



2018 INFORMATION GUIDE

BEGINNER BANDOLERO DIVISION

BANDIT DIVISION

OUTLAW DIVISION

YOUNG LION DIVISION

SEMI-PRO DIVISION

MASTER DIVISION

PRO DIVISION

2018 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 the immediate disqualification and/or suspension of 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, USLCL, or INEX observes any car speeding or acting recklessly in the Pit Area, that driver will lose the privilege to drive in the Pit Area and must push their car for the remainder of the event. Any belligerent actions in the Pit Area may result in immediate expulsion from the event. **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 the officials and 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 at the Race Directors Discretion. 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 (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:**

- 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
- No golf carts
- Bicycles / scooters / striders / skateboards / roller blades / etc...
- Unattended items may be removed at the discretion of speedway officials

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

*****Practice nights spotters will be allowed for all divisions only if the competitor is still able to hear the One Way Radio from the Race Director*****

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.

*****Race night spotters will be allowed only for the Masters and Pro divisions only if the competitor is still able to hear the Race Director's One Way Radio*****

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) - Officials Trailer

Practice Night - (4:00P - 6:00P) - Officials Trailer

Race Night - (2:00P - 4:00P) - Media Center

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 One Way Radio. TRANSPONDER. NO HARDWARE SYSTEMS ARE ALLOWED ON THE CAR. **ONLY ONE FULLY CHARGED TRANSPONDER PER CAR.**

ALL classes draw.

Car Numbers

Please refer to your 2018 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 4:30P, EIRI. If you miss the drivers meeting, you will start at the tail of your heat race or feature for those who qualify. 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 Monster and Xfinity Garage areas all cars must remain inside the yellow 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 only three (3) cars per stall will be allowed. Cars will be allowed to park behind their corresponding trailer/hauler, but interference to the yellow brick road 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 Yellow Brick Road.

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, heat race, 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 (heat or feature).

Tech

Tech is located at the front stretch side of the Monster Cup Series Garage. Random cars will be selected after heat races and 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 operate 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. The contingency program winners will be awarded their prizes in the next drivers meeting. In case of inclement weather Victory Lane will be moved to Tech.

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 2018 INEX Rulebook for information regarding participant conduct and penalties, page 14.

Race Monitor

We use the Race Monitor app to broadcast lap times and positions for practice, qualifying, heats, 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 the Heat Race/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 heat races/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 Monster Cup Series garage (garage stalls 23-26). 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 2018 INEX Official Rulebook.

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

Drops / DQs/Point Structure

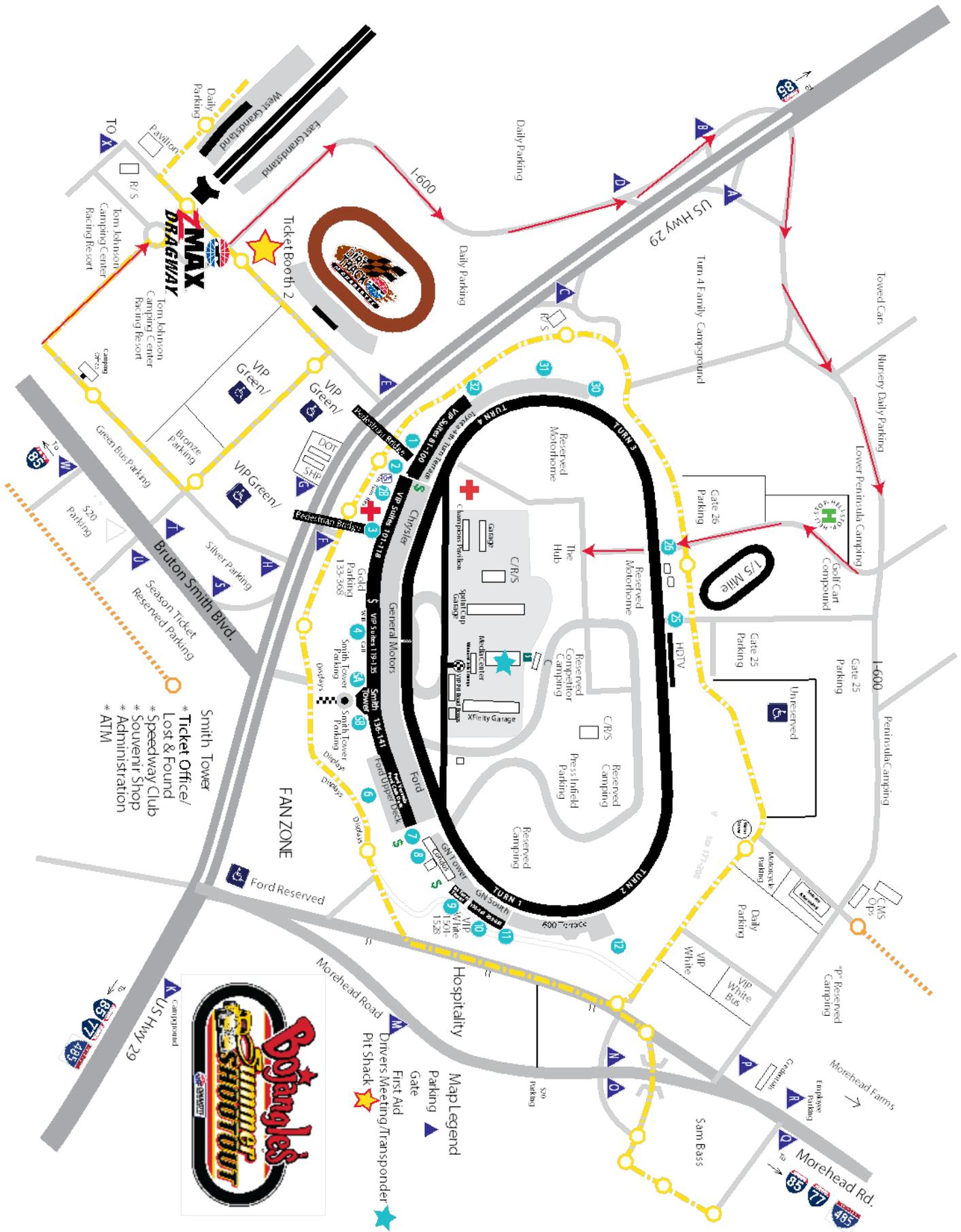
The worst finish of the first 9 rounds will be dropped.

