

2014 TRACK PROCEDURES 2.1 GENERAL

2.1.1 Race Decisions

All decisions by FRRC Officials involving track procedures are final, and non-appealable. The FRRC officers have the right to experiment with new procedures to better the show, provided it is communicated to the teams first.

2.1.2 Rain Outs

FRRC Officers will consult with the track owner to determine if the Event will be postponed. In the event of a rain out prior to the opening of the pit gate, information can be obtained by calling the race track. The track phone number is 1 (920) 766-5577. In the event of a rain out after the pit gates are open, all heat races and dashes, on both tracks, must be completed in order to receive points and purse. Completed races will receive full points and purse. Uncompleted races will receive total points for the race and one half of the purse for the race, divided equally among the race cars. Cars that would have transferred into the feature by means of their finishing position in the Semi-Feature, will be paid for the Semi- Feature if the Feature is rained out before the cars take the one to go signal to start the race.

2.1.3 Weigh In

All drivers must weigh their race car prior to qualifying. Any race car under the allowable weight is subject to disciplinary action. Penalties will be imposed in accordance with
If a car does not meet minimum/maximum weight requirements on their first attempt to scale they will receive only one additional attempt to re-scale the car before they are determined to be in violation of the rules.

SECTION 4 - PENALTIES.

Random weight checks may be conducted at any time. Weights will be determined by the track scale, which is considered official. Crew members may NOT jack car prior to scaling and tech inspection. DQ and fine will result. All heat race and dash winners must weigh their car after the race. The top five finishers in the Late Model, Super Late Model, and Super Stock semi feature and feature race must weigh their cars immediately after the race, plus any other designated cars.

2.1.4 Order of Events

As posted nightly at the Pit Office and at the Scale. 2.1.5 Qualifying

Wisconsin Sport Trucks, 4 cylinders and Super Stocks will receive one qualifying lap. If a driver receives the green or white flags during qualifying, the lap will be considered complete. A driver may not wave off or disallow qualifying time. In the event of duplicate official laps, the car having the duplicate qualifying time first will receive the highest qualifying position. Late

Model and Super Late Model cars must scale before qualifying.

Late Model, and Super Late Model qualifying order will be determined by random number draw. Drivers will present their car for qualifying in car number sequence and will be allowed two consecutive laps. Cars breaking the

qualifying line or the pre-tech line before qualifying will only receive one lap. A break in the qualifying line is constituted by not having a car in the staging box when the car timing receives the white flag, or failure to present a car within two minutes of the initial qualifying start time.

Late Models and Super Late Models will receive two consecutive qualifying laps. If a driver receives the green or white flags during qualifying, the lap(s) will be considered complete. A driver may not wave off or disallow

qualifying times. The fastest lap will be the official lap. In the event of a duplicate official lap, the car having the

fastest average time of the night will be used to break the tie. If BOTH LAPS are identical, the car having the duplicate qualifying time first will receive the highest qualifying position.

A driver that spins out on both laps, or has mechanical problems, will be positioned into all races and must start all races in the last row. Past average qualifying time is not eligible for

qualifying points and may not be used to earn a position in the fast dash or feature race.

If the timing system fails, or weather eliminates qualifying, average qualifying times will be used for drivers who have competed in 65% of the current year's FRRRC Events. Drivers will not receive qualifying points and prize money. Drivers who have not competed in 65% of the current year's FRRRC Events will start in the last row of the heat races and semi feature or feature race at the FRRRC Officer's discretion.

If circumstances demand it, qualifying may be eliminated and all races lined up according to average qualifying time. Drivers with fast dash qualifying averages but less than 65% participation will not be placed into the fast dash, but at the rear of the fast heat and added to the feature race as an "extra", starting behind the winner from the previous week. Drivers with no average qualifying time will be placed in the race at the official's discretion and be considered a "promoters choice".

Late arrivals will receive one qualifying lap. No qualifying or late timing at intermission.

Super Stocks will pick for starting position first night and then lined up by nightly average points. Hot laps are after the trucks and the 4's hot laps.

2.1.6 Race Line Up

2.1.6.1 Heat Races & Dashes

Wisconsin Sports Truck, Super Stocks, Late Model and Super Late Model heat races and dashes will be lined up according to qualifying times, with the field inverted. The top two finishers in the Wisconsin Sport Truck qualifying heat will be given the option to transfer to the feature and start in the last row.

2.1.6.2 Semi Feature & Feature Races

Wisconsin Sports Truck's semi feature will be lined up according to qualifying times, with the field totally inverted.

