



2021 COMPETITION GUIDE

BEGINNER BANDOLERO DIVISION

BANDIT DIVISION

OUTLAW DIVISION

CHARGER DIVISION

YOUNG LION DIVISION

SEMI-PRO DIVISION

MASTER DIVISION

PRO DIVISION

2021 Summer Shootout – Competition Guide

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I. 2021 Schedule

A. Practice Dates & Times

Tuesday, June 8th *
Monday, June 14th #
Monday, June 21st *
Monday, June 28th *
Monday, July 5th *
Monday, July 12th *
Monday, July 19th *
Monday, July 26th #
Monday, August 2nd *

* Pit Gates open at 4 pm; Track Hot at 6pm
Pit Gates open at 11:30 am; Track Hot at 1pm

B. Race Dates & Times

Monday, June 14th - Round 1
Tuesday, June 15th - Round 2
Tuesday, June 22nd - Round 3
Tuesday, June 29th - Round 4
Tuesday, July 6th - Round 5
Tuesday, July 13th - Round 6
Tuesday, July 20th - Round 7
Monday, July 26th - Round 8
Tuesday, July 27th - Round 9
Tuesday, August 3rd - Round 10 - Championship Night

Pit Gates open at 2pm unless Practice was also scheduled that day; Track Hot at 5pm

II. General

A. CMS Policy

1. All persons entering the pits must wear a mask/face covering
2. As part of Charlotte Motor Speedway's (CMS) commitment to providing exciting family fun and "A Winning Experience For All," each CMS employee (Emergency Services Worker, Full-time Staff, Intern, Part-time Staff, Race Official, Registrar, Security Guard, etc.) has been empowered to request action be taken on any competitor at any time for unprofessional or unsafe behavior.
3. No unauthorized vehicles, i.e. carts, SUV's, trucks, vans, etc. in the designated garage pit area. Subject to tow.
4. Prohibited Items
 - a) Alcohol and Glass containers
 - b) Pets (except service animals assisting disabled guests)
 - c) Weapons of any kind
 - d) Remote control cars / golf carts / bicycles / scooters / striders / skateboards / roller blades / etc...
 - e) Drones (anywhere on grounds)
 - f) Unattended items may be removed at the discretion of speedway officials
 - g) Items restricted by federal law or which, in the judgment of speedway officials, may create a safety risk or reduce the enjoyment of the event by other guests

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B. Pit Pass Sales

1. Location: Gate 4 Ticket Booth - See Map on Page 12 of this Guide
2. Cash or Credit only; No checks.
3. Garage stalls are available for rent on a race night basis for \$50/race.
4. Practice Night
 - a) \$40.00 per driver
 - b) \$10.00 per non-INEX member
 - c) \$5.00 per INEX member
 - d) Hard card window closes May 7th.
5. Race Night
 - a) Car Number Registration (no fee)
 - b) \$25.00 per person
 - c) Hard card window closes May 7th.
6. Hard Cards
 - a) First time pick up at pit shack Gate 4 Ticket Booth
 - b) Thereafter go directly to Gate #26

C. Officials Trailer

1. Should an issue arise during the course of the event; an official will be located in the Officials Trailer, located outside Victory Lane. This is where the car's designated representative (either the driver OR crew chief) may come with questions and concerns after a race. The Chief Steward will consult with the Tower after the completion of the race on the track and will get an answer to your question. The Chief Steward will not call the Tower during the race. Profanity, screaming, tantrums, vulgarity and/or yelling will not be tolerated.

D. Pit Area

1. Cars are to be operated at walking speed in the Pit Area. If any official, track representative, or employee of CMS, USLCI, or INEX observes any car speeding or acting recklessly in the Pit Area, that driver will lose the privilege to drive in the Pit Area and must push their car for the remainder of the event. Any belligerent actions in the Pit Area may result in immediate expulsion from the event.
2. No test driving cars will be permitted in the pit area, including the large area behind the competitor motor home lot. When possible officials will announce if the Circle K Parking Lot is available. Availability of the Circle K parking lot is dependent on other Track Rental or Programs.
3. Penalties may be issued at the discretion of the Race Director.
4. If you have purchased a reserved garage stall, your cars & equipment must stay within your stall. Cars will be allowed to park behind their corresponding trailer/hauler, but interference to the lane of travel will not be allowed.
5. You will be given 2 parking passes. All personal vehicles must be parked in your assigned parking space and may not interfere with the lane of travel. Subject to tow.
6. There will be no personal vehicle or hauler movement while the track is hot.