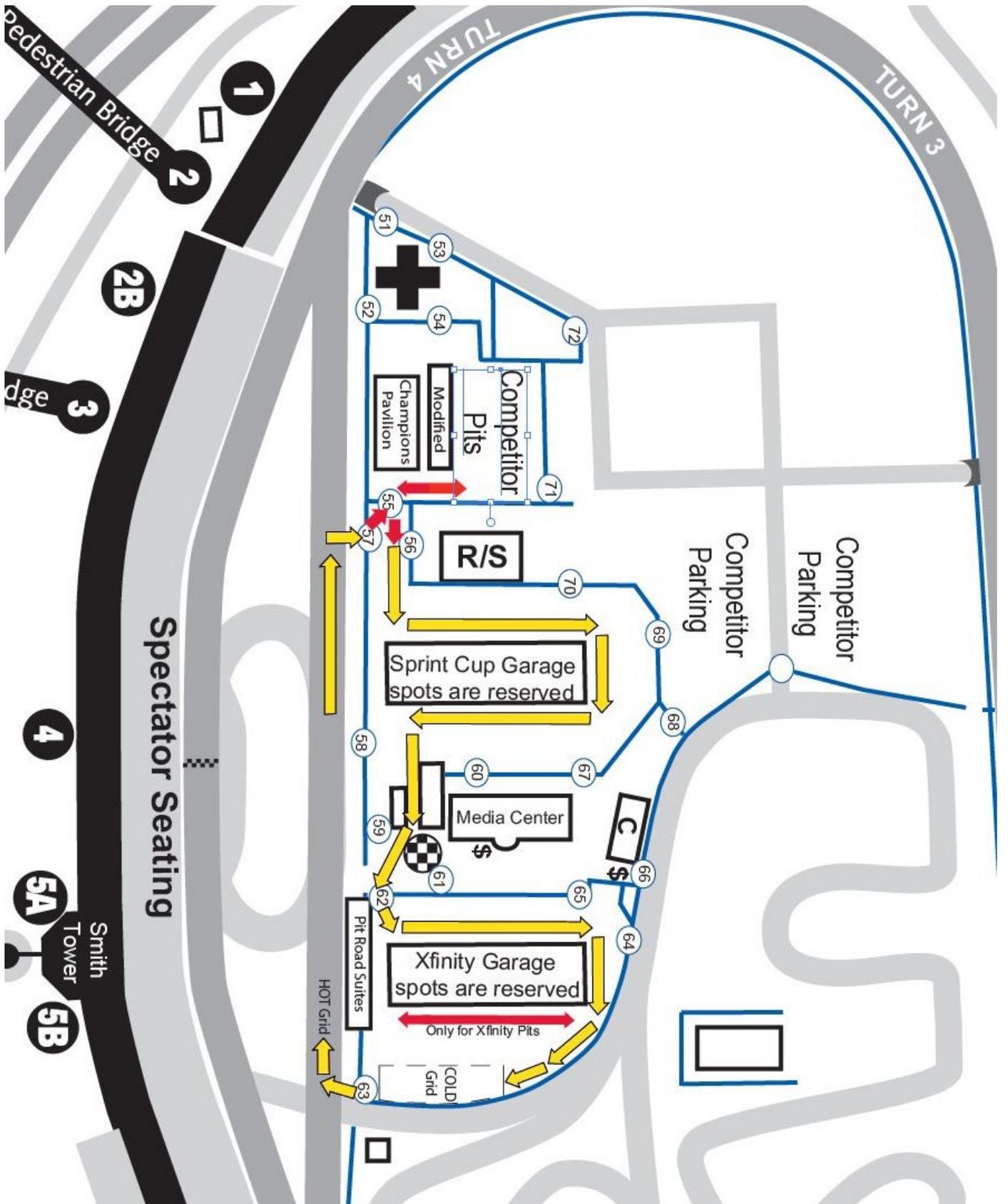
You **CANNOT** drop a technical disqualification for any reason, and you will be awarded zero (0) points for that event. You **CAN** drop a black flag received for on-track conduct, EIRI. You **CAN** drop a race where you were black flagged for a mechanical issue.

