



# **2019 INFORMATION GUIDE**

BEGINNER BANDOLERO DIVISION

BANDIT DIVISION

OUTLAW DIVISION

YOUNG LION DIVISION

SEMI-PRO DIVISION

MASTER DIVISION

PRO DIVISION

## 2019 Summer Shootout – Competitor Information

### General Rules

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.

**\*\*\*NO UNAUTHORIZED VEHICLES (CARS, SUVs, TRUCKS, VANS, ETC.) IN THE DESIGNATED GARAGE/PIT AREAS\*\*\***  
**\*\*\*\*STRICTLY ENFORCED\*\*\*\***

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. **No cars are to be test-driven on the road course or infield.** Cars may be driven on the track or in the garage areas only.

Fighting is strictly prohibited. Anyone caught fighting will be dealt with by Law Enforcement as needed. Drivers will be held responsible for all crewmembers and penalties may be applied to the driver if a crewmember is involved. Penalties will be distributed by INEX. Failure to comply with any official's request will result in penalties.

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.

- **The following items are prohibited in the Pit Area:**
  - Alcohol
  - Glass containers
  - Pets (except service animals assisting disabled guests)
  - Weapons of any kind
  - 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
  - Remote control cars
  - Golf carts
  - Bicycles / scooters / striders / skateboards / roller blades / etc...
  - Unattended items may be removed at the discretion of speedway officials
  - Drones (anywhere on grounds)

### Pit Pass Sales

Location: **Dirt Track ticket booth #2.** Enter at z-MAX Dragway main entrance. The booth is located between the dragway and the dirt track. (See attached map)

Cash or Credit only; no checks.

Practice Night:

- \$40.00 per driver
- \$10.00 per non-INEX member
- \$5.00 per INEX member
- Hard cards are available for \$300.00 per Driver, \$40.00 per INEX member, and \$80.00 per non-INEX member. Good for all practice rounds of the Bojangles Summer Shootout Race events.
- Proceed to Gate #26
- Hard Cards go directly to Gate #26

Race Night:

- car/number registration (no fee)
- \$25.00 per person
- Hard cards are available for \$225.00 per Driver, \$225.00 per INEX member and \$250.00 per non-INEX member. Good for all 10 Bojangles Summer Shootout Race events.

Proceed to Gate #26

Hard Cards; first time pick up at pit shack, thereafter go directly to Gate #26

## **Driver Sign in – Transponder and Car Number Registration**

Practice Afternoon (Rounds 1 and 9) – (12:00P-3:45P) – Media Center (Officials Trailer after 3:45P)

Practice Night – (4:00P – 6:00P) – Media Center (Officials Trailer after 6:00p)

Race Night – (2:00P – 4:00P) – Media Center (Officials Trailer after 4:00P)

- ALL DRIVERS MUST REGISTER FOR **EACH RACE**. ALL DRIVERS MUST BE REGISTERED BEFORE THE DRIVERS MEETING.

At registration you will provide your name, division, registered car number, and most importantly your RECHARGABLE TRANSPONDER. NO HARDWARE SYSTEMS ARE ALLOWED ON THE CAR. **ONLY ONE FULLY CHARGED TRANSPONDER PER CAR.**

## **Car Numbers**

Please refer to your 2019 Official INEX Rulebook, Page 36 for Legends and Page 56 for Bandoleros. If two (2) or more cars show up with the same number, the one who registers first gets priority given for their number and the subsequent cars with the same request will be asked to change their number or apply the first letter of their last name on the car.

## **Beginner Bandoleros Division**

The Beginner Bandolero Division is for rookies only. No points will be awarded; trophies will be awarded to the top five (5). 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 driver's age.

## **Drivers Meeting**

The drivers' meeting is MANDATORY. It will be held in the media center at 4:00pm, EIRI. If you miss the drivers meeting, you will lose your fastest lap in qualifying. For those drivers that are 12 years old and younger, an adult must accompany you to the drivers meeting. EIRI

## **Pit Area**

Cars are expected to be operated in a safe manner, no faster than walking speed, at all times. Within the Garage areas all cars must remain inside the lines while traveling to or from tech or the grid area. **No passing.** Penalties will be issued at the discretion of the Race Director.

No test driving cars will be permitted in the pit area, including the large area behind the competitor motor home lot.

