

2023
SPEED TOUR REGIONAL
Supermodified Series



Race Procedures

Speed Tour Regional Supermodified Series Race Procedures Overview

The procedures 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 procedures shall govern the conditions of all events, and by participating in these events, all participants are deemed to have represented that they have complied with these procedures.

NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE PROCEDURES AND/OR REGULATIONS.

These procedures are intended as a guide for the conduct of the sport and are in no way a guarantee against injury, death to a participant, spectator, official or others. The Race Director shall be empowered to permit deviations from any of the specifications herein or impose any further restrictions that, in his opinion, do not alter the minimum acceptable requirement. **THE SPEED TOUR RESERVES THE RIGHT TO CHANGE AND/OR MODIFY THE PROCEDURES SET FORTH IN THIS BOOK AT ANY GIVEN TIME. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATIONS OR SPECIFICATIONS.** Any interpretation of or deviation from these procedures is left to the discretion of the officials. Their decision is final. **CLARITY OF RESPONSIBILITY REGARDING CAR CONSTRUCTION, CAR AND DRIVER SAFETY AND INSPECTIONS REGARDING SAFETY.** owners, drivers, and crew are the sole individuals who are responsible for the race car design, construction, maintenance, fabrication techniques used, materials used, as well as all safety systems including but not limited to the purchase, installation, inspection of all fire systems, seat belts, driver restraints, helmets, required or worn by the driver of that race car, crews, etc. related to that race car or any related equipment used on or at any SPEED TOUR event. SPEED TOUR is not responsible for any loss or injury to anyone arising from the failure of design, construction, or maintenance of any racecar.

**TOUR DIRECTOR-
RACE DIRECTOR-
TECHNICAL-
TECHNICAL-**

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I. INTRODUCTION

A. CLUB OBJECTIVES

1. Contract with racetracks that provide for quality shows and or enhance racing opportunities in the Western states region.
2. Create an environment of professionalism, fairness and clarity to the vast majority of all involved with SPEED TOUR. This environment shall require constructive input and respect from all and for all.
3. Well-defined goals, procedures and duties along with good communication, will ensure our success.
4. This set of procedures will add clarity will help eliminate gray areas and keep racing competitive.

II. GENERAL

A. MEMBERSHIP PARTICIPATION

1. Minimum Age

Minimum driver age will be 16 years. Drivers under the age of 18 will require parental consent in writing provided to the racing facilities scheduled for competition.

B. CAR NUMBERS

1. Car Number Dimension and Locations

Car numbers must be displayed in at least 16-inch-high characters on the main wing on both side wing panels.

2. Duplicate Numbers

Duplicate numbers are not permitted. In such a case, the car that participated in the lesser number of SPEED TOUR events during the prior season will be the car that will be required to change his number. Visitors with conflicting numbers are required to change their number as directed by SPEED TOUR officials.

C. CAR CONSTRUCTION

The Speed Tour Supermodified Series is an open competition series for supermodifieds.

D. RACING INJURIES

Any driver deemed unfit to race due to injury may be restricted from competitive events by SPEED TOUR officials upon advice of attending medical personnel, or until a doctor's release is presented.

III. OFFICIALS

A. STARTER

The Starter (Flag person) is in complete control of cars & drivers while on the track.

B. PIT STEWARD

The Pit Steward is in charge of all personnel and vehicles in the pit area.

C. RACE DIRECTOR

The Race Director enforces compliance with all SPEED TOUR procedures and regulations.

D. CORNER OFFICIALS

Persons working at an event as corner officials will also work as technical Committee.

****NOTE:** All decisions made by the Starter, the Pit Steward, or the Race Director **ARE FINAL** provided they **DO NOT** conflict with SPEED TOUR procedures.

IV. CONDUCT

A. COOPERATION WITH OFFICIALS

1. Cooperation

All pit crews, drivers, and owners must cooperate with officials at all times to help put on a good show.

2. Disputes

In case of disputes arising, only the owner or representative of the car has the right to approach the officials. Only one representative per car. The dispute shall be presented to the Race Director.