E. Participant Conduct

1. Fighting is strictly prohibited. Anyone caught fighting will be dealt with by Law Enforcement as needed.
2. Competitors are expected to act in a courteous and professional manner at all times both on and off the track.
3. Drivers will be held responsible for all crewmembers, family, sponsor's, managers or other representatives of the driver and penalties may be applied to the driver if one of the aforementioned is involved.
4. Penalties will be distributed by INEX. Failure to comply with any official's request will result in penalties.
5. Warnings and penalties will be issued for bad conduct. Please refer to the 2021 INEX Rulebook for information regarding participant conduct and penalties, page 24.

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F. Inclement Weather

1. In the event that we must halt the event due to inclement weather, any cars on the cold or hot grid shall be driven back to their garage stall. Any cars on the race track will be moved to a secure location inside the Cup Series Garage (Garage Stalls 24-27). You will be allowed to have a fan to cool your engine, but no other equipment can be brought to the impound area. Once we have been given the all clear, you will return to the track in your running order at the time of the stoppage. This is considered a Closed Red Flag unless the Race Director states otherwise.

G. Public Relations

1. Charlotte Motor Speedway - Jonathan Coleman at jcoleman@charlottemotorspeedway.com
2. US Legend Cars & INEX - Laila Razmyar at lrazmyar@uslegendcars.com

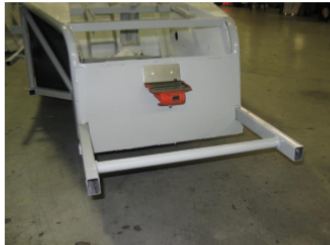
III. Driver & Car

A. Driver Sign-In

1. Driver's Sign-in is located in the Media Center. This is different from pit pass sales at Gate 4 Ticket Booth.
2. Opens when Pit Gates & Garages open till 4:30 pm.
3. Driver's must be registered before the start of the driver's meeting.
4. All drivers must register for each practice and race they are running. Even if you are only running practice.
5. All driver's will receive a sticker to place on the top left of their front windshield. This will be checked in the grid that you have registered and can practice or race.
6. Driver's are ultimately responsible for making sure they are registered

B. Transponder

1. One Yellow Rechargeable Westhold Transponder per car.
2. No hardwire systems are allowed on the car.
3. Number of Green Flashes is the number of days the transponder should work. No Green - No Work. 4-7 Ideal.
4. Locations
 - a) Bandolero



OR

- b) Legend



5. Transponders can be rented at Registration on a per race basis at \$20 per practice & race. Transponders must be returned after the driver's race. Driver's not having returned the transponder by 12pm the next business day to the USLCI / INEX Office will be charged for the transponder.

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- C. Car Number
1. Please refer to your 2021 Official INEX Rulebook, Page 67 for Legends and Page 89 for Bandoleros.
 2. If two (2) or more cars show up with the same number, both will tape different a letter to their car, i.e. Last Initial, First Initial, X. Except if one of the cars already has a letter.
- D. Beginner Bandolero Division
1. The Beginner Bandolero Division is for rookies only. No series points will be awarded; trophies will be awarded per race to the top three (3). If it is deemed by INEX and Summer Shootout officials that the driver is too experienced for the Beginner Bandolero Division, they will be moved to the Bandit or Outlaw Division, based on the driver's age. Events with more than 16 entries a B-Main will be ran to fill the balance of the field, amount will be determined at the event. If a B-main race is ran, drivers that do not advance from the B-Main to the Feature will receive national points behind the Feature drivers..
 2. No Series Points. Normal Beginner Bandolero National Points.
- E. Charger Division
1. The Charger Division is to help all drivers in Young Lions and Semi-Pro get their laps in for the feature.
 2. Division Procedures
 - a) Practice with your INEX Registered Division, Young Lion or Semi-Pro.
 - b) Qualify with your INEX Registered Division, Young Lion or Semi-Pro.
 - c) Heats for Young Lion and Semi-Pro will go off of car counts with Charger drivers removed.
 - d) No Heat Races for Chargers
 - e) Feature Line-Up
 - (1) Semi-Pro - Top XX in Semi-Pro Qualifying
 - (2) Young Lion - Top XX in Young Lion Qualifying
 - (3) Charger - Balance of Young Lion and Semi Pro Qualifying - In order by Qualifying Time.
 - (4) Top XX in Young Lion and Semi-Pro Summer Shootout Points have provisionals to Young Lion and Semi-Pro Features.
 - (5) XX will be determined at the track
 3. National and Series Points - B-Main Points in registered division.
 4. No National or Series Charger Division Points.
- F. Driver's Meeting
1. The drivers' meeting is mandatory.
 2. It will be held in the Media Center at 4:30 pm every race day.
 3. Pill will be drawn for the number of driver's to redraw in each division after Qualifying for Young Lion, Semi-Pro, Master, Pro or Heats for Bandit or Outlaw. Redraw Number will range from 0-8.
- G. Back-up Car
1. If a driver feels they must change cars between Qualifying and the Feature(s), then they must receive permission to do so from the Official's Trailer.
 2. The driver will lose anything gained with the first car and must start at the rear of the field for their next race.
 3. It is your responsibility to move your transponder from your primary car to your back up car.
 4. Only the driver who qualifies for the Feature may start the Feature. No substitute drivers are permitted. Once the field has left the cold grid drivers may not change cars for any reason.

