



**QUINCY RACEWAYS**  
**TRACK PROCEDURES 2010 Revised 7/3/2010**

1) Preamble

- a. These track procedures are set forth by Q-City Speedway Inc. Management and will be adhered to and enforced by its representatives in the interest of safety and the racing program concerning both the spectators and the competitors
- b. Race Procedures may be altered through the season with notice.
- c. The rules and regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events
- d. 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
- e. **NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS**
- f. These rules and regulations 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
- g. The Chief Steward shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements.
  - i. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

2) General Rules and Conduct (non-Race Procedure)

- a. **ANY BREACH OF THE FOLLOWING CONDUCT RULES MAY RESULT IN FINES, PENALTIES, DISQUALIFICATION, SUSPENSION AND OR ARREST AND LEGAL CHARGES**
  - i. No fighting allowed anywhere on Quincy Raceways property and/or at outside events on other premises
  - ii. Any argument that began at Quincy Raceways those results in a fight at a later date and/or at another location will be handled as though the fight actually incurred at Quincy Raceways
  - iii. Any continuing problems from the same individual will result in permanent suspension.
- b. We expect courteous conduct from all participants at all times
  - i. **We will not tolerate profanity or obscene gestures in front of the fans** nor will we permit Nazi symbols, profane lettering, obscene signs and double meaning messages on your car

- ii. Keep it clean and family oriented.
- c. **THERE WILL BE NO DRINKING OF ALCOHOLIC BEVERAGES BY ANYONE WHO HAS SIGNED INTO THE PITS** until the last checkered flag has fallen for the evening
  - i. Any driver or pit crew who is caught with an open alcoholic beverage before the races are over; or in the opinion of the E.G. and officials that someone is under the influence of alcohol or drugs the person may be tested, ejected or arrested and the associated car may be disqualified.
  - ii. If you elect to go to the grandstand and drink beer, you will be required to forfeit your arm band/pit pass and will not be allowed to return to the pits.
- d. When in the Pit Area, maintain a constant watch for your protection.
- e. Every racer will be expected to participate in every event that is possible for him to run.
  - i. When a racer refuses to participate because of a disagreement with the length or type or style of a race, he is subject to suspension for a period of time determined by Track Management.
- f. Any driver who unbuckles his seat belts and/or gets out of the car to argue with Starter or officials will be disqualified for the remainder of the race program and subject to suspension and/or fines.
- g. Pit Road (area over turn one and two banking) is to remain clear at all times. Vehicles or pedestrians not obeying this rule will be ejected from the pit area.
- h. Golf-carts and 4-wheelers are allowed in the pit area for hauling equipment (fuel, tires, tools). Motorcycles and 3-wheelers are not allowed. Any misuse of this privilege as determined by Pit Stewards will result in the parking of your vehicle.
- i. Any driver making contact with another car in a weapon-like manner during or after an event or on pit road will be subject to a minimum \$1,000 fine and/or two (2) week suspension for the first offense

### 3) Payoff

- a. All points shall be earned by the starting driver. All payments will be made to the starting driver or car owner, providing he is registered.
- b. Payoff will be made only for events actually completed. Never will any event be paid when it was not run.
- c. When a program is shortened by rain or some unforeseeable or fortuitous event, yet "considered" completed as all heat races were completed and no rain checks issued, payoff will be made for those events completed.
  - i. In this instance, a lengthened feature with extra money or "double feature" will be run at the next practical time. Under no circumstances will the feature or any payoff be

made based on time trials, line-ups according to heat results or any other devices. Simply it means this: if you don't race, you don't get paid. All race results will be announced before or at payoff.

- d. All winnings will be paid at the pit shack. Any event may be considered completed when over one-half of the scheduled length has been run by the leader and/or terminated by officials for safety reasons.

