



Main Street, Dundee, NY 14837

Track: (607) 243-8686

Office: (607) 382-8613

209 Fuller Ave, Corning, NY 14830

**MARBLES AUTOMOTIVE 358 MODIFIEDS
HOSELTON AUTO MALL SPORTSMAN
FREEDOM VILLAGE LATE MODELS
REGIONAL INT'L STREET STOCKS
SIGNS PLUS 4 CYLINDERS
HOME NECESSITIES BANDITS**

Racing Every Friday Night at 6:45 P.M.

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.

These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules.

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

They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, or official.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his/her opinion do not alter the minimum acceptable requirements.

NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.

Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

The Management of BLACK ROCK SPEEDWAY

SECTION 1.....	4
Insurance Benefit Plan	4
SECTION 2.....	5
Handicapping	5
SECTION 3.....	6
General Safety.....	6
SECTION 4.....	11
Procedural Rules	11
SECTION 5.....	14
Flag Rules	14
GREEN FLAG.....	14
YELLOW FLAG	14
RED FLAG	15
BLACK FLAG.....	15
BLACK FLAG WITH YELLOW CIRCLE.....	15
BLUE&YELLOW FLAG (Move Over).....	15
WHITE FLAG	16
CHECKERED FLAG	16
SECTION 6.....	17
Protests.....	17

SECTION 1

Insurance Benefit Plan

- 1) Insurance Benefit Plan For Black Rock Members and Temporary Permitted Members
- 2) All persons entering the pits, infield, and restricted areas must be year long members or temporary members who have purchased one day permits. Only drivers, car owners, mechanics and race team participants may become members or one day permit tee and only they may enter the pits. The general spectator public is not allowed to enter the pits.
- 3) Each pit entrant must sign a release sheet for the event when entering the pits. By signing the release you are entitled to and agree to certain death, disability, medical and dismemberment insurance benefits arranged for you by the promoter of the track. By signing the release, you cannot sue the track for relief if you are hurt; the insurance benefit plan arranged for you is your relief.
- 4) Anyone injured at the track must report his incident to an Official before leaving the premises.
- 5) ALL PERSONS ENTERING PIT AREA MUST BE 12 YEARS OF AGE OR OLDER. DRIVERS MUST BE 16 YEARS OF AGE OR OLDER. EXCEPT FOR YOUTH CLASS UNLESS PRIOR PROMOTERS CONSENT WITH LEGAL DOCUMENTS IN ORDER. ALL PERSONS FROM THE AGE OF 12 THROUGH 17 MUST HAVE MINOR RELEASE FORM SIGNED BY PARENT OR LEGAL GUARDIAN.
- 6) Each pit entrant must sign a release sheet for the event when entering the pits. By signing the release you are entitled to and agree to certain death, disability, medical and dismemberment insurance benefits arranged for you by DIRT and the promoter at your track. By signing the release, you cannot bring suit against the track for relief if you are hurt; the insurance benefit plan arranged for you is your relief.
- 7) Anyone injured at a member track must report his incident to a Black Rock Official before leaving the premises. Failure to report an injury to the medical staff will forfeit any medical claims.

SECTION 2

Handicapping

- 1) Car numbers will be assigned by individual track handicapper. Whenever possible, requested number will be assigned, but the handicapper reserves the right to issue all numbers in order to prevent duplication and maintain proper records.
- 2) All numbers will be limited to two (2) digits. No reflecting numbers allowed.
- 3) If numbers "3", "6", "8" or "9" are used, make sure they are distinguishable. Do not let nerf bars block visibility.
- 4) Team cars must be clearly distinguishable from one another using different numbers.
- 5) The number of cars to be qualified in each heat will be decided by the track handicapper and announced before the first heat or each event.
- 6) If a driver qualified 2 or more cars, he must drive the last car qualified in the feature race. The other cars are not eligible. Car and driver must be qualified except for guaranteed starters whose have made an attempt to qualify.
- 7) All changes must be reported to the handicapper. All drivers that change cars must go to the rear (driver's responsibility).
- 8) Each driver must have their own number registered with the handicapper. This number must be on car or truck that the driver races for each event. You may share a car, but not a number.
- 9) A 1099 form must be completed by all race teams before any race winnings or points will be awarded.

