

2009 COMPETITOR INFO GUIDE

BANDOLERO BANDITS DIVISION

BANDOLERO YOUNG GUNS/OUTLAWS DIVISION

LEGENDS CAR YOUNG LIONS DIVISION

LEGENDS CAR SEMI-PRO DIVISION

LEGENDS CAR MASTERS DIVISION

LEGENDS CAR PRO DIVISION



2009 SCHEDULE OF EVENTS – TENTATIVE – SUBJECT TO CHANGE

- Tues., June 9 **Opening Night! SCHOOL BUS RACING** – Presented by Dollar General ...plus a full racing card featuring Legends Cars (*Bath Fitter Pro, Master, Briggs Collision Semi-Pro and Young Lion divisions*), Bandolero Cars (*Bandit and Young Gun/Outlaw divisions*).
- Tues., June 16 **\$5 Ladies Night! CRASHCars** - ...plus a full racing card featuring Legends Cars and Bandolero Cars.
- Tues., June 23 **DRIFTING EXHIBITION** - ...plus a full racing card featuring Legends Cars and Bandolero Cars. *First night of the Red, White & Blue Series!*
- Tues., June 30 **HARRISBURG FIREWORKS NIGHT! CRASHCars Trailer Race of Destruction** - ...plus a full racing card featuring Legends Cars and Bandolero Cars.
- Tues., July 7 **Double Points Night! SCHOOL BUS RACING** - ...plus a full racing card featuring Legends Cars and Bandolero Cars.
- Tues., July 14 **Fan Appreciation Night! CRASHCars** - Presented by Metrolina Greenhouses...plus a full racing card featuring Legends Cars and Bandolero Cars. *Night two of the Red, White & Blue Series!*
- Tues., July 21 **Kids Poster Night! MASCOT MANIA RETURNS!** – Presented by Blue Baboons Funtime Events ...plus a full racing card featuring Legends Cars and Bandolero Cars.
- Tues., July 28 **SCHOOL BUS RACING**–...plus a full racing card featuring Legends Cars and Bandolero Cars.
- Tues., Aug. 4 **CRASHCars** –...plus a full racing card featuring Legends Cars and Bandolero Cars. *Final night of the Red, White & Blue Series!*
- Tues., Aug. 11 **Championship Night! SCHOOL BUS RACING featuring the Cabarrus County Principals** – Presented by Stock Car Steel...plus a full racing card featuring Legends Cars and Bandolero Cars.

Admission: Adults – now just \$7. Children (6-12) – only \$3. Kids (under 6) – always FREE.
Pit Passes: Members – \$15. Non-Members – \$18.
Schedule: Pit Gate opens at 2 p.m. Preliminaries at 5:30 p.m. Feature races at 7:30 p.m.

Monday Practice Dates – \$50 per driver, 6 p.m. – 9 p.m. Pits open @ 4 p.m. Grandstands closed.

Mon., June 1	Mon., June 8	Mon., June 15	Mon., June 22	Mon., June 29
Mon., July 6	Mon., July 13	Mon., July 20	Mon., July 27	Mon., Aug. 3
			Mon., Aug. 10	

2009 Summer Shootout Series (16th Annual) – 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 a/k/a Lowe's Motor
Speedway

General Rules

As part of Lowe's Motor Speedway's (LMS) commitment to providing exciting family fun and "A Winning Experience For All," each LMS 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

NO PETS, ATV's, GATORS, SKATE BOARDS, GOLF CARTS, MULES, BIKES, ROLLER BLADES OR SCOOTERS PERMITTED ON PROPERTY

****STRICTLY ENFORCED****

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.

Car numbers 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.

Lineup Schematic

2009 SUMMER SHOOTOUT SERIES ADVANCEMENT/LINEUP/QUALIFYING SCHEMATIC

Heat Race finishes always lineup for the next event in successive order (1st place from Heat #1, 1st place from Heat #2, 1st place from Heat #3, 1st place from Heat #4, 2nd place from Heat #1, 2nd place from Heat #2, etc.)

