

Painesville Speedway

Handbook

Drivers and Mechanics

Revised 07/2007

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 - I. Management Statement:

The following rules and regulations are designed for orderly conduct of racing events and to establish the requirements for such events. It will be the duty of all participants to comply with all track rules and regulations. They are in no way a guarantee against injury or death to participants, spectators, or others.

Management has the right to change and or adjust the following rules and guidelines as they see fit in order to efficiently or expeditiously operate a racing event without notice. This is a working manual that can and will change, with or without notice. Any material found in this handbook supersedes any statements in the divisional rules.

II. Painesville Speedway Licenses and Pit Passes:

Purchasing of a Painesville Speedway License (Driver, Mechanic, and One Day Pass) is voluntary and is an invitation to join the Painesville Speedway. This invitation is open to anyone that wishes to participate in motor sports at the Painesville Speedway, provided that they adhere to all the rules and future directives of the management and its staff. Management can and will exercise its right not to extend an invitation to participate to any individual or group at its sole discretion.

A. General Terms and Conditions

- a. Drivers License: Required for anyone operating a race car of any type (exception... supplemental shows... legends, late models etc....).
 1. If you are a registered driver in the trophy classes (Trophy Stock and Factory Four Divisions) you are not permitted to drive in any division other than the one you hold a drivers license in throughout that racing event.
 2. If you are a registered driver in the paying classes (Sportsman, Figure Eight) you are not permitted to drive in any division other than the one you hold a drivers license in throughout that racing event.
 3. If you are 16- 18 years of age you must have a parent or guardian sign a release for you to obtain a license
 4. As a license holder you have up to the first 6 race events of the season to present your car for competition, at which time you do not have a car on

- premise and race ready you will forfeit your drivers license and exchange it for a one day pass at whatever that prevailing cost is.
5. As a driver's license holder you are responsible for the actions of your mechanics license holder's, your one day pit pass holders, and families.
 6. **They cause a problem you do not race.**
- b. **Mechanics/Owner License:** Required for anyone who is part of a race team.
1. As a Mechanic/Owner license holder you are bound by the rules in this handbook and any further directive from management.
 2. **Your actions are attached to the eligibility of your driver. You cause a problem your driver does not race.**
- c. **One day pit pass :**
1. As a one day pass holder you must be 13 years of age to enter the pit area. A minor release form must be signed by your parent or guardian and they must be with you at all times in the pit area. Those pass holders 13-16 years of age if you are found to be unattended by the person that you signed in with, both of your one day passes will be revoked and you will be escorted off the premises.
 2. Those that are under 18 and older than 16 must have a signed release from your parent or guardian to enter the pits, but do not require your guardian to be with you at all times, however this is highly recommended.
 3. As a one day pass holder you are bound by the rules in this handbook and any further directive from management. **Your actions are attached to the eligibility of your driver. You cause a problem your driver does not race.**
- d. **Sign-in of pass-holders or license holders:**
1. As a license holder or pass holder you must sign in under a car #. As a driver license holder you must sign in under your car # and must have the car with you and make an attempt to race. Otherwise you will purchase a one-day pass and make arrangements to sign in under another teams #.
- e. **Physical fitness for racing:**
1. Any licensed driver of the Painesville Speedway can be asked to submit to a medical exam to determine fitness for racing at any time. A drivers refusal to do so would automatically bar him or her from participation. No return to participation will be allowed until a medical exam has been performed generating satisfactory results to the discretion of management. All management descisions are final and not subject to review.
 2. Any injured Painesville Speedway Member will not participate in any event without medical release that is satisfactory to Painesville Speedway management.
- f. **Medical Transport:**
1. If you as a Painesville Speedway License Holder (Driver, Mechanic, One Day Pass, Employee, Spectator) should require transport to a medical facility in a Painesville Speedway Contracted EMT/Paramedic Service you are fully responsible for the services rendered supplies used and the transportation provided by that service. If you do require transport off the property you must request 911 service from Painesville Township Fire Department and are still responsible for whatever

services they render, supplies used, and transportation costs. As of this revision the Twp FD is not charging for services.(02/07)

B. Car Registration:

- a. Painesville Speedway will assign car numbers in the order which applications are received. Painesville Speedway will assign a number when requested, if possible. No duplicate numbers. Each driver must have their own car number no sharing numbers.
- b. In order to reserve your race car number, we must receive your completed application no later than April 1.
- c. After reserving a car number, you must be able to race within four racing events or your number may be given to another driver.
- d. The right to change car numbers to avoid duplication is reserved by Painesville Speedway officials.

