



***2010 COMPETITOR
Packet***

SCHEDULE OF EVENTS – SUBJECT TO CHANGE

WEDNESDAY, July 14

1:00 p.m.	Pit pass sales and registration begins (zMAX Dragway Ticket Booth # 3- Enter Eastside of Dragway)
2:00 p.m.	Hauler load-in begins Tech opens
2:00 - 5:30p.m.	National Corvette Meet Twilight Cruise
9:00 p.m.	Tech closes Track secured

THURSDAY, July 15

8:00 a.m.	Pit pass sales and registration resumes (Gate 25) Pit gate opens Hauler load-in Tech opens
12:00 p.m.	Drivers Meeting (Front Stretch)
1:00 p.m.	Practice by Division (8 laps per session) Spectator gates open
3:00 p.m.	Bandolero Heats (8 Laps)
4:00 p.m.	Practice Resumes (Legend Cars Only)
6:00 p.m.	Practice Ends Tech closes
6:00 p.m.	Bandolero B-Bandit Feature (15 Laps) Multi-Car Qualifying by Division (3 laps/GWC/Qualifying order determined by practice times) Semi-Pro/Young Lions Bandolero Bandit Feature (15 Laps) Masters Bandolero Outlaw Feature (15 Laps) Legends Million
10:00 p.m.	Track secured (Pit Area remains open until 7:30 a.m. Friday to credentialed guests only)

Grandstand Admission Information:

3-Day Package = Adults \$50 and Kids (12 and under) \$10

Thursday = Adults \$15 and Kids \$5

Friday = Adults \$20 and Kids \$5

Saturday = Adults \$25 and Kids \$5

Pit Pass Information:

3-Day Package= \$75

Single-Day= \$35

All minors under 18 years of age must have a Minor Waiver Release completed by BOTH of their parents or their legal guardians. No exceptions. Pit area rules will be strictly enforced. Advance releases and instructions available at:

www.charlottesmotorspeedway.com/waivers

FRIDAY, July 16

- 7:00 a.m. Pit pass sales resume
- 7:30 a.m. Pit Sweep
- 8:00 a.m. Pit gate re-opens
- 9:00 a.m. Practice (Legend Cars Only)
- 12:00 p.m. Practice ends
Drivers Meeting (Front Stretch)
- 1:00 p.m. Bandolero Heats (8 Laps)
Spectator gates open
- 1:45 p.m. B-Bandits Feature (15 Laps)
Semi-Pro/Young Lions Heat Races (20 Laps)
Bandits Feature (15 Laps)
Masters Heat Races (20 Laps)
Outlaws Feature (15 Laps)
Legends Million Heat Races (20 Laps)**
- 9:00 p.m. Pit pass sales end
- 10:00 p.m. Track secured (Pit Area remains open until 8:30 a.m. Saturday to credentialed guests only)

SATURDAY, July 17

- 8:00 a.m. Pit pass sales resume
- 8:30 a.m. Pit Sweep
- 9:00 a.m. Pit gate re-opens
- 12:00 p.m. Drivers Meeting (Victory Circle)
- 1:00 p.m. Bandolero Heats (8 Laps)
Spectator gates open
- 1:45 p.m. Semi-Pro/Young Lions B-Mains (25 Laps)
B-Bandit Feature (15 Laps)
Masters B-Mains (25 Laps)
Bandit Feature (15 Laps)
Legends Million B-Mains (25 Laps)
Outlaws Feature (15 Laps)**
- 5:45 p.m. Semi-Pro/Young Lions A-Main (50 laps)-Winner has choice to advance to tail of Legends Million by way of "Deal or No Deal"**
- 6:30 p.m. Masters A-Main (50 laps) - Winner has choice to advance to tail of Legends Million by way of "Deal or No Deal"**
- 8:30 p.m. Opening Ceremonies (Deal or No Deal)
- 9:15 p.m. Legends Million A-Feature (100 laps: Yellows count for first 50 laps; Break for fuel and adjustments at LAP 50)
Pit pass sales end**

2010 Legends Million– Competitor Information

Disclaimer

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.** They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, or official.