SECTION 3

General Safety

- 1) Anytime the word "STOCK" is used in this rule book to describe cars, part, or components, it is defined to mean a part or component which is available over the counter from General Motors, Chrysler Corp., Ford Motor Company or AMC Authorized dealer.
- 2) SCANNERS AND RADIOS ARE ABSOLUTELY FORBIDDEN IN THE PIT AREA, except by track officials. Teams who choose to disobey this rule will be disqualified from all the night's racing events. Track RACEiever radios mandatory in weekly divisions.
- 3) All cars are subject to inspection at any time and must be free from mechanical defects and be in safe racing condition.
- 4) Driver's seat must be high back racing seat securely fastened to frame or cage in six spots, four (4) on the bottom of the seat, and two bolts (2) on seat back. Six (6) 3/8" bolts minimum. Seats mounted over drive lines must have a minimum 1/8" steel plate under and up the back 4" and be as wide as the seat.
- 5) Drive Shaft Loops mandatory. Must be approved by Tech Inspectors.
- 6) Mandatory functional padded head rest must be in line with center of driver's head.
- 7) Mandatory-shock resistant roll bar padding on all bars that drivers head may come in contact with while strapped in seat.
- 8) Mandatory 3" wide Safety Belt and Shoulder Harness with 2 belts over the shoulder and of the quick release type. Also minimum of one submarine strap. All belts must be securely fastened to the frame of the cage. No older than 5 years. No cuts in belts or dry rot allowed. Must have manufacturer's stamp and date of manufacture.
- 9) Authorized 4 wheelers only allowed in pit area. Any unauthorized 4 wheelers will be confiscated! Sprint Car 4 wheelers will have designated routes.
- 10) It is required that all drivers wear a helmet. Snell 2000 rating mandatory. Firesuits, belts, harness and submarine strap must be used at ALL times. Recommended: Full face helmet, fire retardant underwear, all restraints, gloves, racing shoes and head sock.

- 11) It is mandatory that a full screen of substantial material (no chicken wire or aluminum) must cover entire windshield area.
- 12) All cars must have four (4) wheel hydraulic brakes, all in good working order. Brake tests may be held throughout the year. No shut off valves.
- 13) Roll Cage: Steel roll bars are compulsory. Front and rear bars must be connected at top (cage type) and at bottom of both sides at seat height. Side bars are compulsory with a minimum of four (4) side bars. An additional roll bar must be installed across bottom of the dashboard extending from the left bar leg to the right bar leg. On the left side, the four bars must be connected by the use of two (2) rows of vertical bars. On the right, the four bars must be connected by the use of one row of vertical bars. All roll bars must be welded and must not be less than .095" thick. No pipe fittings allowed. Bars must have gusset plate welded in at stress joints. A one-inch bar for brace in middle of windshield opening. All pipe must be new. No material that shows rust marks or deterioration allowed.
- 14) Nerf Bars: All Nerf Bars must be one piece of pipe bent on both ends and welded to the frame or roll cage, maximum of 1 1/2-inch diameter. No more than 2-inches from the body.
- 15) Firewalls: A firewall, not less than 20 gauge thickness, must be installed between the rear deck (trunk) section and the drivers compartment.
- 16) Floor board must at least extend to back of drivers' seat. If battery is located in gas tank compartment, battery terminals must be insulated with 1/2" of rubber. Battery must be adequately secured and enclosed.
- 17) No pressure tanks allowed on fuel systems.
- 18) No unprotected gas line to run through driver's compartment. No cast iron fittings.
- 19) Wheels must have a minimum of five (5) lug nuts. No knock off hubs. Right front must be an approved hub.
- 20) No glass bowl on fuel pump allowed.
- 21) Exhaust headers must be safe for driver and exit behind driver's seat.
- 22) No mirrors allowed or radios allowed except Black Rock RACEciewers.
- 23) All cars must be neatly painted and carry numbers at least 18" high on both doors-roofs-and rear back and 9" number on front.
- 24) TAKE PRIDE IN YOUR RACE CAR!