Two Heats (24 cars or fewer - ALL advance to A-Feature)

A-Feature Lineup

Row	Finish.Heat	Finish.Heat	
1)	1.1	1.2	Top 3 heat transfers handicapped by current handicapping point standings (lowest in h/c points starts pole - highest in h/c points starts 6th)
2)	2.1	2.2	
3)	3.1	3.2	
4)	4.1	4.2	
5)	5.1	5.2	
6)	6.1	6.2	
7)	7.1	7.2	
8)	8.1	8.2	
9)	9.1	9.2	
10)	10.1	10.2	
11)	11.1	11.2	
12)	12.1	12.2	

Three Heats (25 to 28 cars - ALL advance to A-Feature)

A-Feature Lineup

Row	Finish.Heat	Finish.Heat	
1)	1.1	1.2	Top 2 heat transfers handicapped by current handicapping point standings (lowest in h/c points starts pole - highest in h/c points starts 6th)
2)	1.3	2.1	
3)	2.2	2.3	
4)	3.1	3.2	
5)	3.3	4.1	
6)	4.2	4.3	
7)	5.1	5.2	
8)	5.3	6.1	
9)	6.2	6.3	
10)	7.1	7.2	
11)	7.3	8.1	
12)	8.2	8.3	
13)	9.1	9.2	
14)	9.3	10.1	

Three Heats (29 to 36 cars - Top SIX advance to A-Feature) + B-Feature

A-Feature Lineup

Row	Finish.Heat	Finish.Heat	
1)	1.1	1.2	Top 2 heat transfers handicapped by current handicapping point standings (lowest in h/c points starts pole - highest in h/c points starts 6th)
2)	1.3	2.1	
3)	2.2	2.3	
4)	3.1	3.2	
5)	3.3	4.1	
6)	4.2	4.3	
7)	5.1	5.2	
8)	5.3	6.1	
9)	6.2	6.3	
10)	B	B	Final 10 qualifiers start heads up from finish of B-Feature
11)	B	B	
12)	B	B	
13)	B	B	
14)	B	B	

B-Feature Lineup (Top 10 advance to A-Feature)

Row	Finish.Heat	Finish.Heat
1)	7.1	7.2
2)	7.3	8.1
3)	8.2	8.3
4)	9.1	9.2
5)	9.3	10.1
6)	10.2	10.3
7)	11.1	11.2
8)	11.3	12.1
9)	12.2	12.3

Four Heats (37 to 48 cars - Top FIVE advance to A-Feature) + B-Feature

A-Feature Lineup

Row	Finish.Heat	Finish.Heat	
1)	1.1	1.2	Top 2 heat transfers handicapped by current handicapping point standings (lowest in h/c points starts pole - highest in h/c points starts 8th)
2)	1.3	1.4	
3)	2.1	2.2	
4)	2.3	2.4	
5)	3.1	3.2	
6)	3.3	3.4	
7)	4.1	4.2	
8)	4.3	4.4	
9)	5.1	5.2	
10)	5.3	5.4	
11)	B	B	Final EIGHT qualifiers start heads up from finish of B-Feature
12)	B	B	
13)	B	B	
14)	B	B	

B-Feature Lineup (Top EIGHT advance to A-Feature)

Row	Finish.Heat	Finish.Heat
1)	6.1	6.2

2)	6.3	6.4
3)	7.1	7.2
4)	7.3	7.4
5)	8.1	8.2
6)	8.3	8.4
7)	9.1	9.2
8)	9.3	9.4
9)	10.1	10.2
10)	10.3	10.4
11)	11.1	11.2
12)	11.3	11.4
13)	12.1	12.2
14)	12.3	12.4

Five Heats (49 to 60 cars - Top FOUR advance to A-Feature) + B-Feature + C-Feature

A-Feature Lineup

Row	Finish.Heat	Finish.Heat	
1)	1.1	1.2	Top 2 heat transfers handicapped by current h/c point standings (lowest in h/c points starts pole - highest in h/c points starts 10th)
2)	1.3	1.4	
3)	1.5	2.1	
4)	2.2	2.3	
5)	2.4	2.5	
6)	3.1	3.2	
7)	3.3	3.4	
8)	3.5	4.1	
9)	4.2	4.3	
10)	4.4	4.5	
11)	B	B	Final EIGHT qualifiers start heads up from finish of B-Feature
12)	B	B	
13)	B	B	
14)	B	B	

B-Feature Lineup (Top EIGHT advance to A-Feature)