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IV. Racing

A. Line-Ups

1. Line-ups will be posted in both the Cup and Xfinity Garages by the double doors in the middle. Line-ups will be posted in the ARCA/Modified Garage closest to track off under the awning.
2. Line-ups and all results will be sent out via the Band App as they are prepared.

B. Grid/On-Off Track

1. The Cold Grid is located in the NASCAR Roval Pit Road Blend Lane next to the Xfinity Garage near the Scoring Pylon. The Hot Grid is on Pit Road.
2. Enter the track in Turn 2. Exit the track in Turn 3. Only exit the track in Turn 1 if heading to the Work Area, serving a penalty, in the case of an emergency, or instructed to do so by the Race Director.
3. Once your qualifying or feature race group moves from the cold grid to the hot grid, you must move with them. Failure to do so may result in a penalty.
4. A limit of 2 people may be imposed if need be due to congestion in the grid.
5. Being on time is your responsibility, not track officials.

C. Race Monitor

1. The Race Monitor Phone App is used to broadcast lap times and positions for practice, qualifying and features.
2. Please note that any lap times and/or race results on Race Monitor are Unofficial.
3. Official results are sent to the Officials Trailer from the tower and posted.
4. If Race Monitor is not broadcasting that does not mean that timing and scoring is down.

D. One-Way Radio from Race Control

1. Channel 454.0000
2. One-way Radio from tower to driver is mandatory. Tower must override the spotter.
3. Driver can be DQ'd if found at any time one-way is not going directly to the driver.
4. One-way Radio Check possible during any on track session.
5. After 3 failed attempts at communication from the Race Director to the Driver, that driver may be black flagged.

E. Spotter

1. A Spotter for a driver is permitted however not required
2. Minimum age for a Spotter is 16.
3. All spotters and driver/spotter radio frequencies will be required to be listed on the Driver Acknowledgement Form at the end of this Guide that is required to be turned into officials prior to Round 2 of the 2021 Summer Shootout Series at registration.
4. All spotters will be required to spot from the roped off area the top of the Pit Grandstands in front of the Sunoco Fuel pumps during b-main's and feature races only. Spotters are not required to spot from the top of the Pit Grandstands for practice, qualifying or heats at this time. The area will be roped off the entire day, so spotters only are welcome to spot from there during practice, qualifying or heat races.
5. The spotter's area will have an official monitoring and passing communications from the tower to the spotters when needed, during all b-main's and feature races.

F. Qualifying/Heats - Legend Cars Only

1. Legend cars will get 5 minute qualifying sessions. Once you enter the track for qualifying you can only exit in Turn 3 and proceed directly to tech. Your fastest lap will place you in the starting line-up for the next event.
2. If you bring out the caution during your qualifying session then you will be sent off the track.
3. Qualifying results will set the positions in the next event (with the exception of the "redraw" cars).