C. Pit Parking Spaces:

- a. Pit parking spaces are on a first come first serve basis and have division specific locations in the pits. There will be no mixing of divisions on purchased parking spaces.
- b. In the event of a supplemental show where we have extra cars and car haulers management has the right to use the pits spots at its discretion to accommodate the extra cars and haulers. Every effort will be made to accommodate the renter(s) of those spaces effected.

III. General Regulations:

A. Pit area:

a. *NO*

1. Drugs
 2. Perscription Drugs
 3. Alcohol
 4. Drug Paraphrenalia
 5. Firearms
 6. Weapons
 7. Still Cameras/ Video Cameras
 8. No flame grills of any kind in the pits
 9. No cooking in the pits
- b. Before entering the pit area, a release, registration or entry form must be signed by all drivers and crew members.
 - c. Painesville Speedway officials reserve the right to reject or allow the entry of any driver, pit crew member or car at any time and for whatever reason.
 - d. All drivers and crew members shall appear at the track in clean, non-offensive attire. No shirts, no shoes no service. Painesville Speedway reserves the right to prohibit drivers, crew members and cars which exhibit lewd or offensive signs, slogans, etc.
 - e. The driver assumes responsibility for actions of his pit crew. Remember, if a member of your pit .crew causes any problem, they may be responsible for your car being removed from competition.

- f. Drivers, owners, and/or mechanics shall have no claims against or causes of actions for damages, expenses or otherwise against Painesville Speedway or it's officials or promoters by reason of disqualification of damages to either car, driver or both.
- g. Fighting in the pits or on the race track premises at any time is prohibited and subject to a monetary fine, suspension and/or both. Fighting or intimidation to another driver or crew member will not be tolerated. If you are upset after a race, stay in your car until you cool down.
- h. Do not get out of your car on the track or infield unless you are told to do so by an official or fire. Points will be deducted.
- i. Licensed members only shall drive cars in competition.
- j. Speeding in the pits will not be tolerated- car will idle through pits after coming off track. Unless in open pit condition. Points will be deducted.
- k. Any car re-entering the track after his race will be automatically suspended.
- i. Any car black flagged will leave the track within one lap or he will be automatically suspended.

B. Conduction of Race Events

- a. The conduction of a race event is at the sole discretion of management. Every effort will be made to complete as much of an event as possible. However, if management finds that eliminating or shortening a race is necessary that is what will be done.
- b. Rain Outs/ cancellations. Every effort will be made to monitor the weather and call if necessary a race as early as possible. In the event that we start a racing event and we make it through the preliminaries (qualifying, dash, heat pursuit) the event is considered complete. Obviously, not completing the preliminaries would cause the issuance of a rain-check. All entrants into the pits in the event of a rain-check must retain their wrist-band for admittance the following week. No cash refunds will be given. Upon entrance to the following weeks racing event you must supply your previous weeks wrist-band. If it is lost you will then pay full price for entrance.
- c. Abuse of officials as it relates to the conduction of a racing event will not be tolerated. Any disruption of a racing event or distraction of an official during a race will be cause for disciplinary action. Remember drivers, that this applies to your sponsors/owners and could cause you to become ineligible for competition. Also any discourteous behavior or disruption of a racing event as it relates to special event guests will also not be tolerated and subject to disciplinary action. Discipline could be but is not limited to.
 1. Fines
 2. Point Deductions
 3. Suspensions
 4. Ejection from facility
 5. Criminal Prosecution

***** Remember Drivers you are responsible for everyone that is signed in under you as well as your sponsors/owners and fans*****

Everyone is here to have a good time so let's keep it that way!