The Race Director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

The Management of Charlotte Motor Speedway, LLC

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 the immediate disqualification and/or suspension of any competitor at any time for unprofessional or unsafe behavior.

NO PERSONAL VEHICLES (CARS, SUVs, TRUCKS, VANS, ETC.) IN THE DESIGNATED GARAGE/PIT AREAS

***** All campers, haulers, race cars, vehicles etc., will have to be out by
11:00 a.m. on Sunday July 18th STRICTLY ENFORCED*****

- All Legends Million drivers wanting to compete July 13, 2010 week 6 of the Summer Shootout **MUST** be pre-register for the Kangaroo Express Summer Shootout in order to compete.
- **All Drivers must comply with all of the following rules:**
 - Have a valid INEX license
 - Be 12 years of age or older
 - Only the registered driver on the entry will be allowed to participate
 - Have a RACEceiver on at all times on track (Frequency 454.0000)
 - Have a battery operated **Official Timing & Scoring** transponder

Cars are to be operated at walking speed in the Pit Area. Speeding or belligerent actions in the Pit Area are grounds for suspension. 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. Drivers will be held responsible for all crewmembers and penalties may be applied to the driver if a crewmember is involved. Other penalties will be distributed at the Race Directors Discrimination.

Car numbers/letters must be visible/full-size/non-foil/same color/contrasting car color with one of the front fender, one on the roof FACING THE GRANDSTANDS and one on the rear fender. Traditional paint schemes must have a number on both doors. "Character Cars" must have a large number plate off the rear of the roof with numbers on both sides. Division decals must be placed on the front fender to aid the Officials in lining you up in the correct race.

The Chief Steward is stationed in the "Hollywood Outhouse" at the Winner's Circle. This is where the car's designated representative (one of 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:**
 - ATV's, Gators, golf carts, mules, bikes, roller blades, or scooters permitted on property!
 - Alcohol
 - Stadium chairs with arms
 - 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
 - Unattended items may be removed at the discretion of Speedway officials

Lineup Schematic

There are 3 races for a competitor to compete in. Competitors ages 40 and over can choose to enter either the Masters race or go all in for the Legends Million. Semi-Pros and Young Lions can race in a combined division race of Semi-Pros and Young Lions or the Legends Million. All Pros must compete in the Legends Million. Once you choose your race you CAN NOT change your selection.

- Group Qualifying by division. Three laps (Green/White/Checker) with the order being determined by practice times.
- Number of heat races will be determined by car count. Heat races will be 20 laps with 20 cars transferring into the A-Main.
- B-Mains will be 25 laps with 10 cars transferring into the A-Main.
- Masters and Semi-Pro/Young Lions A-Main races will be 50 laps. The winner of the Masters and Semi-Pro/Young Lions A-Mains will have the chance to "Deal or No Deal" and give back a portion of their winnings in order to enter into the Legends Million A-Main.
- The Legends Million A-Main will be a 100 lap race with a break at 50 laps for fuel and adjustment. For the first 50 laps yellow flags will count.