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4. In each legend car division the top half (50%) of the entered cars will be locked directly into the feature with a max of 14 cars being locked into the Feature. The remainder of the field will be sent to heat races to determine the remainder of the starting line-up.
 5. Legend cars do not receive heat race points.
 6. 0-11 Cars = All Cars advance to Feature (No Heats) ; 12-14 cars = Top 6; 15-17 cars = Top 8; 18-21 cars = Top 10; 22-26 cars = Top 12; 27+ Cars = Top 14 cars Locked into the Feature. Remainder of cars to run heats.
 7. Number of heats is based on total car count minus locked in cars.
 8. If there are more than 28 cars in a class then we will run B-Mains.
- G. Heats/B-Mains - Bandolero Cars Only
1. Heat races will be lined up by the draw at registration. (Beginner Bandolero as well)
 2. If there are more than 28 cars in a class then we will run B-Mains. (Except for Beginner Bandolero)
 3. The finish position will determine the line-up for the next event (with the exception of the “redraw” cars).
- H. Redraw - Legend & Bandolero Cars - Excludes Beginner Bandolero & Charger
1. The top predetermined number of drivers from the draw at the drivers meeting will redraw at the Officials Trailer near the Sunoco Gas Pumps. See Driver’s Meeting.
 2. Redraw will start 10 Minutes after qualifying for legends or heat races for bandoleros after that division concludes.
 3. Redraw will go in order of either qualifying or heat finishes.
 4. Anyone who does not show up will be skipped and will receive the remaining chip(s) drawn by the Official.
- I. Flags
1. Yellow Flag
 - a) Caution will be called via the one-way radio to the driver, lights will come on and caution flags displayed.
 - b) Once Caution is out all cars roll out of the throttle and slow down to caution speed.
 - c) Cars that spin are expected to either rejoin the race as quickly and safely as possible or clear the racing surface quickly and safely. It is the responsibility of the driver to get their car moving as fast as possible.
 - d) If the Race Director deems that you intentionally brought out the caution you may be black flagged.
 - e) If you are deemed to be stopped in a safe location the track will stay green. Please stay buckled in your race car.
 - f) You may work on your car during a yellow flag in the designated work area only.
 2. Red Flag
 - a) The red flag means stop as quickly and safely as possible. Safety workers will be on the track and the RED flag is for their safety and your safety. You will only move if instructed to by safety personnel and/or the Race Director.
 - b) If a car goes to the designated work area for any reason they will restart at the tail.
 - c) You may work on your car during a red flag in the designated work area only and restart at the tail end of the longest line.
 3. Black Flag
 - a) The black flag will be displayed at the start/finish line and the car being penalized may be announced over the One Way Radio, by the Race Director. Drivers have 2 laps to heed the Black Flag. After 2 laps the car will no longer be scored and the driver and crew chief will be requested to the officials trailer after the final race.
 - b) If a bumper comes off a car, starts to drag or the frame horns are exposed, that car may be black flagged. Any car black flagged for a mechanical problem may not continue racing until the problem is rectified and then inspected by a track Official in the designated work area. These cars are entitled to points for the night.

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- c) Any display of rough driving in any race will result in the offending driver being black flagged and parked for the remainder of that race. You will receive last place points, EIRI.
 - d) If you have 2 unassisted spins in any race or are unable to maintain a safe speed deemed solely by the Race Director, you may be black flagged at the discretion of the Race Director.
 - e) A Black and Checkered flag will be displayed if the race finish is under review.
 - f) Failure to heed any flag may result in penalties. Penalties may include loss of laps, points, monetary fines, suspensions, etc., at the discretion of the Race Director and INEX Officials.
4. Blue Flag or Blue with Yellow Stripe
- a) If the blue flag or blue flag with the yellow diagonal stripe is displayed to you, please be courteous and move to the outside of the track to allow the leaders to have the preferred lane.
5. Time Limit Flag
- a) The time limits for the 2021 Summer Shootout Series races have been set in an effort to not only help move the show along but to also allow you to complete your race in a certain amount of time. If the event gets close to the time limit, a time limit flag will be shown at the flagstand by the starter to indicate that we have reached our time limit and that the next flag displayed (yellow or checkered) will end the race. Please note your time limit will pause during RED flag conditions. Please pay attention to any and all flags or signals displayed at the start/finish line and all instructions as given over the one way radio.
 - b) Time Limits are 1 minute per green flag lap. 20 laps - 20 minutes / 25 laps - 25 minutes
- J. Starts & Restarts
1. All Divisions
- a) Once the Pace Car has exited the speedway via Turn 4, the front row must maintain Pace Car speed and may not fire until the designated Restart Zone
 - b) All starts and restarts shall be made in the designated restart area on the track. The designated restart area is clearly marked by 4 cones, 2 on the wall and 2 on the track.
 - c) Flagman starts all original starts in the area of the 2nd line of the Restart Zone. Leader or Control Car Starts all Restarts in the Restart Zone.
 - d) If Pace Car speed is not maintained or you start too early, the start may be waved off and the offender(s) may be penalized for a second attempt.
 - e) All cars are to stay double-file, nice and even and in nose-to-tail formation without bumping or pushing.
 - (1) Once the green flag has been displayed, you may pass to the right and only to the right until crossing the start/finish line.
 - (2) Any driver who pulls out of line to the left, or passes to the left, before crossing the start/finish line may be penalized a minimum of two (2) positions for every car passed for jumping the start, EIRI.
 - f) If a lap is not completed all cars will get their original starting spot, except for the cars deemed involved in the caution by the Race Director, EIRI.
 - g) All restarts are “choose-style.” (EIRI). There will be a Triangle at the start finish line to choose. You may not pull out of line, left or right, until you are the next car to get to the commitment triangle. Drivers pulling out of line or passing other cars before the commitment triangle will be placed at the tail end of the longest line, as will drivers who attempt to switch lanes after the original lane choice. When the “one-to-go” signal is given all weaving stops coming off turn 2 to the backstretch.
 - h) If there is a caution flag before a lap is completed after a “Choose,” the field will be lined backup single file in the pre-choose lineup. You will then re-choose. The cars deemed to be involved in the caution will be moved to the tail of the field and the offending car(s) will not choose.
 - i) Cars involved in a caution, cars that go to the hot pit, or cars that get the Lucky Dog can not choose and must line up on the tail of the longest line.