- 25) All cars MUST have a Tow Hooks front and rear-minimum of 3" diameter or a minimum 5/16" chain loop. First offence – warning; Second offence – loss of points and money earned that night!
- 26) Inspector reserves the right to request body sheet metal to be replaced and painted should it be necessary. 6 days are allowed to correct problem or \$50.00 find for all events after that until problem is fixed. Fine money going to point fund.
- 27) Any fuel type hose may be used for fuel line. Steel braided recommended.
- 28) A reinforced member of the same kind and size material as that used in the roll cage, or chassis shall be installed to the rear of the fuel tank, joining the rear-most portion of the chassis. Fuel tank must be secured by at least three (3) steel straps; each strap must be a minimum of 1" wide. Each strap shall be bolted with at least two (2) 5/16"-3 line bolts. There must also be a one way safety valve in vent line.
- 29) The fuel shut off valve shall be labeled ON/OFF with a bright colored paint and must be located within the drivers reach.
- 30) All vehicles MUST have an ignition switch which is easily accessible within the driver's compartment. The ignition switch MUST be labeled ON/OFF with a bright colored paint.
- 31) Two throttle return springs and a steel toe loop on gas pedal is mandatory.
- 32) FIRE EXTINGUISHERS: All crews must carry operable fire extinguishers capable of putting out fuel and oil fires with gauge 5lb. minimum-BC classification. On board flame-out system recommended for car.
- 33) No air jacks for any division.
- 34) No drums of fuel on track premises unless in a approved restricted area.
- 35) No "FOR SALE" signs or any wording painted on car that may be offensive.
- 36) It is mandatory that the Driver's side Door Panel, Roof and Hood be on the race vehicle at all times.
- 37) Driver's windows must have screen netting - Mandatory all classes and must be up whenever on the track racing.
- 38) All plastic and die cast grills and chrome must be removed.
- 39) All cars are subject to safety and legality inspection at any time by track inspectors. Track inspectors have the final decision; any discrepancies with

officials, the car may be disqualified.

- 40) All drive shafts & extra weight must be painted white with car number.
- 41) No electric fuel pumps.
- 42) No oil coolers in driver's compartment. No vent holes.
- 43) Feature winners must stop on front stretch for Victory Circle ceremonies or driver and car will be disqualified and will lose all points and money for the night's racing events unless authorized by the lead flagman.
- 45) It is highly recommend in all divisions that the driver's side portion of the main roll cage be plated with a minimum 1/8th inch plate.
- 46) ANY action detrimental to Black Rock Speedway or to racing in general will be punishable by indefinite suspension by Black Rock Speedway Management.
- 47) Any driver that stops on the race track to intentionally draw the yellow flag – for any purpose will be parked for the remainder of that race.
- 48) In the event of a serious injury Black Rock Speedway reserves the right to impound any car involved in the accident
- 49) The management reserves the right to change any rules or guidelines if they deem necessary
- 50) Anyone found in violation of any rule will not be allowed to compete until an inspection by the head tech inspector is found to be satisfactory
- 51) Drivers are permitted to drive multiple classes but MUST have different cars for each class
- 52) At any time each and every competitor agrees to allow Black Rock Speedway track tech inspectors to check their crate motor with any testing devices they have available
- 53) Black Rock Speedway reserves the right to take any crate motor at any time for further testing, at an approved dynamometer facility, if it measures within GM specification is will be returned with no penalties
- 54) At Black Rock Speedways discretion the competitors may be offered a replacement engine during this testing procedure. It is the competitor's responsibility to return the replacement motor in good condition or purchase the motor within 7 days.

- 55) If the motor does not test within GM specifications it will be disassembled by the approved machine shop. If it is determined to have been altered in any way to improve performance, the motor will become the property of Black Rock Speedway. In addition a loss of all points to that date in the season, loss of all money for that race, and a 30 day suspension from all DIRT sanctioned races.
- 56) Refusal to allow the motor to be taken will result in loss of points to that date in the season, loss of all money for that race, and a 1 year suspension from all DIRT sanctioned events. In addition all serial numbers on the motor will be recorded and distributed to all DIRT sanctioned tracks and will forever be placed on an illegal parts list.
- 57) A maximum 5:75 gear will be in place for all GM crate motors that compete at Black Rock Speedway
- 58) ANYTHING NOT SPECIFICALLY LISTED IN THIS RULE BOOK WILL BE CONSIDERED ILLEGAL UNTIL APPROVED BY TRACK PROMOTERS.

SECTION 4

Procedural Rules

THE PIT TOWER IS FOR TRACK OFFICIALS ONLY!