#### 4) Insurance

- a. Posted at the Pit Gate sign in area and on the Pit Shack wall is a certificate of insurance, which covers everyone signed into the pits
- b. The certificate of insurance will list the accidental medical benefits and/or limits
- c. If any question or problem arises regarding insurance, contact Quincy Raceways Management
- d. Our million-dollar liability insurance insures the racetrack, the car owner, driver and sponsors
  - i. For example, if a wheel came off your car and injured a spectator who filed suit against you, the car owner, and the sponsors with their name on your race car, the track, etc., you and they will be covered by our liability insurance
- e. Every driver must inspect the racing surface and racetrack area to learn of any defects, obstructions, or anything, which, in his opinion, may be unsafe
- f. Any driver entering any racing events are considered to have inspected the track and that all conditions are satisfactory to him
  - i. If not, HE SHOULD NOT RACE. **THIS FURTHER INDICATES THAT HE IS AWARE THAT AUTO RACING INVOLVES RISKS AND HE ASSUMES THESE RISKS WITH FULL AWARENESS AND KNOWLEDGE.**
- g. When in a restricted area (PITS) neither Quincy Raceways nor our insurance company assumes any responsibility for damage to and/or loss of your racing equipment, miscellaneous parts, and your tow vehicle regardless of the cause
- h. Minors
  - i. See us well in advance so we may prepare the necessary releases for your parents' or guardians' signatures. Don't wait until race day!!!
  - ii. ANY DRIVER NOT YET 18 YEARS OF AGE *MUST* HAVE A MINORS RELEASE WITH PARENTS SIGNATURES, ON FILE IN THE OFFICE. ALL MINORS WITHOUT A VALID DRIVERS LICENSE *MUST* SUBMIT A CERTIFIED COPY OF THEIR BIRTH CERTIFICATE TO VERIFY THEIR AGE FOR ADMITTANCE TO THE PITS.
    - 1. You must be 14 years of age to be admitted to the pits or to drive a Hobby Stock
- i. Claim information and/or injury information

- i. When involved in an accident involving an injury to you, advise the paramedics immediately so the necessary insurance reporting will be accomplished.
- ii. **NO CLAIMS CAN BE CONSIDERED UNLESS REPORTED PRIOR TO LEAVING THE RACEWAYS PROPERTY THAT DAY.**
- iii. Contact the EMT or Management and give a full report before you leave the Raceways.

#### 5) Registration & Race Night Flow

- a. Pit gates open at 3pm
- b. To be eligible for Draw or Point Average starting position, drivers must report in person to officials at pit shack prior to 4:45pm
  - i. Sign-in by phone is not permitted
  - ii. If extenuating circumstances warrant the extension of sign-in, Chief Steward reserves the right to extend the sign-in time for ALL competitors
    - 1. i.e. Excessive sign-in line, documented transporter failure, etc.
- c. Driver's Meeting begins at 4:45pm
  - i. If Driver's Meeting is announced as mandatory, all drivers must attend
  - ii. As season progresses, Driver's Meeting may be conducted over the Pit PA System
- d. Practice / Hot Laps begin at 5pm
- e. First Qualifying event begins at 5:30pm

#### 6) Minimum Specifications

- a. Window Nets
  - i. Window nets are required in all classes (16x20" ribbon or mesh)
    - 1. Consideration is given to UMP Modified competitors on a one (1) night first-appearance basis because this rule is in addition to UMP specifications
- b. Gloves and Neck Braces
  - i. Gloves and neck braces are required for all competitors at all times during racing conditions
    - 1. Consideration is given to UMP Modified competitors on a one (1) night first-appearance basis because this rule is in addition to UMP specifications
- c. Weight (Ballast)
  - i. Any car losing a weight on the racing surface will be fined or suspended
- d. Illegal tires
  - i. Technical Inspectors can confiscate any tire on any night to be evaluated and returned within a reasonable period of time
- e. Mufflers
  - i. All cars in all classes must run mufflers