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- j) Line-Up After Caution - Lead Lap - Lap-Down - Free Pass - Caution 1 - Caution 2 - Caution 3 - Work Area
- 2. Beginner Bandolero Restarts
 - a) Beginner Bandoleros will restart single file.
 - b) All other restart rules are listed above.
- K. Yellow Dive Bomb Line
 - 1. At Charlotte Motor Speedway there are two yellow lines that extend out at the entry of turns one and three. Similar to Talladega, drivers cannot go below those yellow lines. Any driver that goes below the yellow lines in order to advance their position may be penalized a minimum of two (2) places (at the discretion of the Race Director). If you are forced below the yellow line by an outside vehicle you will not be penalized (at the discretion of the Race Director). There are rumble strips below the yellow line that will upset your car.
- L. Work Area
 - 1. The work area is located on pit road, just outside of the cold grid and to the driver's right of the hot grid. Only three (3) crew members will be allowed over the wall per car. No standing or sitting on the wall at any time. Re-entry to the track is controlled by the hot pit official. All repairs are monitored by the SSO officials.
 - 2. If you enter into the garage area for any reason during a race, you will not be allowed to re-enter the track for that race. Go beyond pit walls and you are out of the race and scored by your last completed lap.
- M. Scoring
 - 1. Drivers, please make sure that your transponder is fully charged and on your car prior to any on track activity.
 - 2. It is your responsibility to make sure that your transponder is properly mounted and in working condition.
 - 3. The first car scored one (1) lap down will be given the Free Pass. You will be told on the One Way Radio that you have been awarded the Free Pass and you are to fall to the tail of the field. Via the computer scoring system, you will be credited with one lap.
 - 4. All results (qualifying and feature events) will be sent to the officials' trailer in a timely manner after they have been verified in the tower by scoring.
- N. Tech
 - 1. Tech is located at the front stretch side of the Cup Series Garage.
 - 2. Random cars will be selected after group qualifying sessions.
 - 3. Top three (3) finishers after each main event will report directly to tech.
 - 4. Please pay attention to the Tech Officials as you exit the track.
 - 5. Only two (2) people per car are allowed in tech.
 - 6. Disruptive behavior will not be tolerated. Driver and crew are expected to conduct themselves in a professional manner at all times.
 - 7. No Media allowed in Tech.
- O. Victory Lane
 - 1. Winner interview is located at the Charlotte Motor Speedway Winner's Circle..
 - 2. After the winning car clears tech, top three (3) drivers and winning car proceed to the CMS Winner's Circle.
 - 3. Look for direction from the Lead INEX Tech or Laila.
- P. Appeals
 - 1. Please refer to page 16 in your 2021 INEX Official Rulebook.
 - 2. Penalties involving "on-track" race procedures or judgment calls will not be considered for appeal by INEX.

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V. Points

A. Drops & DQ's

1. Your worst finish of the first 9 rounds will be dropped.
2. You cannot drop a technical disqualification for any reason, and you will be awarded zero (0) points for that event.
3. You can drop a black flag received for on-track conduct, EIRI.
4. You can drop a race where you were black flagged for a mechanical issue.
5. Legend Cars do not receive Heat race points.
6. See Points Structure below.