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. You will be given 1-3 parking passes based on hauler size. All personal vehicles must be parked in your assigned parking space and may not interfere with the lane of travel.

## **Grid**

The Cold Grid is located along the fence inside the Xfinity garage near the Scoring Pylon. The Hot Grid is on Pit Road. 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 extreme emergency, or instructed to do so by the Race Director. 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.

## **Work Area**

The work area is located on pit road, just outside of the cold grid and to the 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 grid official. All repairs are monitored by the SSO officials

**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.**

## **Tech**

Tech is located at the front stretch side of the Monster Cup Series Garage. Random cars will be selected after group qualifying sessions. Top five (5) finishers after each main event will report directly to tech. Please pay attention to the Tech Officials as you exit the track. Only two (2) people per car are allowed in tech. Disruptive behavior will not be tolerated. Driver and crew are expected to conduct themselves in a professional manner at all times. **NO MEDIA IN TECH.**

## **Victory Lane / Trophy Presentation**

Winner interview is located at the start finish line on the front stretch. The driver will proceed in a timely manner for a television interview on stage. Top 5 cars will report to tech. **AFTER** winning car clears tech, top five drivers and winning car will proceed to NASCAR victory lane, located near Sunoco pumps, for trophy presentation, pictures, and media interviews. In case of inclement weather Victory Lane will be moved to the track side of the monster cup garage.

## **Participant Conduct**

Competitors are expected to act in a courteous and professional manner at all times both on and off the track, and are reminded that DRIVERS are responsible for the actions of their crew members and/or family. Warnings and penalties will be issued for bad conduct. Please refer to the 2019 INEX Rulebook for information regarding participant conduct and penalties, page 13.

## **Race Monitor**

We use the Race Monitor app to broadcast lap times and positions for practice, qualifying and features. Simply go to your respective app store and download Race Monitor. Once on the app on race nights and practice nights, tap on the Bojangles Summer Shootout Series. The event on the track will be broadcast on your phone or tablet device. The upgraded version of Race Monitor will allow you to see all of a selected driver lap times, not only their last and fastest lap. Please note that any lap times and/or race results on Race Monitor are UNOFFICIAL. Official results are sent to the Officials Trailer from the tower and posted. If Race Monitor is not broadcasting that DOES NOT mean that timing and scoring is down.

## **Back-up Cars**

If a driver feels they must change cars between Qualifying and the Feature(s), then he/she must receive permission to do so from the Officials Trailer. The driver will lose anything gained with the first car and must start at the rear of the field for their next race. A sticker will be placed on the car on the cold grid during qualifying. The stickers will be rechecked by the cold grid officials to make sure drivers are in their primary car. It is your responsibility to move your transponder from your primary car to your back up car.

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.

## **Inclement Weather Procedure**

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.

## **Appeals**

Please refer to page 16 in your 2019 INEX Official Rulebook.

Penalties involving "on-track" race procedures or judgment calls **WILL NOT** be considered for appeal by INEX.

## **Drops / DQs/Point Structure**

Your worst finish of the first 9 rounds will be dropped.

You **CANNOT** drop a technical disqualification for any reason, and you will be awarded zero (0) points for that event. You **CAN** drop a black flag received for on-track conduct, EIRI. You **CAN** drop a race where you were black flagged for a mechanical issue.

Legend Cars **DO NOT** receive Heat race points.  
See attached point structure at the end of this document.