- 1) Complaints on or off the track will be conducted in a professional manner. Flagrant violation of this rule will be one (1) night off racing, disqualification. 2nd violation will be handled in a more severe manner.
- 2) No one will enter the judges towers or cross the track in any situation without consent from the pit steward. Pit officials have phone and radio contact with judges' towers and will resolve any problems that may occur. Anyone disobeying this rule or order of any official may be subject to a fine and/or suspension and/or loss of points.
- 3) No drinking or intoxicants by any participants allowed at any time before or during the racing program, or any evidence thereof by any driver, owner or crew member.
- 4) At all race events, driver and owner assume the responsibility for the action of their pit crew in every respect. The driver and owner shall be the only spokesperson for the car and pit crew.
- 5) In the event of a disagreement; any member taking physical action against an individual or personal property, for any reason, is automatically fined a minimum of \$500.00 and a suspension for the rest of the year. If owner, the suspension includes the owner's car. Suspension and fine may be extended at the discretion of officials and/or management.
- 6) Anyone deliberately disobeying an order of any official is subject to a fine not to exceed \$1,000.00 plus suspension and the car he is connected with will not be allowed to participate in future events until fine is paid.
- 7) Both members and nonmembers shall comply with all rules. The management reserves the right to stop sale of tickets or honoring pit passes to any undesirables.
- 8) NO EXCESSIVE SPEEDING IN THE PIT AREA. CHIEF PIT STEWARD WILL ENFORCE THIS RULE.
- 9) Only safety crew and wrecker crews will be allowed on the track in the event of an accident. At no time will pit crew personnel be allowed on the track.
- 10) No repairs to be made on the track at any time, you must pull into the pits to make any repairs no matter how minor. During restarts if a car needs oil, water or any attention and pulls off the track for any reason, this car must restart in the scratch

position.

- 11) Each car will start each event on his own power or will go to the rear. This rule does not apply to the 360 Sprint Division.
- 12) All drivers must be ready to compete and have their cars in line before each event enters the track or they will be sent to the rear.
- 13) Any car not taking the initial green flag may not enter that race at any time.
- 14) Starter has complete charge of track while racing. No protest allowed on starters decision.
- 15) If there is an accident before the first lap is official, the field will be completely restarted with the car or cars bringing about the restart being put to the rear of the field.
- 16) On a caution or red flag, any car going to the infield or pit area must return to the rear of the field.
- 17) All restarts will be double file. Unless lead flagman decides to restart single file for safety or time related reasons.
 - a. All Classes: No speeding in the pits; if determined to be speeding, automatic disqualification will result. If a driver stops on the track for any reason (unless directed by an official) once he has started, he will be directed to the back of the field. If a part is loose on a car, and an official elects to pull it off, the car would restart at the rear. If the official stops the car, but feels it is safe to continue as is, the car would restart in the position it was running. Drivers meetings are mandatory.
 - b. On original starts, the green flag will fly when the front row reaches the cone. No one may pull out of line until they are past the restart cone in turn 4. On a restart, the first lap down car must line up behind the last lead lap car, then the cars will be doubled up for the restart. The first lap down car will receive one lap back during this process. If a car is out of line or touches the cone, the driver will be penalized 2 spots (or 2 spots per car passed) at the end of the race, or the first caution whichever comes first. On a red flag, all cars must stop As Soon As Possible and should stop on the high side of the track without driving through the scene of the accident or as directed by the on-board one-way radio communications from an official. No crews or tools are allowed on the track. On a fuel stop, just two crew members per car with fuel and tear-offs only will be permitted on the track. When the white flag (or one-to-go signal) is displayed prior to restarting the race, no car may enter the track (violators will be black-

flagged). Cars pulling into the pits for repairs must clear the track sufficiently so that the race may continue or be restarted. Violators will not be allowed to continue that event. No repairs may be made on the track on a yellow flag. Repairs under a red flag condition may be made only by the driver and no tools may be used. A car may be sent to the rear for a variety of reasons, including: 1- causing the restart, 2- going to the pits for repairs/changes, 3- stopping for any reason. A car may be disqualified from a race for a variety of reasons, including: 1- working on the car on the track with tools, 2- having stopped motion two times unassisted, 3- intentionally delaying a race. In the event of a gap caused by a missing car on a start, the entire row moves up.

- 18) Any driver guilty of violating any of the flag or light rules will be penalized at the discretion of the starter or race director.
- 19) Any driver causing excessive delays in a race, such as spinning out two times on his own will be disqualified at starters discretion or race directors discretion.
- 20) Rough riding will be left up to the discretion of the starter or race director. If he feels that the occasion warrants, whether intentional or not, a fine not to exceed \$500.00 and/or suspension will be levied. Fined driver will not be allowed to compete until the fine is paid. All fines will be distributed at the track operator's discretion.
- 21) ANY PERSON VIOLATING THESE RULES OR SPECIFICATIONS SHALL BE SUBJECT TO A FINE, EXPULSION, OR BOTH, DEPENDING ON THE CASE.
- 22) All races will have a time limit of 1 minute per lap in the scheduled race. Red flags do not count toward the time limit
- 23) Black Rock Speedway tech officials reserve the right to use any and all tools at their disposal. Their decision is FINAL.

SECTION 5

Flag Rules

Any driver who does not obey the flag rules will be subject to disqualification. Where light signals are also used, a definite understanding concerning these signals in relation to the flag shall be made before the race.