B. RESPONSIBILITY

The car owner or driver will be responsible for the conduct of all persons associated with that car.

C. UNBECOMING CONDUCT

1. General

Any driver, car owner, or crewman, who at any time uses improper language to SPEED TOUR officials or track officials in charge of the race, may be immediately reprimanded, expelled from the track, or subjected to a fine. Unbecoming conduct in front of the audience will be cause for suspension and/or a fine.

2. Physical Contact with an Official

Any driver, car owner, or crewman, who at any time shoves, jostles, strikes, or attempts to strike an official will be fined \$500 and suspended up to one year.

3. Fighting in the Pits

Any member or non-member found fighting in the pits or infield will be fined and/or suspended.

4. Detracting from the Appearance of the Show

Any person detracting from the appearance of the show, or anyone under the influence of alcohol or drugs, shall not be allowed to compete or be in or about the pit area. Drinking or drugs will not be tolerated in any manner and carries a \$500 fine and/or one-year suspension.

5. Making Contact

Any driver making contact with another driver when contact could have been avoided may receive a ruffled black flat for first offense, second ruffled flag driver will lose one position, third offense will be a black flag and driver will be directed to leave the track. All of the above are depending on the severity of the offense.

V. RACE PROCEDURES

A. PIT MEETING

1. All Drivers Must Attend

A pit meeting will be held before the first competitive event. All drivers must attend the drivers meeting immediately after warm-ups. The meeting will also include discussion on: the designated restart area; changes in the standard program; any precautionary, safety, etc., items the race officials may want to explain or clarify; other issues as needed.

B. STANDARD PROGRAM

1. Changes in the Program

When circumstances occur, the Race Director and Pit Steward with track personnel will have the authority to change the program to suit the occasion.

C. DRIVER QUALIFICATIONS

1. Who Decides Driver Qualifications

The Race Director will decide driver's qualifications.

2. Rookies

All inexperienced drivers must start in the rear of all events unless approved by the Race Director.

3. Identifying Rookies

Inexperienced drivers shall have an I.D. mark or flag on rear of the car.

4. Repeat Driving Problems

Any driver continually getting into trouble may be required to start in the rear of his races until he has proved he can handle his car.

D. SUBSTITUTE DRIVERS

1. Time Trials

Driver changes will be allowed during time trials but each car will be permitted only two qualifying laps total.

2. Notifying Officials

Substitute drivers must notify Pit Steward and/or Race Director before the start of an event or points will not be awarded for that event.

3. Replacement Driver

Cars being driven by a replacement driver will start at the rear of the field. If the car has accumulated points for qualifying, etc., those points will be lost. (Example: Driver 1 drives in qualifying and heat races and Driver 2 in the Main Event.)

4. Main Event

There will be no driver changes after one lap of the Main Event has been completed.

5. Back-Up Car

You may not change cars during any event after the green flag has been displayed. Drivers switching to a back-up car after qualifying will start at the back of the event. A back-up car would be a different car with the same number.

E. SPEEDING IN THE PITS

1. Fines

A \$25 minimum fine will be levied for excess speed in the pits for the first offense. A \$100 fine will be levied for the second and each subsequent infraction during the same season.

F. FLAGS

All drivers shall be responsible for being aware of flags as represented by officials during the racing event.

1. Green

Green indicates the start of an event. Any car taking the first green will be considered officially started and will be scored accordingly.

a. One Lap to Green

The starter will hold up one finger to indicate the green flag will be displayed on the next lap. The green flag will always come out after the one lap signal. No scrubbing tires after one lap to green. If the start is not to the satisfaction of the Starter the yellow will be displayed immediately. If there are two false starts the Starter or Race Director may send one or both of the front cars to the back.

2. Yellow

Yellow flag means caution. There will be NO racing to the yellow flag. Cars will maintain position and will not pass. The driver of the lead car will hold the pace the Starter wants, and the rest of the field will form a single line behind the lead car. Passing under the yellow flag is permitted only by permission of the Starter after instructions have been received from the Race Director and/or tower. Unauthorized passing while the yellow flag is displayed will result in loss of position.