## **Public Relations**

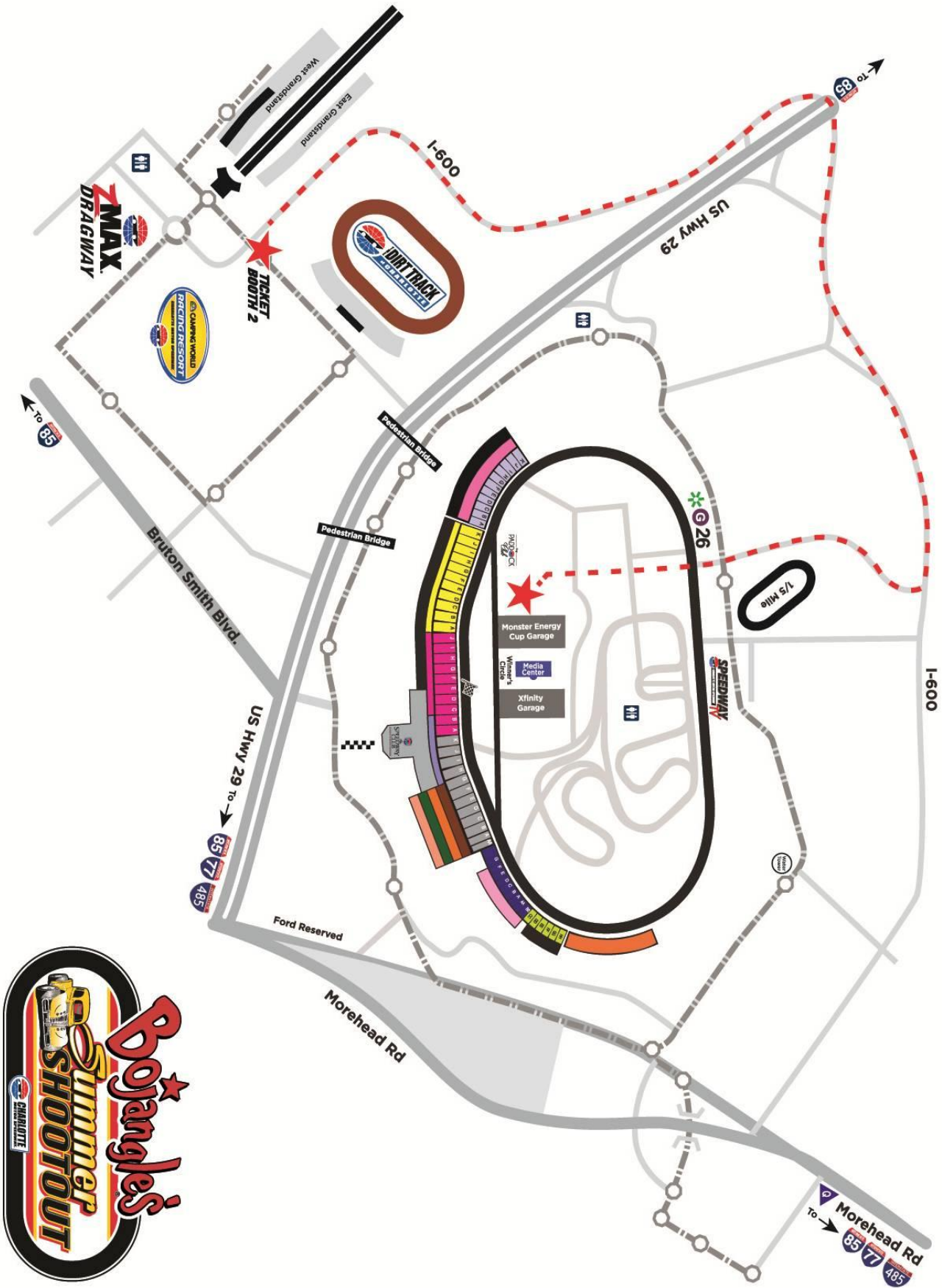
For any public relations questions please contact Aaron Burns at 704-455-4406 or [aburns@charlottemotorspeedway.com](mailto:aburns@charlottemotorspeedway.com) or Laila Razmyar at 704-455-3906 or [lrazmyar@uslegendcars.com](mailto:lrazmyar@uslegendcars.com).

