



BAER FIELD MOTORSPORTS PARK
"TUESDAY NIGHT THUNDER"
2016 GENERAL RULES & RACE PROCEDURES

1) - REGISTRATION

Upon arriving to Baer Field Motorsports Park Dirt Track, it is the responsibility of each race team/driver to become registered for each race night's event simply by heading to the tower and taking part in the "Pill Draw" procedure for each night's racing events. That process will determine BOTH which hot lap session you will be placed in, as well as the heat race line-ups for each event.

2) - LINE-UPS

HEAT RACES (8-LAPS IN DISTANCE)

The starting order for each heat race will be determined by the pill draw and will be done so in a "staggered" format.

EXAMPLE

HEAT RACE #1 LINE UP: DRAW POS 1, 4, 7, 10, 13,...

HEAT RACE #2 LINE UP: DRAW POS 2, 5, 8, 11, 14,...

HEAT RACE #3 LINE UP: DRAW POS 3, 6, 9, 12, 15,...

**-TOP 4 CARS OUT OF EACH HEAT AUTOMATICALLY
TRANSFER TO THE FEATURE EVENT. TOP 2 IN EACH HEAT
WILL GO TO THE FEATURE "RE-DRAW"**

LAST CHANCE RACES (12-LAPS IN DISTANCE)

Line-Up will be determined by HEAT RACE FINISH RESULT. As the top-4 in each heat go to the feature, cars finishing 5th on back will go into the **LAST CHANCE RACE with THE HIGHEST DRAWN 5th PLACE FINISHER starting ON POLE.** Second highest drawn 5th place finisher starts **2nd**, Third highest drawn 5th place finisher will start **3rd**. The same pattern will continue for the 6th place heat finishers and so on. **TOP 2 FINISHERS WILL TRANSFER INTO THE FEATURE EVENT.**

FEATURE EVENT (20-LAPS IN DISTANCE)

Line-Up will be determined first by the TOP-2 out of EACH HEAT taking place in the "RE-DRAW" as to set positions 1-6 in the feature event. Positions 7-12 will be set as follows: Cars finishing 3rd in their heat races will start in positions 7-9 determined via their draw position. Cars finishing 4th in their heat races will start in positions 10-12 via their draw position. **HIGHEST DRAW POSITION WILL START AHEAD OF LOWEST DRAW POSITION.** Positions 13-14 will be determined by those who **FINISH 1st AND 2nd OUT OF THE LAST CHANCE RACE.**



3) - HOT LAPS

Cars will hot lap in the same group as their heat race assignments. Teams should be aware of their hot lap group and should be in the "make ready chute" well in advance of when it is their time to hit the race track. Each hot lap group will get **6 LAPS UNDER GREEN CONDITIONS** during the **ONE** hot lap session each car will be granted.

4) - PRE-RACE

A short driver's meeting will be conducted at the completion of hot laps to go over the night's racing procedure, answer any questions and allow time to conduct track prep for the night's events.

5) - RACE STAGING

Drivers and teams should be aware of the racing order and race line-ups. Race line-ups will be grid as best to the abilities of the track staff in the staging area as to help continue the show at an appropriate pace. Cars will pull on to the race track in turn #4 and begin to form up IMMEDIATELY as a goal is in mind to keep the number of pace laps to a MINIMUM. When the field is in correct order, the flagman will give the field the "one-to-go" furled green flag with the race beginning the next time by.

5) - RACE START / RE-STARTS

On the initial start, the front row should begin to accelerate with a **STEADY INCREASE** between turn 3 and turn 4. **BOTH FRONT ROW CARS SHOULD REMAIN SIDE-BY-SIDE UNTIL THEY REACH THE START BOX (A SET OF ORANGE CONES WILL DESIGNATE THE START BOX).** IF A START IS RULED TO BE "JUMPED" ONE WARNING WILL BE ACCESSED TO THE OFFENDING CAR. IF A SECOND "JUMPED" START IS ACCESSED, THE OFFENDING CAR WILL BE SENT BACK 1 ROW (**SAME RULE APPLIES ON RE-STARTS WITH THE ONLY EXCEPTION BEING THE OFFENDING CAR WILL BE SENT BACK 2-SPOTS**).

Race Restarts will be **SINGLE FILE** lined up according to the last completed lap at the moment of caution. **HEAT RACES ARE OFFICIAL WITH THE NEXT FLAG THAT FOLLOWS THE WHITE FLAG. IF CAUTION FLAG IS SHOWN BEFORE THE CHECKERED, AFTER THE WHITE THE RACE WILL BE RULED OFFICIAL/COMPLETEED. FEATURE RACES WILL NOT END UNDER CAUTION. LAST 2 LAPS MUST BE RUN UNDER GREEN.**



6) - YELLOW FLAGS / CAUTIONS

Field should slow IMMEDIATELY at the site of yellow flag / caution on the speedway. Field should bunch up behind the race leader in **SINGLE FILE FORMATION**. If an adjustment to the line-up needs to be made it will be done so before race resumes.

7) - RED FLAG

In the event of red flag, field should stop on the race track immediately as to allow track safety to attend to the cause of the stoppage.

8) - BLACK FLAG

If a car is shown the black flag, the offending car should go to the pits IMMEDIATELY to have the issue assessed by **CREW** and/or **TRACK SAFETY**.

9) - WHITE FLAG

Once the leader has been shown the white flag, the checkered flag will be shown the next time by. In the event of a caution flag following the white flag, a 2-Lap "Green-White-Checkered" restart will be conducted to complete the event ensuring a green flag finish (**LIMIT 5 ATTEMPTS**).

*****APPLIES FOR FEATURES ONLY*****

10) - RACE COMPLETION

Upon the completion of each race, a designated amount of cars will be **REQUIRED** to go across the scales (**AMOUNT DESIGNATED BY TECH DIRECTOR**). After ALL RACES for the night have been ruled **OFFICIAL**, Pay-Out will be conducted at the base of the scoring tower.

**VERIFIED
JANUARY 29th, 2016**

**MICHAEL McINTYRE
RACE DIRECTOR / FLAGMAN - DIRT TRACK / TUESDAY NIGHT THUNDER
BAER FIELD MOTORSPORTS PARK**

**DAVE MUZZILLO
PROMOTER
BAER FIELD MOTORSPORTS PARK**