3. Red

The red flag means stop. Drivers will bring their cars to a safe, controlled stop as soon as possible. Cars will then be pushed by hand or other means to a staging area to be backed down and prepared to continue the event.

a. Refueling

No refueling on the track. All refueling must be accomplished in the pit area, unless otherwise designated. Driver must be out of the car when refueling. Fueling with the driver in the car will result in \$100 fine and/or back-of-pack start.

b. Crew Members

Four crewmembers per car will be allowed on the track under a red flag for the purpose of backing down cars and preparing to resume race. These crewmembers may make adjustments with hand tools only.

c. Tire changes

Tires may be changed on the track only if the car cannot be pushed with a push truck and will start at the rear of the field one lap down unless the tire was damaged in an on track incident or from debris.

4. Black

Black flag means pull off the racecourse using due caution IMMEDIATELY. The car will not be scored if it does not stop after the second lap. A ruffled black flag will indicate a warning for a first offense, second ruffled flag driver will lose one position, third offense will be a black flag and driver will be directed to leave the track.

5. Blue/Yellow

This is the passing flag for cars to be lapped. Cars being passed should hold their line. If, in the judgment of SPEED TOUR officials, a driver is not complying with this flag, that driver may be black flagged, fined, suspended or otherwise penalized by SPEED TOUR.

6. White

The white flag indicates the start of last lap of event.

7. Checkered

Checkered flag indicates the end of the event. Cars must finish under their own power.

NOTE: ANYONE FAILING TO COMPLY WITH ANY FLAG WILL NOT RECEIVE ANY POINTS OR MONEY FOR THE EVENT.

G. PRACTICE LAPS

1. General Safety

No car can be fired until the driver is attired as specified in Section VI-A, and having a staffed ambulance, wrecker, and push truck available officially opens the track.

2. Permission

All cars accessing the track must have permission of the Pit Steward.

3. Number of Cars

The number of cars allowed on the track and the Race Director, Pit Steward, and track personnel will determine the number of laps in each session.

H. QUALIFYING

1. Position

Qualifying position will be inverted off of the second practice session. Failing to qualify in order means only one qualifying lap will be allowed at Race Directors discretion.

2. Number of Laps

One or two warm-up laps will be allowed on any qualifying attempt. Drivers will be given the one-to-green signal the second time by the flag stand. A failure to complete either of the two qualifying laps will mean loss of the lap. A driver attempting to qualify a second car will forfeit his/her first qualifying time. Number of tires marked will be announced at the pit meeting and marked prior to qualifying. Once a car is qualified and a backup car replaces it, that backup car will start all events at the rear. At the discretion of the Pit Steward, additional lap(s) may be given. If the car does not qualify it will be allowed to start at the back of the heat and back of the slow main event.

3. Two drivers, one car

If there are two drivers for one car, one lap will be given to each driver. Only two laps per car.

I. LINE-UP

1. Vacancies

In the event that a car drops out of the starting field of a race that row moves up.

2. Call Out

Drivers not meeting their call-out for line-up for any race procedure may start at the back of the pack. Final decision on line-up is per the Race Director and is not protest able.

3. Heat Races

Three (3) heat races will be run with full invert with the field evenly divided among them. Number of heat races ran may be adjusted due to car count at Race Director's discretion. If a car fails to qualify it will be given the position of the slowest qualifier and will start at the back of its heat race. Should multiple cars fail to qualify, draw order will decide their positions. If a car does not start its heat race it will be lined up in the B Main by its qualifying time.

EXAMPLE: Three Heat race format- #1 Qualifier starts last in Heat #3, #2 Qualifier starts last in Heat #2, #3 Qualifier starts last in Heat #1, #4 Qualifier starts next to last in Heat #3, and so on.

4. B Main Event

Should more than 24 cars be present, the top 20 cars from qualifying after the heat races will be locked into the A Main. Cars 21st and lower will be lined up for the B Main in order of qualifying. Start of the B-main will be straight up (fastest on the pole). The top 4 finishers in the B main will transfer to the A and fill the last 4 positions in the order they finished the B main.