## **2019 Schedule & Themed Nights**

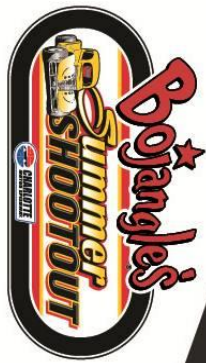
June 4<sup>th</sup> – Tuesday Practice  
June 10<sup>th</sup> – Monday Practice & **Round 1 - Bark Your Engines Night**  
June 11<sup>th</sup> – Tuesday **Round 2 – School Spirit Night**  
June 17<sup>th</sup> – Monday Practice  
June 18<sup>th</sup> – Tuesday **Round 3 – Ladies' Night**  
June 24<sup>th</sup> – Monday Practice  
June 25<sup>th</sup> – Tuesday **Round 4 – Media Mayhem Night**  
July 1<sup>st</sup> – Monday Practice  
July 2<sup>nd</sup> – Tuesday **Round 5 – Rev! White! Boom! Autograph/Fireworks Night**  
July 8<sup>th</sup> – Monday Practice  
July 9<sup>th</sup> – Tuesday **Round 6 – Brewsday Night**  
July 15<sup>th</sup> – Monday Practice  
July 16<sup>th</sup> – Tuesday **Round 7 – First Responder Night**  
July 22<sup>nd</sup> – Monday Practice  
July 23<sup>rd</sup> – Tuesday **Round 8 – Pastor Night**  
July 29<sup>th</sup> – Monday Practice & **Round 9 – Motor Monday Night**  
July 30<sup>th</sup> – Tuesday **Round 10 – Champions Night**

## **2019 Class Sponsors**

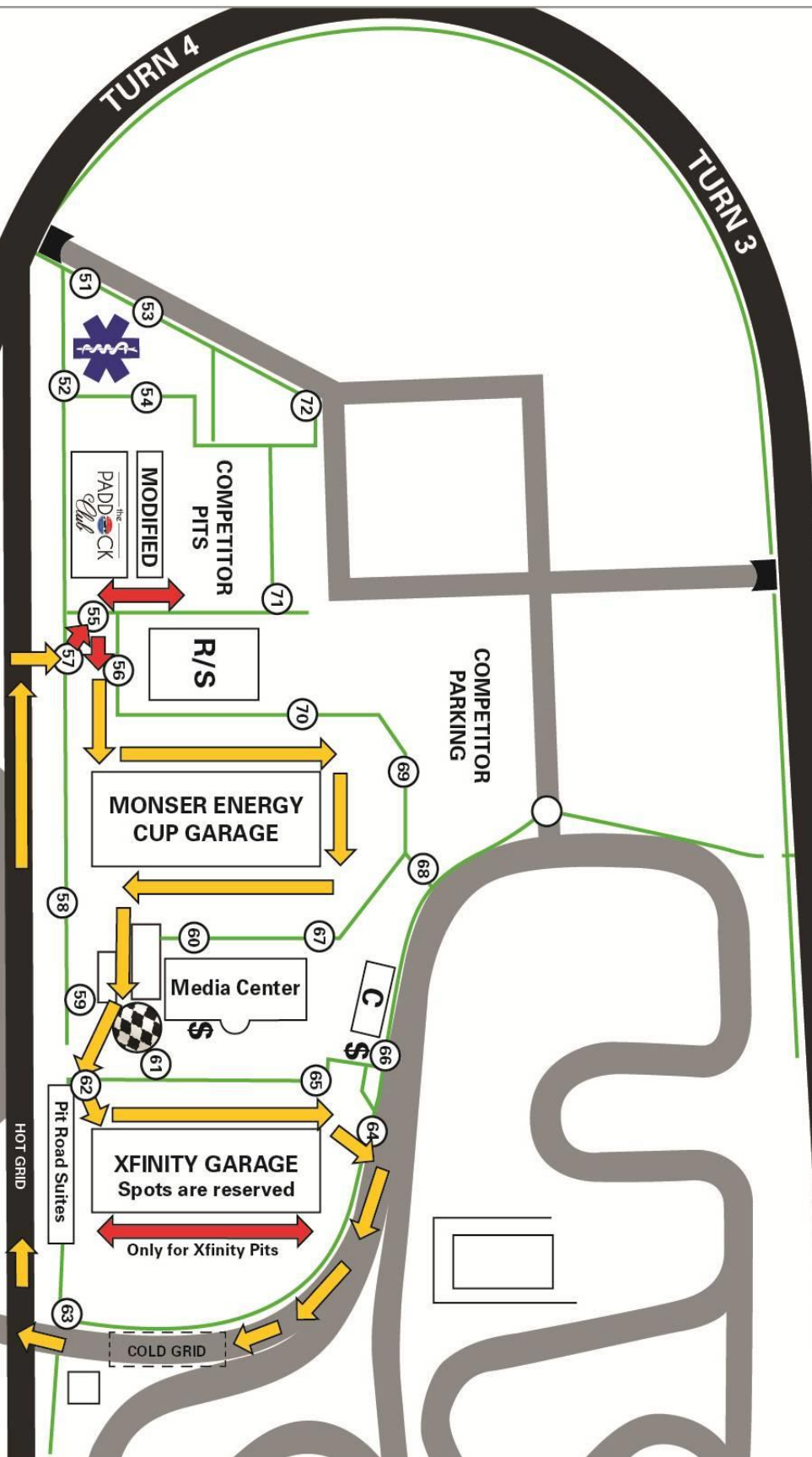
Beginner Bandolero  
Bandits  
Farm Bureau – Outlaws  
Racing PMG - Young Lions  
VP Racing Fuels – Semi Pro  
26 Acres Brewing Company - Masters  
Boston Reid – Pro