- ii. Absence of a muffler at any time results in disqualification
- f. Appearance
  - i. **PAINT**: All cars must be neatly and brightly painted, and shall be freshly washed when signed in each race meet
    - 1. Spray painting is not required, but paint must be neat. BRIGHT OR LIGHT COLORS ARE RECOMMENDED FOR ALL CARS. Dark colored cars are often difficult to see at night, and may constitute a safety hazard. Officials may require dark colored cars to add a contrasting color to improve their visibility.
  - ii. **LETTERING AND NUMBERS**: Numbers assigned by the track must be painted on both sides, in minimum 24 - inch numbers (BLOCK LETTER STYLE) with a 4 - inch strip width, in a color in good contrast to the color of the car
    - 1. Numbers must also be painted on the top, at least 24" high and readable from the passenger side.
    - 2. NO GOLD, SILVER OR PRISM NUMBERS ARE ALLOWED.
  - iii. **DECALS**: ALL CARS ARE REQUIRED TO DISPLAY THE DECAL (IN DESIGNATED LOCATION) OF THE TITLE SPONSOR OF QUINCY RACEWAYS.
    - 1. Any car without such decal will not be allowed to race. On occasion you may be required to display the decals of a one-night track sponsor.
    - 2. ANY CAR THAT REFUSES WILL BE FINED 50% OF THEIR WINNINGS.
- g. Registration
  - i. All cars will be registered on a first come, first served basis, with the following exception: any driver having registered and raced a car number in that class the previous year has until Practice Day to retain that number.
  - ii. After that time, the number becomes available to anyone
  - iii. **There will be absolutely no duplicate numbers allowed in the same class**
  - iv. All numbers must be from 00-09 and 1-99
    - 1. **NO THREE DIGIT NUMBERS**
  - v. Once you have sent in your registration blank, no one else may race your number during the season.
    - 1. **YOUR NUMBER WILL BE FORFEITED, HOWEVER, IF YOUR CAR IS ABSENT FROM THE TRACK FOR 4 CONSECUTIVE WEEKS.**

## 7) Protest and Technical Inspection

- a. Competitor Obligations - A competitor must take whatever steps are required, including teardown of the car, as requested by a Quincy Raceways official to facilitate inspection of the car

- b. Failure to submit to inspection, or take all steps requested of inspection shall result in immediate disqualification, suspension of the driver and car owner and/or a cash fine.
- c. All competing cars will be subject to technical inspections every night throughout the season at a time and interval determined by the Lead Technical Inspector. No forewarning will be made.
- d. Any car not conforming to the rules will be subject to several method penalties:
  - i. Car may be disqualified, forfeiting all points for the season, plus any moneys earned during the immediate past race
  - ii. Points and moneys may be forfeited in the amount and severity decided upon by the Lead Technical Inspector.
- e. All cars are subject to material inspection by the Officials Workmanship and appearance shall be determining factor to whether Officials permit the car to enter competition.
- f. All parts declared illegal by inspection or protest may be confiscated by Quincy Raceways Officials and disposed of at their discretion.
- g. As an alternative to confiscation of the item, a cash fine may be served. Collected fines will be added to division season point fund
- h. Car and driver may not compete until all fines are paid or parts confiscated.
- i. All funds collected from fines will go to respective class point fund
- j. On all inspections, it is the driver's duty to prove his legality, not the Officials to prove the violation.
- k. During an "inspection teardown" only the following people will be allowed to be present at the protest / inspection site: car owner, car driver, Lead Technical Inspector, technical supervisors, and speedway management.
- l. Scales
  - i. Number of cars to report to Technical Inspection to be determined by the Lead Technical Inspector
  - ii. Any or all cars may be motioned to Technical Inspection by the back straightaway flagman
  - iii. Failure to report to Technical Inspection will result in disqualification
  - iv. Q-City Speedway, Inc. scale weight is final – scales will be open to pre-weigh prior to the start of the event
- m. Inspection by Quincy Raceways Technical Inspectors shall be for the sole purpose of rules infractions
  - i. Any car that passes inspection shall not be construed that the car is safe to race
  - ii. That decision rests alone with the driver and car owner and not Quincy Raceways employees and management
  - iii. Quincy Raceways employees and management may not be held liable for accidents and/or injuries resulting from unsafe cars.

- iv. Technical Disqualifications will result in Last Place Points and No Pay for the Night. IMCA Rules Take Precedence

## 8) Race Procedures

- a. Race Formats – note all IMCA classes follow all IMCA procedures at all times

- i. Draw/Redraw

- 1. Drivers draw for Heat Race starting position at sign-in
- 2. Cars are aligned for Heat Races staggered by draw lowest to highest
- 3. UMP Modifieds

- a. Draw format is used each night for Heat Race line-ups

- b. Top two (2) from each Heat Race (2 or More Heats) Top 3 from 2 Heats, qualify for Trophy Dash

- i. Qualifying drivers redraw for Trophy Dash starting position

- ii. Trophy Dash finish sets line-up for A-Feature

- c. Other qualified cars will redraw for feature line-up and start behind Trophy Dash finishers

