

2026 Dirt Nationals – Competition Guide



2026 DIRT NATIONALS COMPETITION GUIDE

YOUNG LIONS

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I. Schedule

THURSDAY 10/15

Gates = 1pm

Drivers Meeting = 3:30pm

FRIDAY 10/16

Gates = 2pm

Drivers Meeting = 4:30pm

SATURDAY 10/17

Gates = 2pm

Drivers Meeting = 4:30pm

II. General

A. INEX / Track Policy

1. As part of INEX and the tracks commitment to providing exciting family fun and “A Winning Experience For All,” each INEX / Track 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.
2. No unauthorized vehicles, i.e. carts, SUV's, trucks, vans, etc. in the designated garage pit area. Subject to tow.
3. Prohibited Items
 - a) Glass containers
 - b) Pets (except service animals assisting disabled guests)
 - c) Weapons of any kind
 - d) Remote control cars / unauthorized golf carts / bicycles / scooters / striders / skateboards / roller blades / etc...
 - e) Drones (anywhere on grounds)
 - f) Unattended items may be removed at the discretion of INEX / Track officials
 - g) Items restricted by federal law or which, in the judgment of INEX / Track officials, may create a safety risk or reduce the enjoyment of the event by other guests

B. Pit Pass Sales

1. Pit passes can be purchased through the “My Race Pass” app.

C. Track Officials

1. Should an issue arise during the course of the event that needs immediate attention, Please find a track official with a radio to communicate to the tower. The car's designated representative (either the driver OR crew chief) may come with questions and concerns. The track Official will consult with the Tower after the completion of the race on the track and will get an answer to your question. 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 the Track, USLCl, 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. NO SEATING YOUR BRAKES / NO SWERVING YOUR CAR.
3. Penalties may be issued at the discretion of the Race Director.

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4. Cars will be allowed to park behind their corresponding trailer/hauler, but interference to the lane of travel will not be allowed.
5. Personal vehicles / Tow vehicles may not interfere with the lane of travel. Subject to tow.
6. There will be no personal vehicle or hauler movement within the pit area 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 the Track / the Race Director / 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 2026 INEX Rulebook for information regarding participant conduct and penalties, page 23.

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 mid-race will be moved to a secure location. 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. US Legends Cars & INEX - Josh Roller at jroller@uslegendcars.com

III. Driver & Car

A. Driver Sign-In

1. Driver's must be registered before the start of the driver's meeting.
2. All drivers must register for each practice and race they are running.
3. Driver's are ultimately responsible for making sure they are registered before coming to grid.

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. For transponder placement see page 10 of this guide.
5. Transponders can be rented at Registration on a per race basis. All rented 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.

C. Car Number

1. Please refer to your 2026 Official INEX Rulebook, Page 67 for Legends and Page 85 for Bandoleros.
2. If two (2) or more cars show up with the same number, both will tape a different letter to their car, i.e. Last Initial, First Initial, X. Except if one of the cars already has a letter.

D. Driver's Meeting

1. The drivers' meeting is mandatory.
2. An adult must accompany any driver under 16 years old. E.I.R.I.

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E. 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 lead tech official.
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.

IV. Racing

A. Line-Ups

1. Line-ups and all results will be sent out via the My Race Pass App. as they are prepared.

B. Grid/On-Off Track

1. 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.
2. A limit of 1 person/crew per car on cold grid.
3. No crew allowed on hot grid.
4. Being on time is your responsibility, not track officials.

C. Race Monitor / My Race Pass

1. My Race Pass 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 My Race Pass are Unofficial.
3. Official results are sent out from the tower and posted after being confirmed.
4. If My Race Pass is not broadcasting that does not mean that timing and scoring is down.
5. Race Results are only official after Tech and any reviews from the Race Director.

D. One-Way Radio from Race Control (Raceceiver)

1. Channel 454.0000
2. One-way Radio (Raceceiver) communication from tower to driver is mandatory.
3. Driver can be Black Flagged / DQ'd if found at any time one-way (raceceiver) is not going directly to the driver or in working condition.
4. One-way Radio (Raceceiver) Check possible during any on track session.
5. Two way radios are not permitted during any competition.

E. Qualifying

1. Once you enter the track for qualifying (and complete your qualifying laps) you will exit and proceed directly to tech.
2. Qualifying results will set the positions in the next event.
3. If weather affects a portion of a classes qualifying session, the race director will have the option of not using that classes qualifying times and instead lining that class up based on INEX National points.

F. B-Mains

1. If there are more than 24 cars, then we will run B-Mains.
2. The finish position will determine the line-up for the next event.
3. B-main finishers do not receive trophies.
4. If B-Mains are run, 20 would lock in from qualifying and then 4 from the B-Main.

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G. 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, slow down to caution speed and get single file.
 - 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) Your crew 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, as soon 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 of the longest line.
 - c) Your crew may work on your car during a red flag in the designated work area only and you will restart at the tail end of the longest line.
 - d) If you choose to get out of your car on track (after a wreck) or in the work area / hot pit, this is an indicator to the tower and Race Director that you are done. You will not be allowed to continue in that race. E.I.R.I.
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.
 - b) If a bumper comes off a car or starts to drag or becomes detached 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 (bumpers must be properly bolted on before returning to the track). These cars are entitled to points for the night.
 - 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 position & 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 hold your line to allow the leaders to pass.
5. Pink Time Limit Flag
 - a) The time limits for the 2026 Dirt Nationals 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 (Raceceiver).
 - b) Time Limits are 1 minute per scheduled green flag lap.