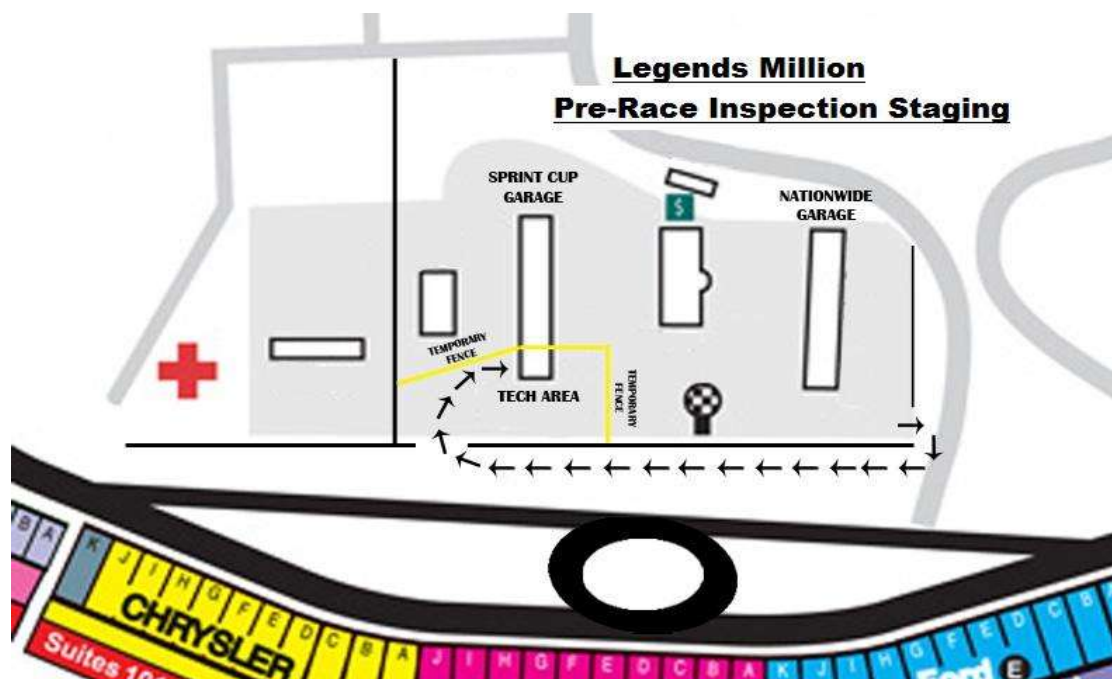
Payout

<u>Legends Million A-Main</u>	<u>Masters A-Main</u>	<u>Semi-Pro/Young Lion A-Main</u>
1. \$250,000	1. \$30,000	1. \$25,000
2. \$100,000	2. \$25,000	2. \$15,000
3. \$50,000	3. \$20,000	3. \$10,000
4. \$25,000	4. \$15,000	4. \$6,000
5. \$20,000	5. \$12,000	5. \$4,000
6. \$15,000	6. \$7,500	6. \$2,500
7. \$14,000	7. \$5,000	7. \$2,000
8. \$13,000	8. \$4,000	8. \$1,900
9. \$12,000	9. \$2,000	9. \$1,850
10. \$11,000	10. \$1,900	10. \$1,800
11. \$10,900	11. \$1,800	11. \$1,750
12. \$10,850	12. \$1,700	12. \$1,700
13. \$10,800	13. \$1,650	13. \$1,650
14. \$10,750	14. \$1,600	14. \$1,600
15. \$10,700	15. \$1,500	15. \$1,500
16. \$10,650	16. \$1,450	16. \$1,450
17. \$10,600	17. \$1,400	17. \$1,400
18. \$10,550	18. \$1,350	18. \$1,350
19. \$10,500	19. \$1,300	19. \$1,300
20. \$10,450	20. \$1,250	20. \$1,250
21. \$10,400	21. \$1,225	21. \$1,225
22. \$10,350	22. \$1,200	22. \$1,200
23. \$10,300	23. \$1,165	23. \$1,165
24. \$10,250	24. \$1,145	24. \$1,145
25. \$10,200	25. \$1,130	25. \$1,125
26. \$10,100	26. \$1,100	26. \$1,100
27. \$10,075	27. \$1,075	27. \$1,075
28. \$10,050	28. \$1,050	28. \$1,050
29. \$10,025	29. \$1,025	29. \$1,025
30. \$10,000	30. \$1,000	30. \$1,000
Total: \$735,500	Total: \$158,640	Total: \$105,860