- i. "Qualified cars" is defined in section *8b Heat Race Breakdown*

- d. Cars transferring from Consolation Race(s) fill in behind Heat Race qualifiers straight up according to race finish

- 4. IMCA classes / Hobby Stocks

- a. Drivers draw for Heat Race starting position at sign-in

- b. Cars are aligned for Heat Races staggered by draw lowest to highest

- c. Qualifiers redraw for starting positions

- i. One (1) heat - 5 redraw

- ii. Two (2) or five (5) heats - 10 redraw

- iii. Three (3), four (4) or six (6) heats - 12 redraw

- iv. IMCA late models draw first two (2) nights

- v. IMCA Stock Cars & Hobby Stocks draw first night only

- d. IMCA Late Model Trophy Dash line-up is the Top 6 available cars from the prior week's feature finish inverted

- ii. Inverted Point Average (IMCA Late Model, Stock Car and Hobby Stocks)

- 1. IMCA Late Model will draw for the first two (2) Nights

2. IMCA Stock Cars and Hobby Stocks will draw for the first night only.
  3. From second night on, (third night for IMCA Late Models) heats are lined up by season IMCA or Quincy Raceways point average, stagger inverted, lowest point average to front, highest point average to rear
  4. New drivers carrying no point average will start at the rear
  5. Two or more drivers having no average or same point average will be lined up at discretion of Timing and Scoring
  6. Point averages are figured from IMCA or Quincy Raceways point system
  7. Average is figured by driver's track point total divided by the total number of times he/she has competed at the track
- b. Heat Race Breakdown
- i. 0-11 cars
    1. One (1) Heat Race
    2. All cars transfer to Feature with top five (5) qualifying for IMCA Redraw/Invert
  - ii. 12-17 cars
    1. Two (2) Heat Races
    2. All cars transfer to Feature with top five (5) qualifying for IMCA Redraw/Invert
  - iii. 18-30 cars
    1. Three (3) Heat Races
    2. Top five (5) transfer to Feature with top four (4) qualifying for IMCA Redraw / Invert
      - a. UMP Modifieds – Top five (5) transfer to Feature with top five (5) qualifying for feature Redraw
    3. Top nine (9) from one Consolation Race qualify for Feature (24 cars will start)
      - a. Top seven (7) for UMP Modifieds (22 cars will start)
  - iv. 31-48 cars
    1. Four (4) Heat Races
    2. Top four (4) transfer to Feature with top three (3) qualifying for Redraw/Invert
    3. Top four (4) from two (2) Consolation Races qualify for Feature (24 cars will start)
      - a. Top three (3) from two (2) Consolation Races will qualify for UMP Modifieds (22 cars will start)
  - v. More than 48 cars
    1. Race Format at discretion of Chief Steward
    2. For IMCA purposes, Top 10 qualifiers qualify for Redraw/Invert for five (5) Heat Races and Top 12

qualifiers qualify for Redraw/Invert for six (6) Heat Races

c. Staging

- i. All cars must be in their proper starting position in the staging area for their assigned event prior to the white flag lap of the race ahead of them or they forfeit their starting position
  1. Special consideration is given to drivers entering more than one class and are in back-to-back races
  2. Whenever possible, take your second car to the infield to change cars
- ii. Driver must run assigned Heat Race
- iii. All cars must leave staging under their own power or they forfeit their starting position
- iv. If you scratch from an event or for the night, report to a Pit Steward
- v. If a car fails to report to staging, the starting field will be criss-crossed in staging or moved straight forward once the field is on the track

d. Scoring

- i. At the time of caution, the race lineup will revert to the last completed lap as determined by Timing and Scoring
- ii. All caution cars will be realigned at the tail
- iii. If you dispute your position on the track after being directed by a track official, you will be sent to the rear of the restart order
- iv. Cars that leave the racing surface on the same lap will be placed in the final rundown as they crossed the start/finish line on their last completed lap

e. Hot Pit Lane – (used during the Feature only)