See attached point structure at the end of this document. Please note there will be bonus points for positions 1, 2, and 3 for Heat Races and Qualifying.

Public Relations

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





2018 Bojangles Shootout Series Point Structure

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

(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)

Bonus Points:

Qualifying (P, M, SP, YL)

1st: 3
2nd: 2
3rd: 1

Heat Race (O, B)

1st: 3
2nd: 2
3rd: 1



2018 COMPETITION GUIDE

BEGINNER BANDOLERO DIVISION

BANDIT DIVISION

OUTLAW DIVISION

YOUNG LION DIVISION

SEMI-PRO DIVISION

MASTER DIVISION

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.

Once the white flag has been displayed at the starter's stand, the next flag shown (either checkered or yellow) will end the race.

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 becomes a spear, that car will be black flagged. In the event that the Officials can verify, to the best of their ability, that a bumper has been pushed back so as to expose the front frame horns of any car, 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 (Heat or Feature). 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 2018 Bojangles Summer Shootout Series 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 warning 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 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.

Grid

Once your qualifying, heat race, 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.

Heat Races - Bandoleros

Heat Race line-up will be determined by a pill draw. If you miss pill draw, you must report to the officials' trailer in the infield to register and be included at the rear of your heat race line up. All Bandolero divisions will heat race for starting positions in their respective feature.

Qualifying - Legends

Qualifying line ups will be set by random pill draw. If you miss pill draw, you must report to the officials' trailer in the infield to register and be included in the qualifying line up. Any driver missing the draw 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.

Each group will get at least 2 green flag laps with a maximum of 3 green flag laps. Your fastest lap will place you in the starting line-up.

Rain / Wet Qualifying - Legends

Rain qualifying session will be a minimum of 5 minutes and a maximum of 8 minutes. Once you enter the track you can only exit in Turn 3 and proceed directly to tech.

Heat Races - Legends

Heat Race line-up will be determined by qualifying time. If you miss qualifying you will start at the tail of your heat race.

If there are less than 12 entries we will not run a heat race. No more than 14 cars will be locked into the A-Main from qualifying.

1-11 entries = no heats; 12-23 entries = 1 heat; 24-36 entries = 2 heats; 37-47 entries = 3 heats

Feature Races - All cars except Beginner Bandoleros

A random invert will be applied to the Feature events for the evening, with a minimum of 0 and a maximum of 6 positions inverted. If the previous week's winner qualifies in the top 7 they will start 7th regardless of their qualifying

position. If the point leader qualifies in the top 8 they will start 8th regardless of their qualifying position. If last week's winner is also the point leader and qualifies in the top 7 they will start in 7th regardless of their qualifying position.

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

Flags will be given to the previous round winner as well as the point leader for each division to be displayed on their car. (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 (heat race, 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 have one more chance to do the start correctly. If the start is waved off for a second time the offender(s) will be penalized.

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. 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.

Summer Shootout – Driver’s Meeting Notes

- **Welcome -Turn Cell Phones off-Random Roll Call**
- **BB- B- O- YL- SP- P- M-**
- **TECH**

Conduct

- Aggressive Driving / Blocking
- Respect Competitors and obey Officials and Safety Workers

Pit Rules

- Please use the Safety Kleen location for all oil dump and cleaning of parts
- Traffic flow Follow the Yellow brick road
- Only Race cars in the pit area

One Way Radio & Transponders

- One Way Radio is mandatory. Channel is the default channel. #0000 (454.000)
- Transponders are mandatory. Races will still be line scored but transponder will be primary.
- Numbers must be visible and full size

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 of your cars and BoJangles on windshield and any other class sponsors on car.
- Lineups will be posted on Officials Trailer located by Sunoco
- Go off the track in Turn 3 or any other turn during the race please to keep racing surface clear if you are having issues. Taking extra laps 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
- Choose Restarts – Double File (Except Beg Bando) at S/F no choosing until you get to LOGO or go to tail. 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 single file restarts until 5 consecutive green flag laps run
- The Pace Car will drop off in Turn 4. Maintain Pace Car Speed (Second gear 4000 rpm)
- 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 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 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 fire, pass, or pull out of line before the green flag waves
- You may not pull out of line to the left before you cross the start/finish line
- 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 in front 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 race groove quickly and safely.
- If you lose power or toss a chain, please get off the track and safely so that we can continue racing.
- Make sure you turn away from traffic e.g. turn through grass away from race track.
- 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
- 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
- If the white flag has flown and the yellow flag does wave, we do not race back. The race is over based on the last scored lap across the start finish line for your car minus the cars involved in the accident.
- 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) – have 2 laps to make repairs. 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 potential assess penalties towards car(s) involved in an altercation during the race or final lap. 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 up completion of the night. If there is no protest filed at the trailer then the matter will not be heard.