B. Points Structure

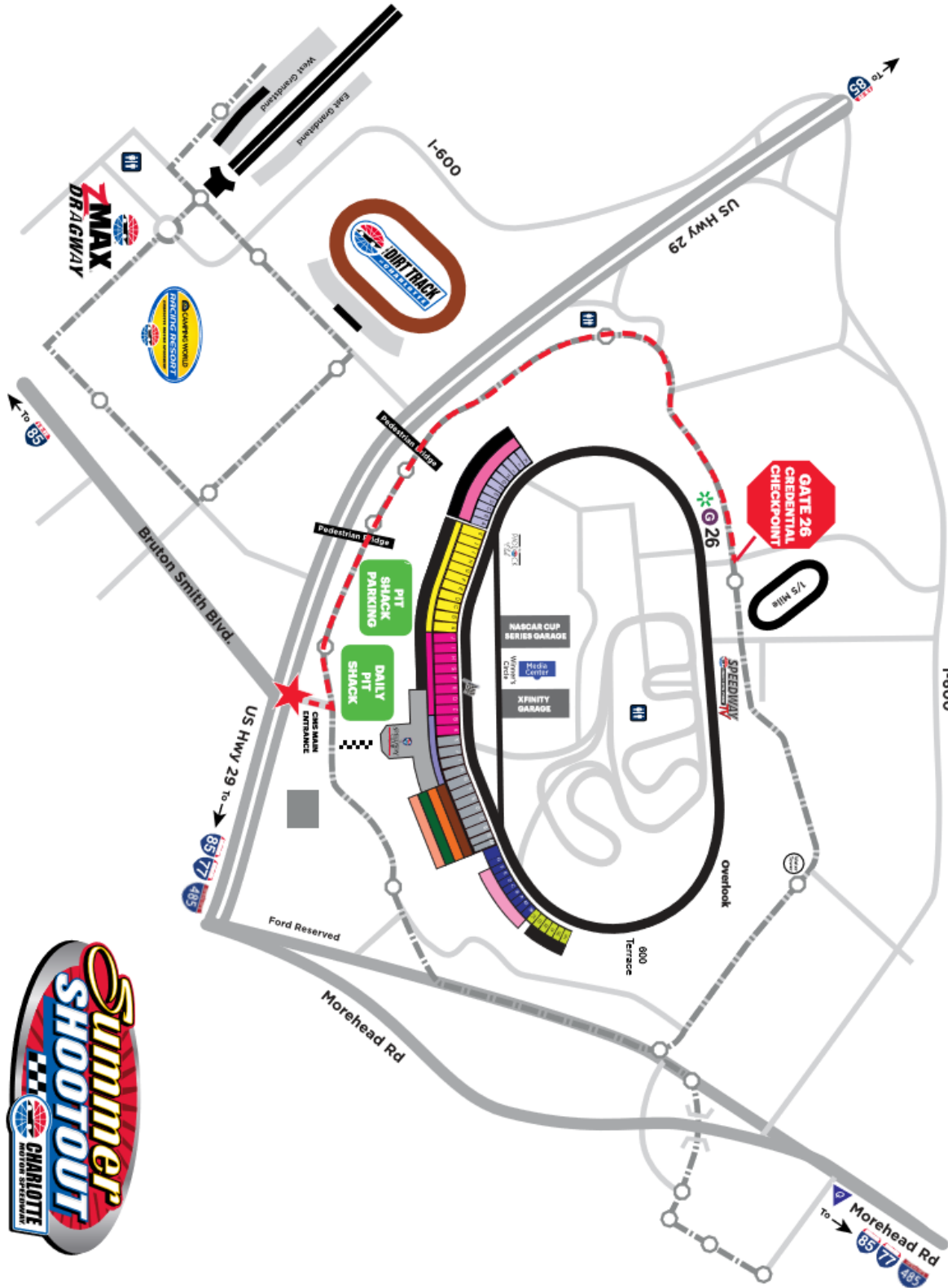
Qualifying:		Heats:		Feature:		Feature:	
1	3	1	6	1	50	15	32
2	2	2	5	2	45	16	31
3	1	3	4	3	44	17	30
		4	3	4	43	18	29
		5	2	5	42	19	28
		6+	1	6	41	20	27
				7	40	21	26
				8	39	22	25
				9	38	23	24
				10	37	24	23
				11	36	25	22
				12	35	26	21
				13	34	27	20
				14	33	28	19

Only Bandolero's will receive Heat Points.

A difference of one (1) point per position through the balance of the field, including B-Mains, will be maintained behind the 28th finishing position in the Feature.