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H. Starts & Restarts

1. All Divisions
 - a) Once the Pace Car has exited the speedway, the front row must maintain Pace Car speed and may not fire until the designated Restart box.
 - b) All starts and restarts shall be made within the designated restart box on the track.
 - c) Flagman starts all starts in the area of the start/restart box.
 - d) On restarts, the lead car must enter the start box first and fire first.
 - e) 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.
 - f) 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.
 - g) 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.
 - h) All restarts are Delaware double file (EIRI). WHEN THE "ONE-TO-GO" SIGNAL IS GIVEN ALL WEAVING / SCRUBBING TIRES STOPS AFTER THE START / FINISH LINE.
 - i) Cars involved in a caution or cars that go to the hot pit must line up on the tail of the longest line.
 - j) Line-Up After Caution - Lead Lap - Lap-Down - Caution 1 - Caution 2 - Caution 3 - Work Area

I. Work Area

1. During the Features only, drivers involved in a caution, will be allowed two laps in the work area / hot pit one time only.
2. Re-entry to the track is controlled by the hot pit official. All repairs are monitored by the track officials.
3. If you go beyond the hot pit area and enter the pits for any reason during a race, you will not be allowed to re-enter the track for that race. Go beyond hot pit and you are out of the race and scored by your last completed lap.
4. If you do not roll out of the work area / hot pit before the leader takes the one to go signal you will be let out by track officials at the tail of the field. Once the green is thrown you will only be allowed to re-enter the track under the next yellow flag.
5. Only caution cars will be given two laps in the work area / hot pit under that particular caution. Other Teams can pit during that time, but will not be guaranteed time unless they were involved in the caution.
6. All hot pit cars that come in under yellow will proceed to the hot grid official prior to the track and will be held until the one to go signal is given and then will be directed to join the tail of the field. If the race goes green, cars in the hot pit may only rejoin the race if another yellow flag comes out.

J. 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. All results (qualifying and feature events) will be sent to the My Race Pass App. in a timely manner after they have been verified in the tower by scoring.
4. We use a split yellow system on our relines. We revert to the last lap scored for your car, not the full last completed lap.

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K. Tech

1. Random cars will be selected for tech after group qualifying sessions.
2. The winners of each heat race will report to tech.
3. Top five (5) 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 / crew per car are allowed in tech.
6. Disruptive behavior in tech 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. Unless approved by the head tech official.

L. Victory Lane

1. Look for direction from the INEX Head Tech Official or Josh Roller.

M. Appeals/Protests

1. Please refer to page 26 / 38 in your 2026 INEX Official Rulebook for appeals / component protests.
2. Penalties involving “on-track” race procedures or judgment calls will not be considered for appeal by INEX.

V. Transponder Mounting

LEGEND CARS



SILVER LABEL MUST BE FACING DOWN (TO THE TRACK)



The flashing lights are a battery life indicator. If your transponder flashes less than 5 green flashes or it has a red light, CHARGE YOUR TRANSPONDER.

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VI. 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 the Band App for up to the minute information and directions.
- E. Class decals must be on the driver's left front of all cars prior to coming to the grid.
- F. Make sure all series decals and series sponsor decals are up to date – see Tech 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. Pit speeds will be monitored using radar guns. Drivers exceeding walking speed will be required to push their car through the pits.
- D. Respect fellow drivers on & off the track.
- E. Respect all Officials & Track Safety Workers
- F. 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.
- G. One-way Radio from tower to driver is mandatory. 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. After three calls to a driver, that driver may be black flagged off the track for failure to obey the raceceiver).
- H. 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.
- I. Line-ups will be posted and sent out on the My Race Pass App once they are ready.
- J. Be early to the grid (but only 1 division early). Limit the number of people in the cold grid. Other than the driver, 1 other crew member is allowed. 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 start/restart box.
- 2. All initial starts will be double file.
- 3. All restarts will be Delaware double file in all divisions.
- 4. Restarts will be single file after there are 2 failed attempts at a double file starts/restarts until 5 consecutive laps are run.
- 5. Stay double file, in line and nose to tail. Do not bump or push.
- 6. Leader must enter first & fire first inside the starting box.
- 7. Stay a minimum of 15 feet off the Pace Car. Tower has the final call if cars are too close.
DO NOT JAM THE PACE CAR COMING TO THE START.

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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 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, 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.
8. Determining if a driver is involved is at the tower's sole discretion. Tower has the final call.
9. Driver must stay with the 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. You may do repairs in the (hot pit) work area – Two laps will be given to caution cars only one time. There is only a Hot Pit for B-Mains and Feature Races. Going to Hot Pit during Qualifying 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 if they are assisting your car off the track.
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 race director after the completion of the event.
3. If a bumper becomes detached from the car or frame horns are exposed or it starts to drag or it comes off the car, you will be black flagged for repairs.

F. Move Over Flag

1. Cars should Hold your line if you receive the move over flag. Watch the Flagman for the move over flag.

G. Black / Checkered at Race End

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

Questions for the Race Director

Questions for the Race Director or questions regarding scoring can be addressed with the Race Director / scoring team after the event is complete.