IV. Racing Regulations

Restart procedures

1. When the yellow flag is displayed in an event, slow down immediately and bring your car under control. Do not race to the flagman, as scoring and line up will revert back to the last completed green flag lap. (if the majority of cars have completed a lap when an accident occurs, officials may declare that lap "complete" even though not all cars have crossed the start/finish line. This is at the official's discretion. Once slowed down, keeping in order stop at the pit chute entrance to the track, where officials will check alignment.
2. A car or cars that bring out the yellow flag will be sent to the rear of the field on a restart. Cars that spin while trying to avoid the accident etc..., will not be penalized. Only cars which bring out the yellow flag will be subject to a penalty. (This is at the official's discretion).
3. If a yellow flag comes out before one lap of an event or before a lap is completed after a restart, there will be a total restart, using the original starting line up, or the last completed lap. With one exception, and at track official's discretion, the car or cars that brought out the yellow flag-above rule #4 will apply.
4. If two cars are running in a "dead heat", side by side situation when the caution flag comes out, the car on the outside will be given preference in the restart line up.
5. Feature events restarts: in the "sportsman" division, the field will be lined up single file, (lapped cars included). Trophy stock division will all be double file. Figure 8 division will restart in stopped position when red light goes out.
6. Preliminary events restarts: all heat and consy events will be double file restarts, (lapped cars included). Pursuit races will be restarted single file.
7. No driver may get out of his car on the track or infield to argue or discuss the race with the starter or officials. Violating this rule will result in disqualification from that event and possible suspension.
8. Drop outs will be scored according to the number of laps completed.
9. Any car that receives a black flag for any reason other than mechanical will not be scored or if a paying division, paid
10. Any race will be considered a completed contest when a yellow or red flag occurs and compels the race to be stopped, when there is only one lap remaining. All positions will be scored from the last completed green flag lap. The car or cars which bring out the yellow flag will be considered drop outs.
11. In the event of bad weather or other acts of god, a race will be considered complete when over one half (51%) of the scheduled distance has been run by the leader.
12. When official decision of winning positions is made by Painesville Speedway official in charge, all races shall be considered finished.

Painesville Speedway nightly race events

Sportsman	Trophy Stock	Figure 8	Factory 4
4 lap dash	4 lap dash	4 lap dash	4 lap dash
8 lap heats	8 lap heats	8 lap heats	8 lap heats
10 lap pursuits	10 lap pursuits	20 lap feature*	10 lap pursuits
30 lap feature	20 lap feature*		20 lap feature*

* = Based on minimum car count

Qualifying Procedures

Sportsman/trophy stock/figure 8/ factory fours qualifying procedure

1. Sportsmen will have two attempts to qualify. The better of the two attempts will be used to determine starting positions in all events except the dash. Only the 4 fastest cars in division will be qualified for the dash. All cars will be lined up (inverted) top qualifier starting last and so on except for the dash.
2. Trophy stock, Figure 8 and Factory Fours will have only one attempt to qualify. All cars will be lined up (inverted) by qualifying time.
3. All divisions must qualify during advertised time. We will not tolerate delays. Non-qualifiers and late comers will start scratch in the heat and feature.
4. Only one car may be qualified by a driver. To drive in two different classes you must have a license for both classes, register and qualify both cars. You must run heat to run feature.
5. Sandbagging!!! Will not be tolerated.

If a car completes any 1 lap in a race under the break point this will mean disqualification from that race by use of the black flag, no points. However, if you break your time on the last lap only, you will also be black flagged for that race, no points. The time you breakout at will become your new time and you will enter the next race in that time slot.

All classes- you cannot advance to the pursuit by breaking your qualifying time.

Sportsmen- you also cannot advance to the "A" feature from the "B" feature by breaking your qualifying time.
Sportsman Qualifying:

- Dash = The four fastest qualified cars inverted
- Heat= By qualifying time
- Pursuit= The top 10 finishers of the weeks previous feature inverted. If no feature run then it is by qualifying time
- Feature by qualifying slowest in front fastest in rear. The podium from the weeks previous feature is in the rear inverted.

