



U.S. LEGEND CARS

INTERNATIONAL

LAS VEGAS MOTOR SPEEDWAY ON-TRACK PROCEDURES

GENERAL

- Early Parking (10am – 7pm), Tire mounting & Impound (1pm – 6pm) at Las Vegas Motor Speedway will be held Wednesday (10/22/25).
- Two-way radios are not permitted at this event. Radio communication between the crew and the driver is not permitted.
- Raceceiver communication from the race director to the driver is mandatory.
- Make sure your transponder is fully charged and on your car prior to any on-track activity. It is your responsibility to make sure that your transponder is properly mounted and in working condition at all times.
- All results will be posted in a timely manner after they have been verified in the tower by scoring.
- CAR NUMBERS; If two or more cars show up with the same number, the car that registered first will be given priority for their number and the other cars with the same number will be asked to apply the first letter of their last name next their car number.
- Driving in the pit area = no faster than walking speed, at all times.
- Tech is located at the track exit. Random cars will be selected after group qualifying for tech and all heat race winners will be required to go directly to tech. Top 5 finishers after each main event will also report directly to tech. Please pay attention to the tech officials as you enter the tech area. Disruptive behavior will not be tolerated. Driver and crew are expected to conduct themselves in a professional manner at all times.
- BACK UP CARS; If a driver needs to change cars between qualifying and the features, then they must receive permission to do so from the race director and tech. That driver will lose anything gained with the first car and must start at the rear of the field for their next race. Only the driver who qualifies for the feature may start the feature, substitute drivers are not permitted. Once the field has left the grid, drivers may not change cars for any reason.
- Appeals involving on-track race procedures or judgment calls by the race director will not be accepted.
- Always use hands signals to alert other drivers you are slowing or exiting the track.
- If you are involved in an on track incident, do not get out of your car until Fire and Safety instructs you to do so.
- When the caution flag is waived - Fire and Safety will enter the racing surface from the infield and possibly from the turn 2 track entrance. Do not pass emergency vehicles at speed.
- If you leave the track during a race, upon returning to the track you will be put at the back of the field.
- We use “split start” scoring for running positions on restarts. If you cross the line under green, you get that lap. If not, you are lined up off the last completed lap.
- For all on track incidents (yellow flags), Race Control will determine involvement and penalize those driver(s) to the back of the field.
- Do not attempt to “pull a caution”. If you do “pull a caution” you will be dealt with in the appropriate manner.

STARTS & RESTARTS

- On initial starts; you may not pass the vehicle in front of you, high or low, until you have passed the start/finish line.
- On restarts; you may pass the vehicle in front of you (after the green flag is displayed) to the outside (right side) only, prior to the start/finish line.
- The start/restart box is in turn 4. The leader must wait until the first line to accelerate.
- If you jump the start/restart and the caution is not called, we will penalize you at the next caution flag or the end of the race, whichever comes first.
- There will be 3 double file restarts during each main event. After 3 double file restarts, the remainder of the race will be restarted single file.

FLAGS

- YELLOW FLAG; Please pay close attention to the raceceiver radio, the flagmen and the caution lights around the speedway. Once the caution is called, the track is yellow all over, slow down and get single file. Do not race back to the yellow flag. Cars that spin are expected to rejoin the race as quickly & safely as possible.
- RED FLAG; The red flag means stop as quickly & safely as possible. You will only move if instructed to by safety personnel or the race director (on the raceceiver).
- BLACK FLAG; The black flag will be displayed by the flagman and the car being penalized will be notified by the race director (on the raceceiver). If you receive the black flag, you must exit the track to pit road. Drivers will have 3 laps to heed the black flag.
- If a bumper comes off a car or the bumper is detached from the frame or the frame horns are exposed, that car will be black flagged to pit road for repairs.
- If a competitor is called for rough driving, that competitor will be black flagged and parked for the remainder of that race.
- If you have two un-assisted spins or are unable to maintain a safe speed, you may be black flagged at the discretion of the race director.
- WHITE FLAG; If the white flag has flown and the yellow flag does wave, we do not race back to the checkered flag. The race is not over. We will realign the field and restart the race with the green & white together.
- Any car spinning another car on the final lap will finish no better than 1 position behind the car they spun.