Subject to change

Tips from Tech

- Make sure your car has the mandatory decals on it before you come through pre-race inspection (Z-Max, INEX, Legends logo & Federal).
- Fill out driver information on pre-race inspection sheet before coming to pre-race inspection (sheet will be available when you arrive at the track).
- Bring your car through pre-race inspection with the hood, decklid & seat cover off the car.
- Bring driver apparel to pre-race inspection (helmet, gloves, suit, shoes and head & neck restraint).
- Cars must have proper V.I.N. plate installed on chassis.
- All cars must use INEX Federal tires for all Legends Million events.
- Pre-race inspection will be from 2:00 p.m. till 9:00 p.m., Wednesday (7/14) and 8:00 a.m. till 1:00 p.m. Thursday (7/15). Each car will need to go through pre-race inspection one time on Wednesday OR Thursday, NOT once each day.
- During pre-race inspection is where your transponder will be placed on your car. Do not change your transponder from car to car. If something is wrong with your transponder take your car back to tech and they will place a new one on it.
- Below is a map of how pre-race inspection will flow:



1/2 way Legends Million Break Guidelines

The following adjustments will be allowed during the 1/2 way break of the Legends Million:

- Tire pressure adjustments
- Spring (height) adjustments
- Adding fuel (**DRIVER MUST BE OUT OF THE CAR**)
- Bumpers can be replaced.
NO OTHER REPLACEMENTS can be made without prior approval from INEX.

The 1/2 way break will be 15 minutes (subject to change).

Backup Cars

If a driver feels they must change cars or motors between the Heat Races and the Feature(s), then he/she must request permission to do so from the Chief Steward. If permission is granted, the driver must start at the rear of the field for their next race. Only the driver who qualifies for the Feature may start the Feature. No substitute drivers or qualifiers are permitted. Once the field has taken the original green flag, regardless of whether a lap has been completed, drivers may not change cars. If you choose to go to a backup car/engine you forfeit your starting position. Example if you qualify 1ST in heat number 5 you will start dead last in heat 5. This is true for all qualifiers. Per INEX National Procedure.

Grid

The Cold Grid is on the section of the road course between the Nationwide Series Garage Area and the Scoring Pylon. The Hot Grid is on Pit Road. You go on the track in Turn 2. Exit the track in Turn 3 and drive slowly through the Sprint Cup Garage following the lane marked with yellow lines, to the right side of the Sunoco pumps and slowly following the lane marked with yellow lines in the Nationwide Series Garage. Only exit the track in Turn 1 if heading to the Work Area, serving a penalty or in the case of an extreme emergency.

Only the driver in the car is permitted on the Hot Grid. There is absolutely no standing on the Hot Grid. Two grandstands and viewing areas have been provided in the Garages and the Gate 8 Crossover will be open for those people wishing to watch from the main grandstand. You must have a pit pass to re-enter Gate 8 Crossover.

Original Starts

Once the pace car has left the speedway, the front row must maintain Pace Car speed and may not fire until the green flag waves somewhere between the white lines in Turn 4 and the first yellow caution light on the front stretch. If either or both do not maintain Pace Car speed, the start may either be waved off and/or the offender(s) penalized at the Race Director's discretion. If the start is waved off, the offender(s) will be sent to the tail for a second attempt. If the start is not waved off, the offender(s) will be penalized two positions (per position gained where applicable) on the next yellow or at the end of the race (whichever comes first).

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 waved, 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 positions for jumping the start except in rare instances (EIRI). EIRI examples include: the car ahead losing power, missing a shift, etc.

On-Track Conduct

Competitors are expected to be courteous and professional at all times and are reminded that they are responsible for the actions of their crew members and/or family. Please race clean with a minimal amount of blocking or contact on the speedway. There is no 'protect the leader' rule. If you are black flagged for a driving infraction, you are done for the race and if black flagged.

If a bumper comes off a car, starts to drag or becomes a spear that car will be black flagged. In the event that the Officials can verify, to their best of their ability, that a bumper has been pushed back so as to expose the front frame horns of any car and creating a spear, that car will be black flagged. Any car black flagged for a mechanical problem may not continue until the problem is rectified and scrutinized by an INEX Official. These cars are entitled to work on their cars at the designated work area off turn 2. If a car goes to the pits (behind the wall) they will not be allowed to return to the racetrack.