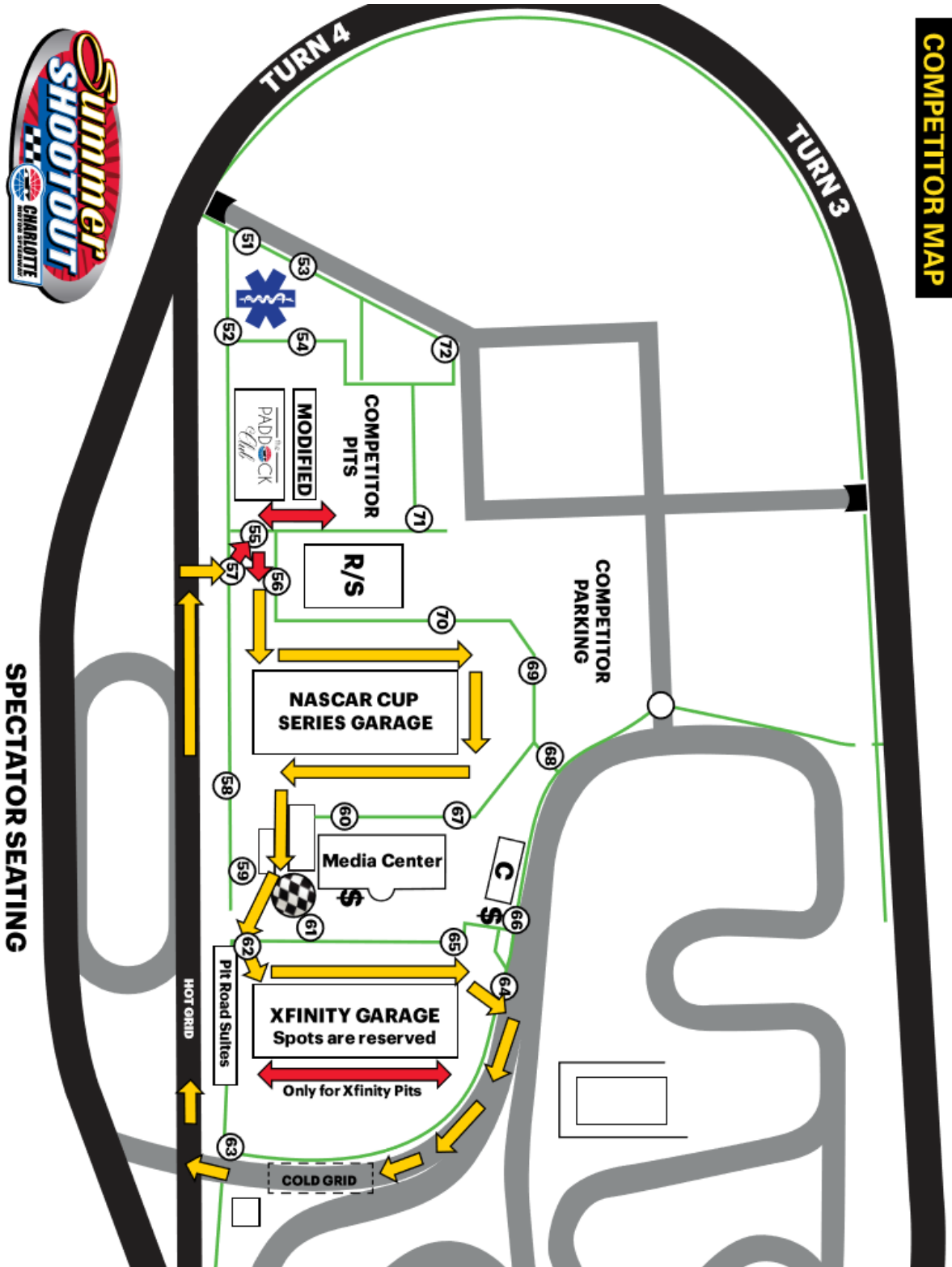
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VI. Facility Map



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VII. Garage Map



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VIII. Driver's Meeting Notes

I. Schedule / Information

- A. Review Today's Schedule.
- B. Be on time.
- C. Race Order is subject to change due to weather or any other unforeseen conflict, watch the Band app.
- D. Follow Band App for up to minute information, line-ups, results or directions – See Laila for questions regarding the phone app.
- E. Class decals must be on the driver's left front of all cars prior to coming to the grid or on the track.
- F. Make sure all series decals and series sponsor decals are up to date – see Laila for any questions.

II. Pits / On-Track

- A. Traffic flow – Pits & To/From Track
- B. Watch for people and kids in the pits at all times.
- C. Respect fellow drivers on & off the track.
- D. Respect all Officials & Track Safety Workers
- E. Driver is responsible for all crew, family, friends, sponsors, etc. - Meaning the driver can be DQ'd or penalized for actions of driver's attendees.
- F. One-way Radio from tower to driver is mandatory. Tower must override spotter. Driver can be DQ'd if found at any time one-way is not going directly to the driver. Channel 454.0000
 ★ One-way Radio Check possible during any on track session.
- G. Transponders are mandatory in the INEX approved location. Transponders are a techable item at the end of the race. We use the Yellow Westhold transponders. See Registration for questions.
- H. Line-ups will be posted and sent out on the Band App once they are ready.
- I. Be early to the grid but only 1 division early. Limit the number of people in the cold grid. Other than driver 2 other people max is suggested. Basically be respectful of others needing to get to their driver or child.