Trophy Stock Qualifying/ Factory Four qualifying:

- Dash = The four fastest qualified cars inverted
- Heat= By qualifying time
- Pursuit (TS top 20 fastest lined up in 2 pursuits slowest in front to fastest in rear) FF top ten fastest slowest in front to fastest in rear by qualifying
- Feature= Inverted from qualifying.

Figure Eight:

- Dash= 4 fastest cars inverted from qualifying
- Heat= By qualifying time
- Feature= By qualifying time

V. Flag Rules

Note: specific flag rules and special situations will be covered at all events; however the following rules are general:

Green flag: when the green flag is given by the starter, cars must retain position until they have crossed the starting line. It is the responsibility of the pole cars to set the pace and bring the field down for a fair start. Cars "jumping" positions may suffer loss of position or face disqualification. If possible on a false start situation, the green flag will be given, followed by a yellow flag on the back straight in order to avoid a first turn mishap. On a restart, the starter may drop the green flag at any time. The outside of pole car will set the pace at all times. It is up to the remainder of the field to maintain the pace.

Yellow flag: means caution. When given by flagman. All cars on the track must slow maintaining their position. The lead car must stop at pit chute. All other cars must hold position. Any car gaining a position or passing under yellow flag will be penalized. Or placed in position at official's discretion. Yellow flag laps will not count.

Any car that stops or spins out and deliberately sits on the track waiting for the yellow flag will either be placed at the back of the pack or be black flagged off the track. Any car that causes 3 yellow flags will be eliminated.

Any car becoming crippled or uncompetitive must safely enter infield for remainder of race. Trying not to bring out yellow flag. "all 3 classes".

Red flag: the red flag means that the race must be stopped immediately, regardless of the position of cars on the track. All cars must come to an immediate controlled stop. All cars must remain stopped until the caution light and yellow flag are displayed. Cars then should be brought to the pit chute entrance to the track if possible. Cars must remain on the track surface.

Black flag: cars receiving the black flag must immediately go to the pit area for consultation. The flagman will indicate which car is receiving the black flag by pointing the flag to the car or waving the black flag in front of the car. A car receiving the black flag will no longer be scored if it remains on the track.

Any car with all four tires off the racing surface must remain in the infield for the remainder of the event or be black flagged.

Checkered flag: when the checkered flag is displayed, a race is officially over. When the leader is given the checkered flag, the balance of the field receives the checkered flag in the same lap.

Finishing positions will be paid off according to the number of laps or distance traveled regardless or whether a car is still running or not. All cars must complete the last fully scored flag lap under their own power. No car may be pushed across the finish line. If two cars are running in a "dead heat", side by side situation at the checkered flag or start/finish line, the car on the outside will be given preference for the position.

VI. Performance and Construction Protests & Post Race Inspections:

A: Performance and Construction Protests may only be submitted by a driver that drove in the same race as the car that is being protested. The official will perform a teardown check of the car according to the rules in your division. The protest will be in the amount of \$1000.00 . The inspectors will receive \$200 of the \$1000.00, and the track will receive \$250.00 for the inspection and this will not be refunded either way. If the protested car is found legal the car keeps the \$550.00 . If the car is found illegal the \$550.00 is returned to the protestor and the illegal car forfeits his last two weeks points and that nights money and must be inspected before returning to the speedway. If a car refuses inspection , it will forfeit their last weeks points and the earnings for the race just completed and the car must be inspected before it returns to the Speedway. The protestor will be returned the \$1000.00. This protest policy applies to all divisions.

B: Any scoring or infraction of the rules protest must be made in writing within 24 hours of the incident in question. The submission will be reviewed by the director of race operations and a determination will be made after a careful review of the circumstances. All decisions are final and not up for review.

C: If you are found illegal in a post race inspection you will lose the points for the race and the money for the race. You will also be required to be reinspected prior to your return at the Painesville Speedway.

