the race, the race will start in single file formation. 6. Any car that spins, on or off the racing surface, will be given adequate time to restart and remain in the race (no quick yellows).
5. Two caution flags maximum per car per race in the feature races. One yellow flag maximum per car in the heat races.
6. Pitting of any kind under a yellow flag condition will result in the car going tail end. When the yellow light goes out, cars will not be allowed to re-enter the race.
7. Restarts on cautions are side by side with the leader of the racing having the front row. This means that the leader is the only car in the front row and the leader has the option of starting in either the inside or outside line. Second place car has the choice of inside or outside the second row and the third position will line up in the opposite line. Third row and back line up even numbered positions are on the inside line and odd numbered positions are on the outside line
8. Cars involved in an accident will be given two minutes from the time they enter the designated work area to make repairs. If the car goes to their pit stall, they will not be allowed back into the race.
9. When a red flag comes out, all cars will safely stop on the racing surface, making sure not to block any emergency exits from the infield. Cars are not allowed to move or pit until advised by the flagman or on the receiver. These flagging procedures are part of an in addition to the racing procedures and safety regulations set forth.

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## SAFETY REGULATIONS

2016

1. Pit area parking will be restricted to race cars( one (1) tow vehicle per car), wreckers, ambulance, fire trucks and club vehicles.
2. The flagman may disqualify a car during a race for safety reasons, if necessary.
3. No one is allowed to drive a modified under 16 years of age. No one is allowed to drive a race car without being eligible for a state driver's license or based on any stipulations put on by our insurance company. Anyone under the age of 18 must have the proper insurance waiver signed. Drivers under 18 years of age are required to submit a parental consent form – signed by both parents or legal guardians – and a copy of birth certificate, prior to competition.
4. Firesuits are mandatory for all classes and are required to be worn at all times when on the track. All firesuits must be in good condition with no holes or tears.
5. Helmets, seat belts, shoulder harnesses, gloves, neck braces and face shields are required and must be worn at all times on the race track in all classes.
6. Each car must have a working fire extinguisher in the tow vehicle/trailer. This will be checked at the gate prior to entering the facility.
7. No alcoholic beverages or illegal drugs are to be opened/ingested in the pit area prior to the drop of the last checkered flag of the night. If a driver or pitman is found to be drinking alcoholic beverages or ingesting illegal drugs in the pits before the last checkered flag of the night, the driver will be disqualified for the remainder of the race program and the driver and all pitmen will be asked to leave the pit area. Use of alcohol and/or illegal drugs as above may results in suspension and/or fines.
8. Shirts must be work at all times in the pit area. This rule includes all persons who are in the area.
9. Any disturbance in the pit area, racing surface, and/or official areas may result in suspension and/or fine. The DRIVER is responsible for the conduct of his/her pit crew. 10. Jack stands must be used whenever work is being performed under the racecar.
10. No pit crew members are allowed on the racing surface at any time during the race. Failure to follow these safety rules may result in driver disqualification.

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## RACE PROCEDURES

2016

1. All cars have five (5) minutes to report to the track for packing when notified. NO EXCEPTIONS! All cars must pack when called upon.
2. Prior to each race the race officials shall conduct a drivers meeting for the explanation of the rules and any specific regulations applying to that race. All drivers and pit crews are required to attend and will be held responsible for the matters discussed at the drivers meetings as if they had been present.
3. Cars will line up in the pits before each race in the staging area.
4. There will be no less than five (5) cars per race. The number of cars in a heat will be determined by the race officials.
5. The Pit Steward or Lap Counters may change the line-up if necessary.
6. Any car whose speed is greatly less than the others competing may be considered by track officials to be a safety hazard and may be removed from the racing surface (black flag).
7. All track incidents are subject to the flagman's discretion as to the realignment of the cars. Scoring goes back to the last completed lap.
8. The flagman and race officials have the right to disqualify anyone for an event or for the rest of the night's racing for misconduct or not complying with the rules.
9. Any car disregarding a black flag will be disqualified for the remainder of the night's event and may be subject to suspension and/or fine.
10. The flagman is in complete control during the race and may disqualify or reposition any cars at his or her discretion. Calls which involve the exercise of judgment on the part of the flagman are final and binding.
11. If a race is stopped before the completion, the payoff will be based on the last completed lap. The feature must be half completed to be considered a complete race. The scheduled number of laps will be ran unless the drivers are notified prior to the race, unless under dangerous conditions or at the official's discretion. A time limit will be used on all races in all classes. (One (1) minute per lap plus five (5) minutes)
12. All cars must take the green flag for the A-Main to qualify for payoff. Re-entering the race is allowed if a green flag has not been missed. A car re-entering the race in an unsafe manner will be disqualified for that event.
13. The driver is qualified and receives points, not the race car.

14. When weighing the race cars is in effect, the top three (3) in the heat races and the top five (5) in the features must weigh. Everyone must weigh on the same scale so be sure to check your weight on the scale prior to racing. Top five (5) cars in the feature are to report to the claim area.

15. The Officials reserve the right, in an emergency, to make special rulings which it deems to be conducive to the well-being of race competition and the voluntary participation of any competitor in the competition shall constitute recognition of this right.

16. Any person violating any rules or procedures may be penalized by the Board of Directors. Penalties may include disqualification, exclusion, suspensions, fines or loss of points and payoff. The Board of Directors also reserves the right to revise the procedures or any supplements thereto at any time.

17. Every person who undertakes participation in race competition shall be deemed acquainted with these procedures and shall constitute acceptance of them.

18. The flagman is in charge of all race cars on the track. The Pit Steward is in charge of all pit activities.

19. All racecars will have transponders and all drivers must use RaceCeiver. One transponder per car per night. If transponders are changed during a race event it is up to the driver to notify officials of this change, otherwise positions and points will not be scored.

20. If a driver goes out for their feature with a transponder that is known not working after the heats and was warned by RaceCeiver or track official, they will be disqualified from the feature. If for some reason your transponder quit working after your heat race or during the feature race and it is unknown to you and the track officials you cannot be disqualified from your feature race. Any driver that wishes to have their transponder checked should contact a track official, you will be allowed to drive your car across the transponder line by the flag stand to check its working status during intermission. If for some reason your transponder is not working you can rent one for the remainder of the night for \$30.

21. Communications between crews and drivers while they are on the track is prohibited. Complaints of communication devices being used while drivers are on the track can be filed with officials, only by other drivers.

22. \*\*All drivers must be either in the pits, in line to sign in or have called by 5:00 pm if they want their spot in their heat. If they have not called nor are they in line then they will go to the back of the pack in their heat.