5. A Main Event

The field will be aligned by qualifying results. The invert will be a full invert of the field. In the event that there are cars off the pace they will be moved to the rear. Off the pace **is defined at being more than 1 second slower than the 4th fastest qualifier.**

K. POINTS

1. Qualifying

Qualifying points are applied toward season championship. Fastest qualifier will receive 12 points with remaining points as follows:

Position	Points	Position	Points
1 st	12	7 th	6
2 nd	11	8 th	5
3 rd	10	9 th	4
4 th	9	10 th	3
5 th	8	11 th	2
6 th	7	12 th	1

2. Heat Race Points

All heats will use the same points scale based on finish position.

Position	Points	Position	Points
1 st	12	6 th	7
2 nd	11	7 th	6
3 rd	10	8 th	5
4 th	9	9 th	4
5 th	8	10 th	3

3. A Main finish

Main event winner will receive 50 points with remaining points as follows:

Pos.	Points	Pos.	Points	Pos.	Points
1 st	50	11 th	20	21 st	11
2 nd	47	12 th	17	22 nd	11
3 rd	44	13 th	14	23 rd	11
4 th	41	14 th	11	24 th	11
5 th	38	15 th	11	25 th	11
6 th	35	16 th	11		
7 th	32	17 th	11		
8 th	29	18 th	11		
9 th	26	19 th	11		
10 th	23	20 th	11		

L. THE START

1. Pre-event Warm Ups

After entering the track in preparation for the start of any competitive racing event, each driver shall position his car within the field in single file in the correct starting order, When all cars are on the track, and in the correct starting order, the starter will signal for warm-up laps to begin. Drivers shall maintain their correct positions during warm-up laps (no passing). When warm-up laps have been completed, the starter shall signal for the cars to be positioned in their correct 2-row starting order. On initial starts NO car may pass a car in front of them until they have passed the starting cone.

2. Entering the Track

Car(s) not in the starting field at the start of an event (original green flag lap) may enter the event at a later time (during a yellow or red flag period). Cars entering the event in this manner will be ranked in the finishing order on the basis of the number of laps completed. In the event of a tie on laps completed, the car that completed the number first shall be scored as finishing first.

3. Setting the Pace

The front row sets a consistent pace on initial starts. On Restarts the leader sets a consistent pace coming to the green. Any car failing to comply will be directed to go to the rear of the field. The starter will make this decision.

4. Jumping the flag

Anyone pulling out of line or jumping the start before the leader takes off may be sent to the rear of the field at the discretion of the Race director. NOTE: the starter at the pit meeting will define the starting area on the track.

M. RESTARTS

1. Heat Race Restarts

Cars will be in single file for any restart that occurs after completion of the first lap of the event. Lapped cars are required to take their correct positions immediately behind the car that was in front of them on completion of the last green flag lap.

2. Main event restarts

Cars will be in single file for any restart that occurs after completion of the first lap of the event. Lapped cars are required to take their correct positions immediately behind the car that was in front of them on completion of the last green flag lap.

3. One Lap to go

A green flag per normal procedure will restart a restart of any race event that has only one lap left. A white flag will appear on the next lap and a checkered flag on the following lap. It is recognized that an extra lap has been added to the event in such a case.

4. Line Up

The restart lineup shall be in accord with the car positions as of the completion of the previous green flag lap except that any car(s) involved in an accident, or causing the yellow to be displayed, or stopped on the track at the time the yellow flag is put before the field, shall start at the back of the field upon resuming the race.

5. Yellow flag

Any car that brings a yellow flag before the field shall restart the event at the rear of the field.

6. Leaving the Track

Any car leaving the track to enter the pit area during a yellow or red flag period will not lose any laps if the car returns to the track prior to the "one lap to go" signal from the starter. But it must then start at the rear of the field.

EXCEPTION: If a car has been flagged into the pits for a suspected unsafe condition that has then been deemed safe without any work having been done to the car it will then be allowed to retain its racing position upon restart of the race.