III. Race

A. General Information

1. Same rules apply for all divisions unless noted.
2. No aggressive driving or blocking. Tower has the final call.
3. Respect fellow drivers on & off the track.

B. Starts / Restarts

1. Flagman starts all starts in the vicinity of the 2nd line of the restart box.
2. All starts will be double file.
3. All restarts will be choose style in all divisions, with the exception of Beginner Bando's, and within 5 to go. Beginner Bando's will have single file restarts starting at lap 1.
4. All restarts will be single file once lap count is 5 to go or less.
5. Restarts will be single file after there are 2 failed attempts at a double file start. Must complete 3 consecutive green flag laps to have a double file restart again. Going back to a double file restart is the tower's call.
6. Stay double file, in line and nose to tail. Do not bump or push.
7. Leader (aka Control Car or Point Car) may fire in the restart box between the designated points defined on the track. If the leader has not gone by the end of the box (2nd line) the green will wave.
8. Leader must cross the start/finish line first unless the leader was unable to fire properly.
9. Stay a minimum of 15 feet off the Pace Car. Tower has the final call if cars are too close.

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C. Jumping Starts

1. On original starts and restarts when the green flag waves, you may only pass to the right until you cross the start / finish line. You may not pull out of line to the left before you cross the start / finish line.
2. On restarts you may not fire before the control car (leader or point car).
3. If the start is waved off, the offending car(s) may be penalized. Tower has the final call.
4. If the start is not waved off, the offending car(s) will be told to correct themselves over the one-way radio. If not corrected the offending car(s) will be penalized a maximum of 2 positions per 1 position gained on the next yellow or at the end of the race, whichever occurs first.

D. Yellow Flags

1. Line-ups will be done by the last completed lap for your car for all cautions.
2. Cars that are involved in an incident are expected to clear the racing groove quickly and safely. Make sure you turn away from traffic.
3. If you lose power or toss a chain, please get off the track to a safe area if possible.
4. Any car involved in an avoidable yellow meaning they could have cleared the incident instead of causing a yellow will be penalized at the discretion of the officials.
5. Any car causing an intentional yellow will be black flagged for that race.
6. Yellow flags are instant. Do not race back to the yellow.
7. Determining if you are involved – the cars the yellow is thrown for will be the cars involved. Cars involved extends to cars that the wheels have stopped moving as part of the original incident.
8. Determining if a driver stopped to avoid is at the tower's sole discretion. Tower has the final call.
9. Driver must stay with car if unable to continue.
10. If the white flag has flown and the yellow flag does wave, we do not race back. The race is not over and we will realign the field and race for one (1) lap.
11. If there is a Hot Pit you may do repairs in that work area – 2 laps will be given to caution cars only to make repairs. There is only Hot Pit for B-Mains and Feature Races. Going to Hot Pit during Qualifying or Heats will only signify you are done for that session. Make it politely known to the Wrecker Driver and the Hot Pit Official you are wanting to go to the Hot Pit.
12. We use a split yellow scoring system on our line-ups. We revert to the last scored lap for your car.

E. Black Flags

1. You have 2 laps to heed the black flag.
2. If you are black flagged and have a question as to why you may see the infield lead official, normally on a side by side.
3. If a bumper becomes detached from the car or frame horns exposed you will be black flagged for repairs.

F. Move Over

1. Cars should move to the outside. You may race the leader until he passes you then give way to the rest of the field. It may not be your day. We do not tell you on the driver radio that the leaders are coming. Watch the Flagman for the move over flag.

IV. Black / Checkered Race End

- A. A race ending under black and checkered means that the officials will be reviewing the race

V. Questions for the Race Director

- A. Questions for the Race Director or questions regarding scoring can be addressed with the Race Director at the end of all races. The Race Director will be at the Officials Trailer for a limited time following all races and any administrative items that may need to be addressed first.

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VI. Acknowledgement and Agreement of Competition Guide



Acknowledgement and Agreement of Competition Guide

Class (circle one): BB B O YL SP P M

Car# _____ .Garage & Stall#: _____ .

Driver Name: _____ .

Westhold Transponder (Yellow)# _____ .

INEX# _____ .Phone#: _____ .

Email: _____ .

Parent Name (if driver is under 18): _____ .

Spotter Name, if driver has a spotter _____ .

Driver/Spotter Radio Freq. _____ .

By signing this form, I agree that I have read and understand the Competition Guide for the 2021 Summer Shootout Series.

Driver

Date

Parent (if driver is under 18):

Date

Please return ONLY this page to Registration or Officials Trailer!