Yellow Flags

The RACEceiver is mandatory and the default channel of 454.000 will be used. Please pay close attention to the flagmen and caution lights around the speedway. When the caution flags come out, the track is yellow all over, slow down and get single file. Do not race back to the yellow flag. The only time you race to the yellow flag is on the last lap if there is a problem after the leader has taken the white flag, the yellow lights and flags will be displayed, this is the only time that you race back to the line. You may race back to the checkered with extreme caution.

Cars that spin are expected to clear the racing surface quickly and safely. Cars that are in an unsafe place, coasting "dead-stick" or stopped on the race track at the time the yellow flag/lights are displayed are the cars that are considered to be involved. All cars involved in "avoidable" yellow flags in the preliminary events are done for that race and may not re-enter (EIRI). Yellow flags considered "unavoidable," at the discretion of the Officials, include cars that are blocked, nosed into the wall, hung on a barrel or hooked together with another car. A car may be involved in two yellow flags in the A-Feature. If you intentionally bring out a yellow flag in any race you will be black flagged immediately and are done for the race. If you are deemed to be out of the racing groove, the track will stay green.

Realignment & Lineups

The RACEceiver is mandatory. Cooperate with the Officials as they line you up for restarts. We revert back to the last completed lap. The Officials are being directed by the Chief Scorer in the tower and if you do not cooperate, you will be black flagged.

Restarts

All restarts for Legends Car divisions are “choose-style” and double-file (EIRI). On original starts and restarts there will be 2 attempts at double-file starts or at the discretion of the Race Directors A commitment cone will be placed on the choose triangle in turn 3 and you may not pull out of line, left or right, until you are the next car to get to the commitment cone. Drivers pulling out of line or passing other cars before the commitment cone will be placed at the tail end of the longest line as will drivers who attempt to switch lanes after the original lane choice. Once the Pace Car has left the field, the front row must maintain Pace Car speed until the leader is in the vicinity of the white line in Turn 4 where the green flag will be waved. At this point you may pass – all passing **MUST** be to the right until you have passed the start/finish line (EIRI). EIRI examples include: the car ahead losing power, missing a shift, tossing a chain, etc. Any car jumping the start will be penalized a minimum of two places per position gained at the discretion of the Race Director. 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 positions for jumping the start (EIRI). In either instance, the driver’s position will be corrected at the next yellow or at the end of the race, whichever comes first.

End of Race

The A-Feature winner should stop at the flag stand for their interview and photo on the Victory Lane stage. The top-five must report to Technical Inspection immediately following the race.

Frequently Asked Questions

Q. What are the gate opening schedules?

- A.** Thursday- Pits open 8:00 a.m.
Spectator Gates open 1:00 p.m.
Friday- Pits re-open 8:00 a.m.
Spectator Gates open 1:00 p.m.
Saturday- Pits re-open 9:00 a.m.
Spectator Gates open 1:00 p.m.

All times subject to change

Q. What happens on Thursday?

A. Thursday will have a rotating practice by division starting at 1:00 p.m. Division are Semi Pro/Young Lions, Masters, and Legends Million (Pro & any other competitor who chooses). Following practice will be Multi-Car qualifying, by division, starting at 6:00 p.m. **All times subject to change**

Q. What is the format for Friday?

A. Friday’s action starts with practice from 9:00 a.m. to 12:00 p.m. Heats will begin at 1:45 p.m. with the Semi-Pro/Young Lions class first followed by Masters and Legends Million. **All times subject to change**

Q. What is the format for Saturday?

A. Starting at 1:45 p.m. will start with the Semi-Pro/Young Lions B-Mains consisting of 25 laps. The Masters and Legends Million B-Mains will follow after. The Semi-Pro/Young Lions and Masters A-Main will be a 50 laps race consisting of 30 cars each starting at 5:30 p.m. Opening Ceremonies will begin at 8:30 p.m. with driver introductions as well as “Deal or No Deal” for the winners of the A-Main of the Semi-Pro/Young Lions and Masters races. The main event consisting of 100 laps will start at 9:15 p.m. and break for 15 minutes after lap 50. The Legends Million A-Feature will consist of 30 cars with the winner taking home an unprecedented \$250,000.