- i. The Hot Pit Lane is the area beyond the concrete blocks after exiting the racing surface from turn three (3)
- ii. In order for your crew to be able to service your car, the car must be beyond the concrete blocks
- iii. Your pit crew must stay behind the track exit ramp (to the Pit Area side) unless your car is in the service area
- iv. Drivers can only return to the racing surface under caution condition prior to the one-to-go signal at the direction of the Staging Pit Steward
- v. Any violation of the prior conditions will result in disqualification
- vi. Any car returning to his personal pit area will not be allowed to return to the track
  1. This includes any car the leaves the racing surface in turn one or two
  2. Any car removed from Race Track by a wrecker cannot return to that race.

f. Courtesy Laps – (used for Hot Pit Lane in Feature only)

- i. Once Timing and Scoring shows a correct restart lineup, two (2) courtesy laps are available to all cars in the Hot Pit Lane
  - ii. At the completion of the second lap, the starting field will receive the furling flag and no cars can return to the racing surface
  - iii. Once the Courtesy Laps begin, they will not restart if additional cars enter the Hot Pit Lane
  - iv. If a car in the Hot Pit Lane does not return to the track before the green flag is displayed for that caution period, they may not return to the race.
- g. Track Stewards' responsibility to loose parts
  - i. Any driver can pull up to a Track Steward to check for loose metal, fenders, hood, trunk, spoiler, tire rub, etc.
  - ii. If the Track Steward cannot rectify the issue after three (3) pulls, the car must correct the problem in the Hot Pit Lane
- h. Flat Tires and restarting on a Flat Tire
  - i. Any car that suffers a flat left front tire will be allowed to continue in the event if the driver continues to maintain control of the car
  - ii. No car will be allowed to restart on a flat tire – they must report to the pit area or the Hot Pit Lane, depending on the race
- i. Switching Cars
  - i. A driver is allowed to make one (1) car switch per event
  - ii. The car is withdrawn from the event and is treated like a new entry
  - iii. If there is a Consolation Race, driver must qualify through Consolation Race after starting at the rear of the field
  - iv. If there is no Consolation Race, driver will start at the rear of the field
  - v. Failure to report driver / car change after check-in results in a disqualification
- j. Wheel packing
  - i. At times, we will ask for assistance packing the racetrack. The Chief Steward reserves the right to penalize non-participating cars to the rear of their Heat Race and/or all events for the night
- k. Time Limits
  - i. UMP Modifieds, IMCA Stock Cars, and Hobby Stocks are subject to a One (1) minute per lap time limit on all races
  - ii. If the time limit expires, the race will be restarted and conclude at the next caution period or at the end of the schedule distance
- l. Practice / Hot Laps
  - i. At least one round of practice per class will be held
  - ii. One (1) practice session per car per driver

- iii. Inexperienced drivers can request a second practice session from the Chief Steward. If approved and there are two sessions of practice for the class, driver will be permitted to remain on the track for the second session.
- iv. Chief Steward may or may not approve a mid-event practice session for a car involved in a crash earlier in the race night. Generally, every effort will be made to accommodate based on the time available.

## 9) Flagging Procedures

### a. Green Flag

- i. All event Starts & Restarts (Heat, Dash, Consolation Race, & Feature Events)
  - 1. All event Starts & Restarts are single-file and nose-to-tail.
  - 2. The leader is to set a constant pace and accelerate in turn four (4) **AT THE BLUE BARREL**
    - a. Any Driver that decelerates (JACK RABBIT Start), will be penalized to the tail
  - 3. **Once the leader reaches to Blue Barrel, the Green Flag will be displayed. All drivers must remain in single file order, nose to tail until passing the Blue Barrel.**
- ii. Lucky Dawg Rule
  - 1. All cars that are lapped throughout an event will be awarded one (1) lap back per race at the next caution
  - 2. The Lucky Dawg Cars will restart at the rear of the field but ahead of the caution cars
  - 3. All cars one or more laps down will start at the rear

### b. Yellow Flag

- i. The yellow flag signifies a potential hazard on the race track and requires drivers to slow their vehicle as soon as possible
- ii. Drivers do not race back to the yellow; they must maintain their position and slow to a cautious pace
- iii. All drivers shall close up on the pace car in a single line and await further instruction
  - 1. No driver may pass the pace car unless for any reason
- iv. Caution Rules
  - 1. Any car that spins without assistance in front of the field that results in a yellow, regardless of whether they stop, will be realigned at the rear of the restart
  - 2. All cars that stop on the racetrack as part of an accident will be realigned at the rear of the restart according to the way they were scored on the last completed lap