7. Re-Entering the Track

Any car that is not on the track prior to the "one lap to go" signal must wait in the pit area until the next restart and will lose those laps that are run under the green flag.

8. Restart Line

The Pit Steward in the pit meeting prior will designate the restart area for the track. A cone will be placed by the corner official to indicate the restarting line. Leader must reach the cone or the green flag is displayed before starting the race. No passing until the leader takes off or the green flag is displayed. Single File Restarts: Passing before the cone is allowed although driving below the cone or running over the cone on the restart may result in a yellow flag and a restart of the event with the offending car(s) sent to the back of the field.

9. Entering the Track

Car(s) not in the starting field at the start of an event (original green flag lap) may enter the event at a later time (during a yellow or red flag period). Cars entering the event in this manner will be ranked in the finishing order on the basis of the number of laps completed. In the event of a tie on laps completed, the car that completed the number first shall be scored as finishing first.

10. 2 Minute Rule

Cars entering the pits under caution will be given 2 minutes (time permitting) from the time they reach their pit stall **IF** they were involved in an accident or have a flat. This 2-minute rule is at the discretionary of the race track. If Speed Tour officials are told there isn't time in the program then this rule will not be applied.

N. RACE COMPLETION

1. Race Completion

The race is completed when: (a) the scheduled number of racing laps have been completed, or (b) more than 50% of the scheduled laps have been completed and the race is terminated and cannot be restarted. Main events terminated prior to completion of 50% of the scheduled laps shall be considered incomplete (see I-D, Cancellation of Program).

2. Final Standings

Final standings will be determined by the sequence in which the cars completed the event. Cars not completing the event will be ranked in order by total laps completed and sequence of completion.

3. Ruling a Race complete at Red Flag

If a race is stopped by the use of the red flag and is ruled complete, final standings will be determined by ranking all cars in order by total laps completed and sequence of completion through the last official race lap with the exception that cars causing the stoppage will be put at the back of the field. Finishing order will be the same as the lineup if the race had restarted.

4. Indecision of the Scorers

In the event the scorers are unable to conclusively determine any difference in physical sequence of two or more cars, SPEED TOUR officials are empowered to declare a tie for the positions involved. The officials' decision as to whether to declare a tie is not up for protest.

O. PROTESTS

1. Who may Protest

Any driver or car owner competing in the program may protest any finishing position as determined by the lap scorers, by contacting the Race Director within 30 minutes of posting of the finish. In the case of a protest, the positions involved will not be paid until the protest has been settled.

2. Decisions

If a protest cannot be decided in a reasonable time frame following the event it will be decided by the SPEED TOUR within 72 hours after completion of the protested event.

NOTE: Excepting 1 and 2 above, all officials' decisions are final and are NOT protestable.

P. FINES AND SUSPENSIONS

1. Participating

All fines and/or suspensions must be satisfied before competing in subsequent events.

VI. SAFETY

A. DRIVERS AND EQUIPMENT

1. Helmets and Neck restraints

Snell SA2015 or SA2020 helmet and head and neck restraints that meet SFI 38.1 recommended.

2. Seat

Aluminum or carbon fiber seats are mandatory. The seating system should provide a lateral support on both sides. The seat bottom must be mounted on the centerline of the chassis. It is absolutely necessary to provide a kick-up (roll-up) forward to the buttocks sufficient height and strength to prevent forward movement and/or rotation of the torso under the seat belt. It is mandatory that all cars have a headrest of high impact, shock-absorbing material behind the driver's head with a thickness of one (1) inch. Seats with built-in headrests must also comply with this requirement. Adequate padding must be used under the buttocks to absorb impact.

3. Seat Belts

The use of an approved seat belt with a latch/lever release mechanism is mandatory. Rotary mechanisms are not allowed. Both the fastening design and condition of the belts in use shall not exceed three (3) years and must the manufacturer stamp date.

Belts must also comply with the following:

- Minimum width three (3) inches. (Hans type shoulder straps approved)
- Minimum tensile strength 8,000 lbs. (Loop test).

- Metal to metal quick release buckle.
- Belt material must be as short as practical.