# COMPETITOR MAP



SPECTATOR SEATING



## 2019 Bojangles Shootout Series Point Structure

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

(Only Bandolero's  
will receive Heat  
Points)

**Note:** 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 A-Main.



# **2019 COMPETITION RULES**

BEGINNER BANDOLERO DIVISION

BANDIT DIVISION

Farm Bureau - OUTLAW DIVISION

Racing PMG - YOUNG LION DIVISION

VP Racing Fuels - SEMI-PRO DIVISION

26 Acres Brewing Company - MASTER DIVISION

Boston Reid - PRO DIVISION

## **Yellow Flags**

**One way radio is mandatory and will be used.** Please pay close attention to the flagmen and caution lights around the speedway. Once the caution lights are illuminated and the caution flag is displayed, 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 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. If the Race Director deems that you intentionally brought out the caution you will be black flagged. If you are deemed to be stopped in a safe location the track will stay green. Please stay buckled in your race car.

You may work on your car during a yellow flag in the designated work area only.

## **Red Flags**

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. If a car goes to the designated work area for any reason they will restart at the tail.

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 (no choose).

## **Black Flag**

The black flag will be displayed at the start/finish line and the car being penalized will be announced over the One Way Radio, by the Race Director. If you receive the black flag you must exit in **turn one**. Drivers have 2 laps to heed the Black Flag.

If a bumper comes off a car, starts to drag or the frame horns are exposed, that car will be black flagged. Any car black flagged for a mechanical problem may not continue racing until the problem is rectified and scrutinized by a track Official in the designated work area. These cars are entitled to points for the night.

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.

If you have 2 unassisted spins in any race or are unable to maintain a safe speed you may be black flagged at the discretion of the race director.

A Black and Checkered flag will be displayed if the race finish is under review.

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.

## **Blue Flag with Yellow Diagonal Stripe**

If the 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.

## **Time Limit**

The time limits for the 2019 Bojangles 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 Orange (Bo) 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.

## **Yellow Line**

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 will 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.

## **Grid**

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. Being on time is your responsibility, not track officials.

## **Qualifying – Legends Cars**

You must register in the media center prior to the drivers meeting. Any driver not registered prior to the drivers meeting will have to use their second fastest lap.

If you bring out the caution during your qualifying session then you will be sent off the track. You will also lose your fastest timed lap up to that point.

Legend cars will get 5 minute qualifying sessions in. 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.

Qualifying results will set the positions in the next event (with the exception of the “redraw” cars).

In the legend cars the top half (50%) of the entered cars will be locked directly into the feature with 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. **Legend cars DO NOT receive heat race points.**  
\*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.

## **Heats – Bandoleros Cars**

You must register in the media center prior to the drivers meeting. Any driver not registered prior to the drivers meeting will have to start at the tail of the heat.

Heat races will be lined up by the draw at registration. If there are more than 28 cars in a class then we will run B-Mains. The finish position will determine the line-up for the next event (with the exception of the “redraw” cars).

## **Feature Races – All divisions except Beginner Bandoleros**

The top 0-8 (Zero to Eight) starting positions (Y, S, M, P, B, O) will redraw at the Officials Trailer near the Sunoco pumps Ten (10) Minutes after qualifying or heat races. (with the exception of the beginner bandoleros). Anyone whom does not show up will receive the remaining chip(s) not drawn.

Feature events will be capped at 28 at cars (EIRI).

Flags will be given to the current point leaders for each division to be displayed on their car during their races. (MANDATORY)

## **Scoring**

**Drivers, please make sure that 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.

The first car scored one (1) lap down will be given the “Bo-Round the Field” 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.