3. If a driver spins to avoid an accident and does not make contact with any part of the accident scene, the driver will be awarded his/her position as scored on the last completed lap
4. Any car making front-to-rear contact that results in the offended car to spin will be penalized as follows:
  - a. If the caution is displayed, the offending car will restart behind the offended car
  - b. If the caution is not displayed, the offending car will be scored behind the offended car
5. Any car making side-to-side contact that is deemed as over-aggressive will be penalized as follows:
  - a. If the caution is displayed, the offending car will restart behind the offended car
  - b. If the caution is not displayed, the offending car will be scored behind the offended car
6. FIVE (5) CAR RULE
  - a. If five (5) or more cars are involved in any accident, all cars able to continue without entering the Hot Pit Lane will be realigned as they were scored on the last completed lap
- v. Sportsmanship and Solo Spinners
  1. In the interest of keeping the show moving to provide the best show possible for racefans, Race Stewards will allow drivers every opportunity to safely restart their cars in the event of an incident
  2. If Race Stewards determine your car is safely in the infield, there will be no caution
  3. If Race Stewards determine your car is safely in the infield and you creep back onto the racing surface forcing a caution, you will be disqualified from the event
  4. UMP Modified, IMCA Stock Car, and Hobby Stock drivers will be disqualified after one (1) UNASSISTED SOLO CAUTION in any preliminary event (Heat, Dash, Consolation Race)
  5. All cars will be disqualified after two (2) UNASSISTED SOLO CAUTIONS in any feature event
- vi. Debris
  1. Cars are not charged for debris – we pick it up and go racing
- vii. Lucky Dawg Rule
  1. All cars that are lapped on the race track, throughout an event will be awarded one (1) lap back per race at the next caution
  2. The Lucky Dawg Cars will restart at the rear of the field but ahead of the caution cars
- viii. Leaving the seat

1. Any driver that gets out of his car to inspect damage will restart at the rear of the field
- c. Red Flag
    - i. All cars must come to a complete stop immediately
    - ii. Semi-open
      1. All Red Flags are semi-open
        - a. LIGHT SERVICING ONLY
        - b. NO TOOLS
        - c. Any other service must take place in the Hot Pit Lane and the car will restart at the rear
    - iii. CREW RESPONSIBILITY
      1. In the event of a serious accident or emergency on the track, only emergency crews are allowed on the track
      2. Any unauthorized crew members entering the track without the guidance of a Track Steward will be suspended for two (2) race nights
  - d. White Flag
    - i. The white flag signals one lap remaining in the event
    - ii. PRELIMINARY RACES (Heat, Dash, Consolation Race)
      1. If the leader takes the white flag and the caution is displayed prior to the leader crossing the checkered flag, the race is scored complete
      2. All cars that cross the start/finish line on the white flag lap are scored first
      3. Cars that did not cross the start/finish line on the white flag lap are scored as they were running on the prior lap
      4. Cars that are involved the caution are scored behind the cars that did not complete the white flag lap and completed the same number of laps
  - e. Checkered Flag
    - i. The checkered flag signifies the completion of the event
    - ii. Once the leader crosses the start/finish line under the checkered flag, the race is scored complete
    - iii. In the event the caution is displayed prior to the leader taking the checkered flag, a race not under time limit will have a green-white-checkered finish
    - iv. If the caution is displayed after the leader crosses the start/finish line under the checkered flag, all other cars are split scored with cars taking the checkered first, cars not crossing the start/finish line under the checkered flag but taking the white flag next, caution cars next, and cars two or more laps down last
  - f. Black Flag
    - i. Unsportsmanlike Conduct
      1. Any car black flagged for unsportsmanlike conduct will be scored last, receive last place pay, and could

be subject to additional penalties at the discretion of the Chief Steward

ii. Consultation

1. Any car black flagged for consultation due to safety concerns such as hanging sheet metal/bumpers, open hoods, fuel leaks or loose fuel caps, excessive smoke, flat tires, etc. will be scored in the position that they left the track
2. Consideration will be given to the rest of the field if Race Stewards feel that the signal could cause another driver to misinterpret and mistakenly leave the racing surface

iii. Unsafe Speed or Racing Line

1. Consideration will be given to all new or rookie competitors in the interest that they gain experience by staying on the racetrack, entering into new opportunities to learn
2. However, any car that is deemed to hold an unsafe speed or is unable to hold a consistent racing line will be black flagged for consultation

g. Blue Flag with Diagonal Yellow Stripe

- i. The layover flag will not be used at Quincy Raceway
- ii. Cars in the process of being lapped are encouraged to show courtesy to the race leaders

h. Crossed Flags

- i. Half-way signal

i. Green and Yellow Flags

- i. Used in rare instances when the track is slick or slimy to signal an unscored practice/hot lap session