Seat belts must be worn as tight as possible and in such a manner that it passes around the pelvic area at a point below the anterior superior iliac spine. Under no condition may it be worn over the area of the intestines and abdomen. Seat belts must come through the seat at the bottom of each side wrapping and holding the pelvic area over the greatest possible area. At any point where the belt passes through the sides of the seat, the seat edges must be rolled and or have grommets to prevent chaffing or cutting of the belt material. Seat belts must be five or six point (crotch) belts connected to main belt quick release mechanism and securely attached to the chassis are mandatory.

4. Shoulder Harness

The use of double over the shoulder straps is mandatory. Both the fastening design and condition of the straps are subject to the inspection of the Technical committee. Life of the shoulder straps in use shall not exceed three (3) years and must the manufacturer stamp date.

Shoulder harnesses must also comply with the following:

- Minimum width three (3) inches.
- Minimum tensile strength 3,000 lbs.
- Shoulder straps must be attached directly to a strong structural member of the chassis close behind the driver's head and neck: At points of attachment they should be four (4) to six (6) inches apart. They should be attached in a line approximately 90 degrees to the seat back and be approximately level with the top of the driver's shoulders.

Where the straps pass through the seat or body structure of the car, the edges must be rolled or have grommets to prevent chaffing or cutting of the strap material.

Shoulder straps must be secured behind the driver's shoulders so that they are prevented from sliding sideways more than one (1) inch in either direction. Two belts joining in a "Y" behind the neck to form one strap may not be used. The shoulder harness should be worn as tight as possible.

5. Uniform

All drivers are recommended to wear fire-resistant, race-type uniform covering the full arm and leg area. Nomex, fire-retardant socks, and racing shoes or leather boots covering the ankle, fire-retardant gloves, underwear and head hood are recommended. Three (3) layered Nomex (or equivalent) fire-retardant uniform meeting SFI 3-2A/5 is recommended or a two (2) Layered outer suit over Nomex (or equivalent) underwear. **NOTE:** Any driver found in non-compliance will be restricted from competing until properly attired.

6. Arm Restraints

Arm restraints are recommended and should be worn at all times during competition.

7. Roll Cage Nets

Roll cage nets are mandatory on both sides of the car. All roll cage nets must be fitted with a functional quick-release opening mechanism. The life of the roll cage net shall not exceed two (3) years. Caution should be used when positioning head restraining nets to be certain that the driver's head cannot get under the net in case of an accident. Roll cage nets are not required with full containment seat.

8. Roll Cage Padding

All chassis protrusions roll cage tubes and roll bars in close proximity to the driver's helmet must be padded with a securely attached, high-impact material.

9. No Mirrors

The use of mirrors or rear view mirrors is prohibited.

B. PHYSICAL CONDITION

1. Drug Screen/Physical Exam

Drivers must have a physical, drug screen and/or eye examination when requested by SPEED TOUR officials. The results are to be reviewed by SPEED TOUR prior to entering any SPEED TOUR event.

2. Dentures

For safety reasons drivers should remove dentures before starting any event.

3. Contact Lenses

Corrective lenses worn by drivers must be of a safety type glass.

NOTE: Contact lenses are not advised, due to dust and foreign material in the air.

C. TRACK SAFETY

1. Emergency Equipment

Always make a mental note of where the ambulance, fire extinguishers, and exits are located at any track.

2. Running onto the Speedway

Running onto the speedway during a race or immediately after the flag has ended an event is strictly prohibited and is subject to fine or suspension.

3. In Case of Accident

In case of an accident on the track, any appointed safety crew, medical personnel and one crew member with each car involved will be allowed on the track.

4. Responsibility

Car owners are responsible for their crew.

5. Fire Extinguishers

Each racecar crew shall be equipped with a 5lb. or larger, fully charged dry chemical fire extinguisher in the pits at every race. The fire extinguisher must be in plain view and readily accessible. Penalty of \$25 will be assessed for each infraction if not complied with.