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.

## **Original Starts and Restarts – All Divisions**

Once the pace car has exited the speedway, the front row must maintain Pace Car speed and may not fire until the designated restart zone (at the Restart area off turn 4). If Pace Car speed is not maintained or you start too early, the start may be waved off and the offender(s) will be penalized for an second attempt.

All cars are to stay double-file, nice and even and in nose-to-tail formation without bumping or pushing. Once the green flag has been displayed, you may pass to the right and only to the right until crossing the start/finish line. Any driver who pulls out of line to the left, or passes to the left, before crossing the start/finish line will be penalized a minimum of two (2) positions for jumping the start except in rare instances (EIRI).

If a lap is not completed all cars will get their original starting spot (EIRI).

All starts and restarts shall be made in the designated restart area on the track. The designated restart area is clearly marked with a single red line on the wall near turn four (4), a corresponding single white line on the track on the driver's left near turn four (4), as well as a single red line on the wall closer to the start/finish line with a corresponding single white line on the track on the driver's left closer to the start/finish line. The restart area is also designated by 4 cones, 2 on the wall at the lines and 2 on the track, at each of the solid white lines. The leader will start the race.

All restarts are "choose-style." (EIRI). There will be a logo 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 logo. Drivers pulling out of line or passing other cars before the commitment logo 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 either by the starter or over the One Way Radio, once you get to turn two (2), stop all weaving.

If there is a caution flag before a lap is completed after a "Choose," the field will be lined back up 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.

### **Restarts – Beginner Bandoleros**

Beginner Bandoleros will restart single file. All other restart rules are listed above.

### **Realignment & Lineups**

**The One Way Radio is mandatory to the driver.** Cooperate with the Officials as they line you up for restarts. If you are dropping to the tail of the field for any reason (penalty, awarded the Free Pass or choose to start at the tail), move to the inside, hit your brakes, and let the field pass you and then rejoin the field at the tail. This will aid the Scoring officials in lining you up quicker so we can get back to green flag racing. Driver's MUST be able to hear the race director.

## Summer Shootout – Driver's Meeting Notes

- **Welcome – Prayer - Tech**

### Conduct & Pit Rules

- NO Aggressive Driving / Blocking
- Respect Competitors and obey Officials and Safety Workers
- Please use the Safety Kleen location for all oil dump and cleaning of parts
- Traffic flow Follow the Yellow brick road (between White Lines)
- Only Race cars in the pit area (no bikes, skate boards, golf carts, etc)

### One Way Radio & Transponders

- One Way Radio is mandatory to the driver. Channel is the default channel. #0000 (454.000)
- Transponders are mandatory. Races will still be line scored but transponder will be primary.

### Schedules & Show Format

- Follow the order (Be Early). Race Order may change due to car count or weather
- Pay attention to the announcements (Garage Officials, PA and One Way Radio)
- Be sure to have your class decals on the front & back of your cars and BoJangles on windshield and any other class sponsors on car.
- Lineups will be posted on Officials Trailer & Garages located by the Sunoco gas pumps
- Track exit is in Turn 3 (or any turn during the race to keep the racing surface clear if you are having issues). Taking extra laps after the checkered flag may result in losing Practice time, fastest lap in Qualifying, or starting tail of feature.

### Original Starts & Restarts

- Same rules apply to all divisions. Rules are the same for starts and restarts
- Pole Sitter will have choice of inside or outside on all original starts.
- Choose Style Restarts (Except Beg Bando) at S/F. No choosing until you get to the LOGO (S/F) or your car may be put to the tail. Must go left or right of the LOGO. Going over the logo will result in starting at the tail of longest line. May go single file at any time. If caution happens on choose get back single file before choose.
- There is a 2 Choose limit in one caution period then Single file restarts until 5 consecutive green flag laps are run.
- Last 5 Laps will be Single File Restarts (NO CHOOSE)
- The Pace Car will drop off in Turn 4. Maintain Pace Car Speed
- Stay double-file, in line and nose to tail. Do NOT BUMP. Do NOT PUSH.
- Leader (Control car) may fire in BoJangles restart zone between first white line and last if the leader has not gone by last white line the green flag will wave.
- If the start is waved off, the offending car(s) from the front row will be penalized for a second attempt.
- If there is an issue and the start is not waved off, the offending car(s) will be ordered to correct themselves over the One Way Radio or they will be penalized two positions per position gained on the next yellow or at the end of the race (whichever comes first).