10) Quincy Raceways Local Awards

- a. Any driver competing in more than 5 weekly races during the previous years in the same or higher divisions is not eligible for "Rookie of the year"
- b. "Rookie of the Year" must compete in at least 60% of tracks point races. The winner is determined by the best average finish, when compared with other qualifiers. Any ties would be broken by the current years finishing positions against the number of starts.
- c. To win the "Most Improved Driver", a driver must have competed in at least 60% of the races for 2 consecutive years in the same division. This driver with the best average finish position the most compared with the previous season in the same class. Any ties would be broken by the current years finishing positions against the number of starts.
- d. To be eligible for perfect attendance, the driver must take the green flag in a heat on every scheduled point race. If drivers with a major car malfunction, as deemed by the tech inspector

due to hot laps, is unable to take the green flag of his heat. This night will count toward his perfect attendance.

- e. Point Championship Tie-Breaker: Should two or more drivers have the same point totals at season end in track standings; the number of **feature wins** will decide tie-breaker, then second-place finishes, etc.

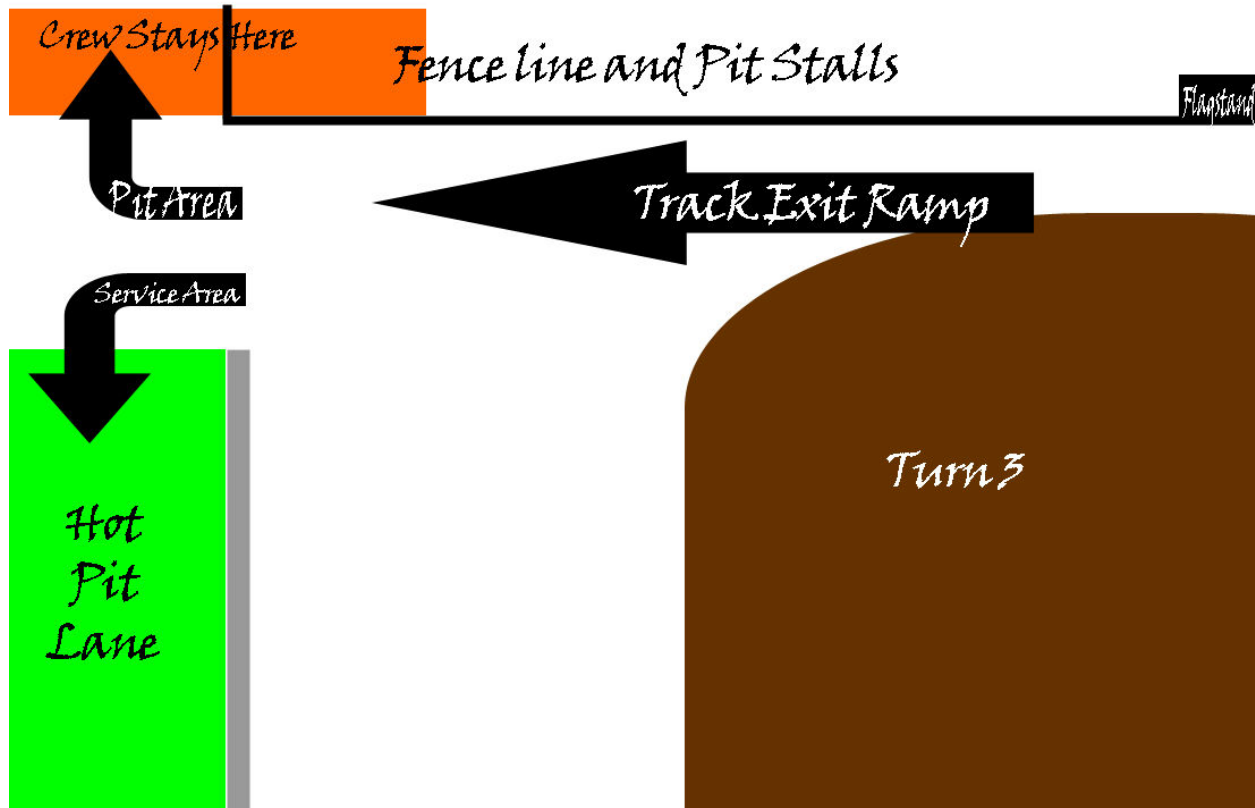
11) **QUINCY RACEWAYS POLICY REGARDING THE USE & POSSESSION OF ILLEGAL DRUGS OR SUBSTANCES**