Row	Finish.Heat	Finish.Heat	
1)	5.1	5.2	
2)	5.3	5.4	
3)	5.5	6.1	
4)	6.2	6.3	
5)	6.4	6.5	
6)	7.1	7.2	
7)	7.3	7.4	
8)	7.5	8.1	
9)	8.2	8.3	
10)	8.4	8.5	
11)	C	C	Final EIGHT qualifiers start heads up from finish of C-Feature
12)	C	C	
13)	C	C	
14)	C	C	

C-Feature Lineup (Top EIGHT advance to B-Feature)

Row	Finish.Heat	Finish.Heat
1)	9.1	9.2
2)	9.3	9.4
3)	9.5	10.1
4)	10.2	10.3
5)	<u>10.4</u>	<u>10.5</u>

6)	11.1	11.2
7)	11.3	11.4
8)	11.5	12.1
9)	12.2	12.3
10)	12.4	12.5

Six Heats (61 to 64 cars - Top THREE advance to A-Feature) + B-Feature + C-Feature

A-Feature Lineup

Row	Finish.Heat	Finish.Heat	
1)	1.1	1.2	Top 2 heat transfers handicapped by current h/c point standings (lowest in h/c points starts pole - highest in h/c points starts 12th)
2)	1.3	1.4	
3)	1.5	1.6	
4)	2.1	2.2	
5)	2.3	2.4	
6)	2.5	2.6	
7)	3.1	3.2	
8)	3.3	3.4	
9)	3.5	3.6	
10)	B	B	Final EIGHT qualifiers start heads up from finish of B-Feature
11)	B	B	
12)	B	B	
13)	B	B	
14)	B	B	

B-Feature Lineup (Top EIGHT advance to A-Feature)

Row	Finish.Heat	Finish.Heat	
1)	4.1	4.2	
2)	4.3	4.4	
3)	4.5	4.6	
4)	5.1	5.2	
5)	5.3	5.4	
6)	5.5	5.6	
7)	6.1	6.2	
8)	6.3	6.4	
9)	6.5	6.6	
10)	C	C	Final 10 qualifiers start heads up from finish of C-Feature
11)	C	C	
12)	C	C	
13)	C	C	
14)	C	C	

C-Feature Lineup (Top EIGHT advance to B-Feature)

Row	Finish.Heat	Finish.Heat
1)	7.1	7.2
2)	7.3	7.4
3)	7.5	7.6
4)	8.1	8.2
5)	8.3	8.4
6)	8.5	8.6
7)	9.1	9.2
8)	9.3	9.4
9)	<u>9.5</u>	<u>9.6</u>

10)	10.1	10.2
11)	10.3	10.4
12)	10.5	10.6
13)	11.1	11.2
14)	11.3	11.4

Six Heats (65 to 72 cars - Top THREE adv. to A-Feature) + B-Feature + C-Feature + D-Feat.

A-Feature Lineup

Row	Finish.Heat	Finish.Heat	
1)	1.1	1.2	Top 2 heat transfers handicapped by current h/c point standings (lowest in h/c points starts pole - highest in h/c points starts 12th)
2)	1.3	1.4	
3)	1.5	1.6	
4)	2.1	2.2	
5)	2.3	2.4	
6)	2.5	2.6	
7)	3.1	3.2	
8)	3.3	3.4	
9)	3.5	3.6	
10)	B	B	Final EIGHT qualifiers start heads up from finish of B-Feature
11)	B	B	
12)	B	B	
13)	B	B	
14)	B	B	

B-Feature Lineup (Top EIGHT advance to A-Feature)

Row	Finish.Heat	Finish.Heat	
1)	4.1	4.2	
2)	4.3	4.4	
3)	4.5	4.6	
4)	5.1	5.2	
5)	5.3	5.4	
6)	5.5	5.6	
7)	6.1	6.2	
8)	6.3	6.4	
9)	6.5	6.6	
10)	C	C	Final 10 qualifiers start heads up from finish of C-Feature
11)	C	C	
12)	C	C	
13)	C	C	
14)	C	C	

C-Feature Lineup (Top EIGHT advance to B-Feature)