6. On Board Fire System

It is recommended, but not mandatory, that each car has a built-in operable fire extinguishing equipment with content of 2.5lbs. The container should be located inside the car and within the wheelbase, but it should not be of the dry chemical type

7. Push Trucks

All push trucks will be kept off the track until designated by the Pit Steward.

8. Clearing the Track

When the first car is pushed off, track is to be cleared of all persons.

D. EXITING THE CAR

1. Exiting Unassisted

Drivers must be able to get out of their cars unassisted regarding car design.

H. EXHAUST SYSTEM

1. General

The angle of exhaust shall be parallel with the ground and must deflect the exhaust and heat so that it will be diverted from cars and drivers following.

2. Muffler

A muffling device will be required. All cars must meet local speedway DBA requirements. **Track will notify cars that are too loud.**

I. MISCELLANEOUS

1. Ignition

All cars must be equipped with an ignition switch located within easy reach of the driver and clearly marked "on" and "off".

2. Radios

Two-way radios are not allowed. One way race official communication is mandatory. Receiver may be purchased for \$120 (subject to cost change) or rent for \$20. After the third time renting, purchase is mandatory. Rental fee is non-refundable and applied to the maintenance of the equipment.

3. Throttle

Throttle toe straps are mandatory. In addition, a minimum of three (3) return springs must be connected to different locations on the throttle system. One spring must be on the butterfly shaft. If the throttle mechanism is the cable type, the cables must be encased to insure push-pull action. The throttle pedal must have a wide-open pedal stop.

4. Violations

Proof of any willful violation of Section VII-Car Specifications will result in loss of points and money for that program.

5. Non-Conformance

Non-conforming vehicles may be allowed to compete on a race-by-race basis at the discretion of the Technical Committee with approval of the Race Director. However, if correctable at the track with equipment on hand before the event, the vehicle will be made to conform to rules according to Car Specifications, Section VII of this document.

IX. PURSE PAY OFF

Minimum

Pay Structure may vary per event as SPEED TOUR is always shopping sponsors and partners that also have vested interest in Supermodified Racing in our Region.

The minimum for any SPEED TOUR Saturday A-Feature event will be;

1st- \$ **2500**

2nd- \$ **2000**

18th \$ **1200**

B- Main shall be determined based on contract.

X. GENERAL RACE PROCEDURES

1. Dashes – 4 laps, fully inverted – roll from pits – Scratching from the “A” Dash costs you your qualifying points and scratching from the “B” Dash will cost you 5 points.
2. Heats – 8 laps, full invert - roll from pits, must finish in top 6 positions to be included in main event invert. Single file restarts after caution.
3. Mains –. All races will roll from the pits unless otherwise notified. Lapped cars to the back. With 10 laps to go lapped cars stay in their positions.
4. Starts/Restarts – Cones/lines will be determined at the pit meeting. Initial starts, the front row will start the race in the designated area once the green flag is displayed. Restarts, the leader can start the race once in the “designated” area. Second must wait for the leader or the green flag. Once the green is displayed the entire track is green.
5. Warm up procedure - all cars push off and line up single file in starting order for all race events. Once lineup is correct starter will motion for warm up laps. All warm up laps are single file with no passing. The starter will throw the yellow and motion for the field to form 2 rows.
6. Starter will show 1 to green and the green will always come out the next lap regardless of situation unless there is a safety hazard preventing it. If there was an issue the caution will be brought out on the backstretch.
7. No scrubbing tires on the 1 to green lap.
8. If there are 2 false starts, one or both of the front row cars will be sent to the rear of the field.
9. If you spin, don't try to 360 and keep going, just stop. We will go yellow & you will go to the back.
10. Red flag – 4 people per car, hand tools only, must have get approval from officials before entering.
11. All refueling in the pits or on the track will be done with the driver out of the car & you must have a fire extinguisher or bucket of water present - \$100.00 fine for non-compliance.
12. Raceceivers are REQUIRED on channel 454.0000. Every driver must be able to hear the officials or will not be allowed on the track.

Drivers, owners, and crew members please conduct yourselves as the Professionals we are and know that the drivers are held accountable for the actions of their crews