All times subject to change

Q. Will the event be televised?

A. Yes, the Legends Million race will be featured on SPEED channel live!

Q. Where can I rent or purchase a car?

A. If interested in purchasing a Legend Car please call U.S. Legend Cars International at 704-455-3896. If you purchase a new Legend Car from U.S. Legend Cars International, you will receive free entry into the Legends Million race.

Q. What are pit pass prices?

A. 3-Day package = \$75
Single Day = \$35

All minors under 18 years of age must have a Minor Waiver Release complete by BOTH parents or legal guardians. NO EXCEPTIONS. Pit area rules will be strictly enforced. Advance releases and instructions are available at: www.charlottemotorspeedway.com/waivers

Q. Is there an age limit for the pit area?

A. Anyone under the age of 18 MUST complete a minor waiver. Visit <http://www.charlottemotorspeedway.com/waivers/> to download Minor Waiver form. READ ALL THE INFORMATION ON THE WEBPAGE CAREFULLY BEFORE DOWNLOADING YOUR FORM. Instructions for completing the waiver MUST be followed in order for it to be approved.

Q. Can I purchase pit passes in advance?

A. No, all pit passes must be purchased at the time of the event. The "Pit Shack" trailer will be located at the Gate 25 starting Thursday at 8:00 a.m. You will be required to sign a Waiver and Release of Liability before being issued a wristband.

Q. Where and when will hauler load-in take place?

A. Load-in will be Wednesday, July 14 and Thursday, July 15. Haulers will enter via zMAX Dragway. Pit passes and registration will be at ticket booth 3 (Eastside of Dragway) at 2:00 p.m. and will close at 9:00 p.m. Thursday all pit passes and registration will be at Gate 25 in the "Pit Shack" located on the back stretch of the speedway. **All times are subject to change**

Q. How do I get tickets?

A. Call (800) 455-FANS (3267), visit www.charlottemotorspeedway.com, any Ticketmaster outlet or visit the Charlotte Motor Speedway Box Office on the second floor of Smith Tower (the large blue building at the main entrance to the superspeedway).

Q. What are grand stand prices?

A. 3-day package = Adults \$50 and Kids (12 and under) \$10
Thursday = Adults \$15 and Kids \$5
Friday = Adults \$20 and Kids \$5
Saturday = Adults \$25 and Kids \$5

Q. What happens if it rains?

A. The event will be held rain or shine.

Q. How can I purchase a reserved parking spot for a hauler?

A. Reserved parking for this event is on sale NOW. You can contact the events department at 704-455-3205.

Q. Will all Legend Cars be required to have a transponder and a RACEceiver?

A. All competitors must run a battery operated official timing and scoring transponder, which will be available at the track. Hard wired and AMB transponders cannot be used. ALL competitors MUST wear a RACEceiver to compete in the event.

Q. What are the closest Hotel/Motel accommodations?

A. Please visit our lodging page to find <http://www.charlottemotorspeedway.com/fans/lodging/>.

Q. What is the closest major airport?

A. Charlotte Douglas International Airport (CLT) is located about 25 minutes south of Charlotte Motor Speedway off of Exit 33 on I-85. You can also check flights into Piedmont Triad International Airport Greensboro (PTIA) as sometimes they are less expensive.

Q. Are there camping facilities available?

A. Yes, camping is available through Tom Johnson Camping Center Racing Resort at Charlotte. For more details and information, please call 704-455-4445.

Q. Are there infield camping facilities available?

A. Yes, if your hauler is connected to your trailer you are able to sleep in the infield at your hauler parking spot. Camping in the Champions lot located near the ARCA garage in the infield is also available. Please contact Ann Robinson at 704-455-4445. No pets are allowed in the infield.

Q. What is the procedure for requesting media credentials?

A. Credential requests should be faxed on company letterhead to 704-455-2547. If you have any questions or concerns please contact Myra Faulkenbury at either 704-454-4750 or 704-455-4364.