- a. **DEFINITION:** Illegal drugs are those substances defined and prohibited by state and/or federal laws.
- b. **PROHIBITION:** Possession or use of illegal drugs or drug substances as defined above is prohibited in any form, by any participant at Quincy Raceways, or in any area considered to be used in the operation of the Raceways
- c. **PARTICIPANT:** A participant is any person taking part in any event at Quincy Raceways in any form, including but not restricted to drivers, car owners, mechanics, crew members, sponsors, track officials or pit area observers. All such persons shall be considered public figures who have by their own choice become involved in auto racing events at Quincy Raceways, with the full understanding that he or she must abide by the rules and regulations established and published and/or announced.  
**ALL PARTICIPANTS ARE CONSIDERED TO BE RESPONSIBLE FOR THEIR PERSONAL CONDUCT.**
- d. **VIOLATIONS AND PENALTIES:** Any person found to be in possession of or under the influence of an illegal drug or substance on Quincy Raceways property, or any person who is arrested by duly-constituted authorities and charged with possession and/or use of illegal drugs and/or substances, or any person who is formally charged by a court of law with illegal drug violations, SHALL BE SUBJECT TO THE FOLLOWING PENALTIES BY QUINCY RACEWAYS, INC.
  - i. Suspension from competition and eviction from all Quincy Raceway property, and denial of further entry to Quincy Raceway property for a period to be determined by Quincy Raceways management.
  - ii. Any participant who is formally charged by a court of law with an illegal drug violation, upon notification to Quincy Raceways management by that agency, shall be suspended from all forms of participation at Quincy Raceways until such time as the charges are fully adjudicate through the legal process. Any participant convicted of a formal drug charge by such process of law will be prohibited from taking part in any Quincy Raceways events for a minimum period of one year from the date of the conviction.
- e. **APPEAL AND HEARING:** Any participant suspended for violation of these rules may be granted an appeal hearing by a

board of officials designated by Quincy Raceways, provided the suspended participant requests such a hearing, in writing, within 14 calendar days of the date of the suspension. It is the responsibility of the suspended party to make such a request if a hearing is desired.

- f. **REINSTATEMENT:** A participant suspended for violation of these rules, EXCEPT IN THE CASE OF PERSONS CHARGED WITH SELLING DRUGS, may as the result of a decision reached through the hearing process detailed above, be reinstated, if it is mutually agreed that the participant -- at his or her own expense -- will produce documentation from a physician licensed within the state, certifying that he or she is drug independent; as a result of random and periodical examinations and urinalysis testing, made at the request of Quincy Raceways management.
- g. **PRESCRIBED DRUGS:** If a participant is using prescription drugs on the advice of a physician, such use must be reported to the chief steward or promoter prior to the participant's entry into any Quincy Raceway activities. Failure to so notify will subject participant to penalties as prescribed above.

## Appendix A – Hot Pit Lane Diagram



Hot Pit Lane – (used during the Feature only)

- i. The Hot Pit Lane is the area beyond the concrete blocks after exiting the racing surface from turn three (3)
- ii. In order for your crew to be able to service your car, the car must be beyond the concrete blocks
- iii. Your pit crew must stay behind the track exit ramp (to the Pit Area side) unless your car is in the service area
- iv. Drivers can only return to the racing surface under caution condition prior to the one-to-go signal at the direction of the Staging Pit Steward
- v. Any violation of the prior conditions will result in disqualification
- vi. Any car returning to his personal pit area will not be allowed to return to the track
  1. This includes any car the leaves the racing surface in turn one or two