VII. A walk through a night at the races

It is best to register your car the week before you intend to compete, although not mandatory. Go to the pit sign-in shed (small building at the entrance of the pits). Tell the person on hand that you are ready to begin racing. Fill out the forms given to you, (remember-minors will need a minor's release form filled out and notarized), and your car number will be assigned at the pit sign in.

On the night you are ready to race...come to this building and sign in for the night. Prior to every program it is necessary to purchase a "pit pass" for entry. Proceed to the area of the pits designated for your type of race car, the gate man will be able to show and tell you where.

Then proceed to the inspection area to have your car inspected by the Painesville Speedway technical staff. This inspection is required the first night you compete and every time you bring a new car to race. Your car must be approved prior to competing in any events, (including hot laps and qualifying). Locate the race line up blackboard. It is by the pit chute entrance to the track. Your position will be

on this board by your car number.

Now...it's time to hot lap. Provided you have passed inspection and your inspection sticker is displayed on the windshield. Get in your car, seat belts, helmet and uniform in place-proceed to the pit chute entrance ramp to the track. In all cases, a staff member will be here to check you and tell you when to go. It is currently the procedure to pull to the outside groove of the track and take several slow laps familiarizing yourself with the track. When you feel ready and green light and flag are shown, speed up and move into the lower grooves. Note: at all times while on the track-be aware of what is going on around you-watch the flag man. The control signals and the traffic.

After hot laps, return to your pit and wait for your division to be called for qualifying. (on some events, qualifying may be eliminated). It is your responsibility to go when your division is called-you will not be called individually.

Qualifying- at the pit steward's signal, pull onto the track and proceed around, ready to get the green light as you cross the start/finish line. Make one complete lap (you are on the clock) and watch the flagman as you end your first lap. If checkered flag is displayed, proceed back to the pits.

8. The races are lined up according to time, so now watch the blackboard for your car number in a race for your division. The pit steward will announce your number as a reminder during the preceding race. While the race before yours is beginning, you should be in your car lining up before the pit chute, but not on the chute, in the order shown on the board. When examining the line up board, look at who is ahead of you, next to you and behind you so you know where to line up. Proceed onto the track when the pit steward gives the signal and realign yourself as you pull up to the start/finish line. A note: we will never hold or delay a race while you are getting ready, get staged in plenty of time and have all your gear in place before entering the track surface.

9. The big moment...one thing we can't tell you is how to Race, so do your best, but remember the following items. Watch the flagman... Know what the flags mean...be alert and be aware...and good luck!!! Have respect for the track and others property.

10. Payoff: trophy stock, if you win your race, stop at the start/finish line and collect your trophy. All other divisions, when the races are over, and you have money coming, it will be taken care of as mentioned earlier in this booklet.

11. Read the rule book. Know all the rules, have fun and if you don't know...ask!!!

Any person(s) involved in any form of protest or demonstration against the Speedway (or near the Speedway) without the promoter's permission, may be permanently barred from future participation at the Speedway .

Anyone entering the pit area thereby agrees to a vehicle search by track authorized personnel for contraband (beer, wine, liquor, illegal drugs or weapons). This search is a condition of entry into the pits and participation in any event at the Speedway .

Drivers are responsible for the conduct of themselves, their crew, associates, and families in the pits, on the track, in the grandstands and in the parking lot. Do not let someone else get you penalized or disqualified. You will be the only spokesperson recognized by track officials for your car.

VIII. Winnings and points:

A: Points tables and pay tables are available upon request.

B: Monies will be paid out on the night of the race. After the last feature of the night drivers checks will be available at the pit shack back window. No checks will be paid until after the last feature. When you pick up your checks you will be required to sign for your

check. This will allow you an opportunity to verify your points for that night. Only the driver or on file payee of the car can receive a winnings check for the car he or she raced/owns, there are no exceptions to this. If you are not their to receive your check it will be mailed to the address that is on file from your license application.

C: A driver may request at anytime a points statement from the staff at the pit shack. (With the exception of payout time.)Every effort is made to ensure accuracy of your points, however, it is highly recommended that you as the driver keep a secondary record of your points.

D: Minimum car counts are required in the paying divisions to receive full pay for a nights racing. The determination of minimums is at the sole discretion of management.