GREEN FLAG - Start of the race.

YELLOW FLAG - Caution, go slow, single file, hold position - NO PASSING

RED FLAG - Danger, race stops immediately.

BLACK FLAG - Go to the pit immediately for consultation.

BLACK FLAG WITH ORANGE CIRCLE - Mechanical Black Flag

BLUE FLAG with YELLOW STRIPE or MARKER - For passing and will be displayed only to cars that are being lapped.

WHITE FLAG - One lap to go.

CHECKERED FLAG - End of race.

GREEN FLAG

On an original Green Flag all cars must stay in line until it passes the starters stand. On restarts, racing resumes immediately upon display of green flag or green light. Poleman (leader) sets pace. If the Race Leader chooses outside pole, he gives up the right to set the pace.

YELLOW FLAG

The Yellow Flag signifies caution and this flag will be given to the first car passing the starter. After the yellow flag is displayed, cars must hold position until either the green flag is again displayed or the red flag, which would automatically stop the race.

1. Any car falling out of position during caution flag must start scratch. The only exceptions are if the car is coming to start-finish line to either check his position or inform the starter of a track hazard. (The rule is designed to keep the race under as little delay as possible. Sometimes it will work to the driver's advantage, other times, disadvantage, but as long as we all understand the rule, we will have little or no problems getting restarted)

again.)

2. Any car involved in or spins to avoid an accident where the yellow flag is displayed must pick up position in the field wherever they fall in. All others maintain position.
3. In the event a pace car is used, no car may pass the pace car. Any car passing the pace car will lose a lap.
4. Passing under caution will be penalized two (2) positions for each car passed at the discretion of the officials.
5. When the caution flag flies, cars will fall into single file, passing car giving way to the lead car. The passing car must be completely ahead to assume the forward position. In any dispute in line up, line up will be decided by last completed lap, at the discretion of the flagman.
6. In championship circuit events in which yellow flagged laps count and are scored, the race must finish under green-white-checked.

RED FLAG

In the event of a Red Flag, the driver may do any work on the car he is able to do without the use of tools. All major work must be done in the pit area. Any driver delaying the restart of the race will be disqualified. DO NOT move your car on a Red Flag.

BLACK FLAG

Drivers shall not continue in the race after getting the Black Flag. He must slow down and keep clear of all other cars in the race and pull into the pits at the first opportunity. Failure to obey the Black Flag will result in disqualification or suspension. Scoring will stop immediately.

BLACK FLAG WITH ORANGE CIRCLE

Mechanical flag must comply within three laps under green or scoring will stop for that car. (example: flat tire, smoking, loose parts, etc.....)

BLUE&YELLOW FLAG (Move Over)

1. This flag will be displayed to a driver to tell him that he is about to be lapped by a leading car. The lapped car must obey by moving over and allowing the lapping car or cars to go by.

2. A driver who uses the Blue & Yellow Flag to his advantage by passing a car that has slowed to obey the flag, at discretion of the starter, will be penalized two (2) positions.
3. A driver who ignores the Blue & Yellow Flag, at the discretion of the starter, will be disqualified or penalized an appropriate number of positions.

WHITE FLAG

1. When the White Flag is displayed under the Green it means you started into your last lap.
2. During a Yellow situation, starter may display the White Flag to indicate the Green will come out in one more lap.

CHECKERED FLAG

1. When the Checkered Flag is displayed, it means the race is finished. When the required race distance has been completed by the lead car, or at the discretion of the starter, the race will be declared "Official". (Final disposition of any flag dispute will be determined by the starter).
2. When the Checkered Flag is given to the leader, the balance of the field receives the Checkered Flag in the same lap. Finishing positions will be paid off according to the most laps traveled in their least time, regardless of whether the car is still running or not.
3. The driver receiving the Checkered Flag first in any feature race must bring his car to the starting line and must participate in Victory Lane ceremonies. The race winner is to remain in Victory Lane until released by the official in charge of the event.

SECTION 6

Protests

- 1) A Protest of race results must be made to the Pit Steward within five (5) minutes of the official announcement of the order of finish. A recheck of scoring will then be made if necessary and these results will be considered final. Only driver protests on racing results will be considered.
- 2) If a race result is protested, the track promoter can, at his discretion, delay purse distribution until the matter is ultimately decided.
- 3) Any car and/or driver who has been disqualified (example: violation of flagman or officials' order; violation of tech rules; fighting or excessive aggravation to officials, spectators or pit crew member, etc.) will lose their points and monies for that racing event. All finishing positions will remain the same with the disqualified car's monies being added to the drivers' point fund.