### Jumping The Start – Defined

- When the green flag waves, you may pass to the right and ONLY 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
- You may not fire, pass, or pull out of line before the green flag waves
- You may not fire before the control car (leader) on restarts.
- If you do any of these, you will be ordered to correct yourself over the One Way Radio or you will be penalized two positions per position gained at the next yellow or at the end of the race (whichever comes first). **Except in Rare Instances (EIRI)** (a car loses a chain or power, misses a shift, etc.)

## **Yellow Flags**

- We are extremely stingy with the yellow flags. We only go yellow if absolutely necessary.
- Cars that are involved in an incident (a spin, wreck, etc.) are expected to clear the racing groove quickly and safely. Make sure you turn away from traffic e.g. turn through grass away from race track.
- If you lose power or toss a chain, please get off the track to a safe area so that we can continue racing.
- 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.
- Any car causing an intentional yellow will be black flagged for that race.
- Yellow flags are instant. Do not race back to the yellow.
- Multi Car crash on Original Start and Choose Restart (All cars get their spot back). Unless it is deemed that you caused the yellow.
- Determining if you are involved – the cars the yellow is thrown for will be the cars involved (means your wheels aren't turning. If you take someone out and the caution comes out, both cars to the tail.) – listen over the One Way Radio so you know whether or not to even try to get your spot back. You will be told twice to go to the tail for being involved third time is a black for failure to obey the One Way Radio. (Caution cars go to tail end of longest line)
- Driver must stay with car if wrecked
- The first car scored a lap down will be given the “Bo-Round the field” free pass. Line up tail of field (back on the lead lap)
- If the white flag has flown and the yellow flag does wave, we do not race back. The race is not over we will realign the field and race for one (1) lap.
- We use a split yellow system on our realigns. We revert to the last scored lap for your car NOT the last completed lap

## **Black Flags**

- You have two (2) laps to heed the black flag.
- If you are black flagged and have a question as to why, you may see go to the Officials Trailer. If you come to the tower you will be removed from competition for the event and subject to a FINE.
- If the black flag is a result of a driving infraction (ex. Aggressive driving or blatant jump starts or ignoring officials) you may not reenter the race.
- If black flag is for a mechanical reason, you may reenter the race once the necessary repairs are completed under yellow.
- You may do repairs in the Work Area (hot grid area) – 2 laps will be given to caution cars only to make repairs. If you pass Turn 1 and do not go to work area first time then you will not be guaranteed time. If you go behind the wall you are done for that event.
- If a bumper becomes detached from the car or Frame Horns exposed you will be black flagged
- Cars black flagged for driving infractions are scored from last place on up depending on the running order of the cars and the lap they were black flagged.
- Cars black flagged for mechanical reasons will maintain their position based on running order and the number of laps completed.

**Move Over** – Cars should move to outside. You may race the leader until he passes you then give way. Not your day. We do not tell you on the driver radio that the leaders are coming you are to pay attention to flags.

A race ending under Black and Checkered means that the officials will be reviewing the race to potentially assess penalties towards car(s) involved in an altercation during the race. Finishes are Official 30 minutes after posted – if you have a problem please see the Officials Trailer to protest the finish or have a call reviewed it will be reviewed upon completion of the night. If there is no protest filed on the finish or review request at the trailer then the matter will not be heard.



### Acknowledgement of Information and Competition Guide

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

Car# \_\_\_\_\_ Garage & Stall#: \_\_\_\_\_

Westhold Transponder (Yellow)# \_\_\_\_\_

INEX# \_\_\_\_\_ Phone#: \_\_\_\_\_

Driver Name: \_\_\_\_\_

Parent Name (if driver is under 18): \_\_\_\_\_

Email: \_\_\_\_\_

By signing this form says that I have read and understand the Information and Competition Guide for the BoJangle's Summer Shootout Series.

Driver \_\_\_\_\_ Date \_\_\_\_\_ Parent (if driver is under 18): \_\_\_\_\_ Date \_\_\_\_\_

***Please ONLY return this paper work to Registration or Officials Trailer!***