Row	Finish.Heat	Finish.Heat	
1)	7.1	7.2	
2)	7.3	7.4	
3)	7.5	7.6	
4)	8.1	8.2	
5)	8.3	8.4	
6)	8.5	8.6	
7)	9.1	9.2	
8)	9.3	9.4	
9)	9.5	9.6	
10)	10.1	10.2	
11)	10.3	10.4	
12)	10.5	10.6	
13)	D	D	Final FOUR qualifiers start heads up from finish of D-Feature
14)	D	D	

D-Feature Lineup (Top FOUR advance to C-Feature)

Row	Finish.Heat	Finish.Heat
1)	11.1	11.2
2)	11.3	11.4
3)	11.5	11.6
4)	12.1	12.2
5)	12.3	12.4
6)	12.5	12.6

Backup Cars

If a driver feels they must change cars 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 Feature 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.

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. The Bandits and Young Guns will remain on the Cold Grid until it is time for their race. 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.

Original Starts – All Divisions

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 line 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, tossing a chain, 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 in a Feature event, you are done for the night and may score 0 points or last place points at the discretion of the Race Director.

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 a INEX Official. These cars are entitled to points for the night.

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 – except in the Bandolero Bandits and Young Guns/Outlaws, these two divisions never race back to the yellow/checkered – if there is a problem after the leader has taken the white flag in all other divisions, 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.

If your car needs a wrecker, they may unload it in the Sprint Cup Garage near the Sunoco pumps. Depending on circumstances, the wreckers may not be able to immediately bring it back to your hauler.

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- Legends Cars

All restarts for Legends Car divisions are "choose-style" and double-file (EIRI). New for 2009!!!- Lapped cars will line up behind lead lap cars prior to the choose. 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.

Restarts – Bandoleros

All restarts are single-file. The leader must maintain Pace Car speed until the green flag is waved in the vicinity of the white line in Turn 4. If the start is waved off, the offender(s) may be sent to the back row for a second attempt. If the start is not waved off, the offender(s) position will be corrected at the next yellow or end of race, whichever comes first, or be black flagged.

All cars are to stay single-file, nice and even nose-to-tail formation without bumping or pushing. You may not pass until the green flag has been waved. 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.

Points Schedule

2009 SUMMER SHOOTOUT POINTS AWARDS

Finishing Position	Championship Points	Race
1	180	A
2	170	A
3	165	A
4	160	A
5	155	A
6	150	A
7	146	A
8	142	A
9	138	A
10	134	A
11	130	A
12	127	A
13	124	A
14	121	A
15	118	A
16	115	A
17	112	A
18	109	A
19	106	A
20	103	A
21	100	A
22	97	A
23	94	A
24	91	A
25	88	A
26	85	A
27	82	A
28	79	A
29	77	DNQ
30	75	DNQ
31	73	DNQ
32	71	DNQ
33	69	DNQ
34	67	DNQ
35	65	DNQ
36	63	DNQ
37	61	DNQ
38	59	DNQ
39	57	DNQ
40	55	DNQ
41	53	DNQ
42	51	DNQ
43	49	DNQ
44	47	DNQ
45	45	DNQ
46	43	DNQ

(by finishing order of those cars
not transferring out of the
B-, C- and D-Fetures - if necessary

47	41	DNQ
48	39	DNQ
49	37	DNQ
50	35	DNQ
51	33	DNQ
52	31	DNQ
53	29	DNQ
54	27	DNQ
55	25	DNQ
56	23	DNQ
57	21	DNQ
58	19	DNQ
59	17	DNQ
60	15	DNQ
61	13	DNQ
62	11	DNQ
63	9	DNQ
64	7	DNQ
65	5	DNQ
66	3	DNQ
67	1	DNQ
68	1	DNQ
69	1	DNQ
70	1	DNQ
71	1	DNQ
72	1	DNQ
73	1	DNQ
74	1	DNQ
75	1	DNQ
76	1	DNQ
77	1	DNQ
78	1	DNQ
79	1	DNQ
80	1	DNQ
81	1	DNQ
82	1	DNQ
83	1	DNQ
84	1	DNQ
85	1	DNQ
86	1	DNQ
87	1	DNQ
88	1	DNQ
89	1	DNQ
90	1	DNQ
91	1	DNQ
92	1	DNQ
93	1	DNQ
94	1	DNQ
95	1	DNQ
96	1	DNQ
97	1	DNQ
98	1	DNQ
99	1	DNQ
100	1	DNQ