



BAER FIELD MOTORSPORTS PARK
"TUESDAY NIGHT THUNDER"
2016 TECHNICAL INSPECTION RULES
JUNIOR MINI SPRINTS

1: General

AGE – Minimum driver age is six (6) years old, maximum age is twelve (12) years old.

WEIGHT – Minimum car and driver weight is 400 pounds.

MIRRORS – **NO REAR VIEW MIRRORS OR TWO WAY RADIO COMMUNICATION ALLOWED**

2: ENGINE

ENGINE SIZES Briggs & Stratton World Formula with RLV 5442S header and RLV 4100 silencer or "stock pipe" as defined in the Briggs World Formula rules. Full engine specs can be found at www.gokartracingengines.com

TRANSMISSION – The drive will be by engine or jackshaft mounted clutches. No axle mounted clutches allowed. No direct drive will be allowed. Chain guards will be made of .090 inch thick aluminum or equivalent and will run on top of chain from the front of the front sprocket to the center of the rear axle. Driver must not be able to touch the chain or sprockets while sitting in the cockpit.

ELECTRONICS – On/Off switches must be on dash, top of cowl or on steering wheel. Switches must be connected and in working function. Cockpit controls: Kill Switch, Starter Button, and Engine Monitor. No wing sliders or pan hard adjusters are permitted in the cockpits.

STARTER – All engines must be self starting. Any car requiring a push start may be subject to penalty at the discretion of track officials.

CARBURETOR – Stock except jets.

FUEL – Gasoline (94 octane or LESS. Sunoco preferred.) or Methanol permitted.

FUEL CELLS - A rear fuel cell with bladder is recommended. Must have accessible fuel shut off valve clearly marked.

3: TIRES/WHEELS

Wheels are to be 8 inches in diameter. Steel, aluminum, or carbon fiber wheels are permitted. Right rear spec tire to be the 16x 8.5 x 8 Hoosier stamped RD 20. Right rear tire may be grooved or "siped" to accommodate track conditions. Violation of such will result in penalty and/or disqualification. Wheels must be held on with 4 or more standard lugs or knock off hubs.



4: SHOCKS

Aluminum or steel body shocks are permitted.

5: BODY/WING SPECTS

BODY – All cars must have complete bodies of Sprint Car design only. Tail sections must be in place for time trials and all races. There must be a metal firewall between driver and engine, made of 24 gauge steel or .050" aluminum. Body of car must be made of aluminum, metal, fiberglass or high impact plastic. The only part of the car allowed to be dismantled for driver to enter or exit is a quick release steering wheel hub. All mechanically operated devices must be mounted below the driver's shoulders for safety. All fuel tanks must be equipped with one-way check valve designed to prevent the spillage of fuel from fuel tank vent in the event of rollover of car.

TOP WING – Right side board, maximum of 42" x 20". Left side board 42" x 20". Maximum size is 6 square feet. Wings cannot be mounted outside the centerline of the tires. Side boards may not extend more than 3" beyond the center section and sides must cover center section. All wings must have 1/16" radius edges or edging. No "raw" edges. No wood except for ribs or spars inside center section. Wings side cannot be more than 4" below top of roll cage. Nose wings cannot exceed 24" x 18" and must carry car number. Top wings are mandatory to enter event.

6: SAFETY

- Working RaceCeiver is mandatory. Frequency TBA
- All drivers must wear approved SFI fire-rated racing suit, footwear and gloves, in good condition. Racing apparel must meet SFI standards.
- Full face helmet mandatory with 2000 Snell S or SA rating or better
- Neck brace or Head & Neck Restraint System is required
- Five-Point type harness mandatory. Belts must be minimum 3" wide and date-coded within the last five years. Racing belts must meet SFI standards.
- Only the driver is allowed on the race track. Crew members must remain in pit area or spectator area during racing.

VERIFIED
March 3rd, 2016

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

DAVE MUZZILLO
PROMOTER / TECH INSPECTOR
BAER FIELD MOTORSPORTS PARK