Late Model, Super Late Model and Super Stock semi features will be lined up according to qualifying times. The cars in the Late Model, Super Late Model and Super Stock semi feature races will be lined up straight up. The top four finishers in the Super Late Model semi feature and the top four finishers of the Limited Late Model semi feature, as well as the top four finishers of the Super Stock semi-feature will be given the option to transfer to the feature and start in the last two rows.

Wisconsin Sports Truck, Late Model and Super Late Model feature will be lined up according to qualifying times, with the field partially inverted. The fast qualifier for Limited Late Model and Late Model feature will roll the die to determine starting position for the feature race. Eight will be added to the number rolled to determine the number of cars inverted. The feature winner from the previous week will start in front of the transfer cars in the Limited Late Model and Super Late Model feature in 14th position . If a car(s) in the Limited Late Model and Super Late Model

feature is(are) not within 0.750 seconds of the fast qualifier, the car(s) will be placed behind the fast qualifier straight up, according to qualifying time.

Super Stock feature race will be lined up according to qualifying times, with the field partially inverted. The Feature winner from the previous week will roll the die to determine the number of cars inverted for the feature race. Eight will be added to the number rolled to determine the number of cars inverted. Inverted cars will start the feature race ahead

of the feature winner from the previous week. The feature winner from the previous week will start behind the fast qualifier in the feature.

Figure 8 race(s) will be lined up according to FRRC point standings, with the field totally inverted. The winner from

the previous week will start in the last row, ahead of drivers without FRRC points. Figure 8 drivers signing in after 6:30 PM must start in the last row.

2.1.7 Race Start

All cars must be lined up in the proper position, when the pace lap starts. Cars entering the race field after the pace vehicle begins to move, must start the race at the rear in the order they join the field. If the yellow flag occurs before the completion of one lap, the cars will be lined up in their original starting order except those cars involved in the incident, which must restart the race at the rear.

2.1.7.1 RACE RE-STARTS

All feature and semi-feature races on the 1/2 mile will be restarted double file until 5 to go in the race, the last 5 laps of the race will restart single file regardless of previous double file counts. Regular nights will have a maximum of 2 double file restarts and RWB events will have a maximum of 3 double file restarts. After maximum is met, the remainder of the race will be single file restarts regardless of lap count. Heat races on the 1/2 mile will be started single file. All restarts on the 1/4 mile track for Wisconsin Sport Trucks will be double file. All restarts on the 1/4 mile track for Super Stocks will be double file, except for the leader who will be alone in the first row. All restarts for Figure eight will be single file if there are eight cars or less and double file if there are nine cars or more. (moved from Green Flag section)

2.1.7.2 PICK-A-LANE

When the caution flag comes out, cars will get in single file, based on FRRC scoring. After this has been completed, a cone will be placed in the middle of the track. Each driver must choose the inside or the outside lane prior to passing this cone and remain there until the race resumes under green flag conditions. If a driver changes lanes after the cone, but before the race starts, they will be instructed by our spotters tower to go to the rear of the field. If they do not comply, they will be black flagged. If a complete lap is not finished prior to another caution, the scorers will go back to the original lineup prior to the last pick-a-lane procedure, as no car had advanced a spot fully under green flag conditions and not rightfully secured any new starting position.

2.1.7.3 CARS INVOLVED IN CAUTION

If a car is deemed to be involved in the reason for the caution, they will go to the rear of the field per our scoring tower. When the pick-a-lane procedure is implemented prior to the restart, these car(s) will start at the end of the longest line on the restart Failure to restart at the

rear of the race in the longest line after being deemed involved in the reason for the caution, will result in being scored at a lower finishing position at the end of the race and/or black flagged if several positions are involved. A gentlemen's rule will be in effect, allowing a driver to take complete fault. This may be revoked at any time without notice.

2.1.8 Race Length

All heat races are subject to a time and caution limit. If the race is not completed within the allotted time or caution limit, the car leading will be declared the winner. The laps, and time limits and caution limits for division races is as follows:

Super Late Model ONLY Car & Lap Counts:

Based on 26 or less cars qualified • 14 cars qualify for feature by time • 6 car dash – 6 laps • 2 equal car heats – 8 laps

- Feature will then consist of 14 plus 4 transfers from the semi.
Based on 27-30 cars qualified • 16 cars qualify for the feature by time

- 6 car dash + additional cars over 26 start behind fast qualifier. – Lap count will equal cars in the race o (Example: 28 cars qualified... Top 6 make the dash... 7th & 8th place qualifiers start behind the fast qualifier...Total of 8 laps.)

- 2 heats of 10 cars a piece – 8 laps

- Feature will then consist of 16 plus 4 transfers from the semi.

Based on 31 or more cars qualified • 18 cars qualify for the feature by time • 6 car dash – 6 laps

- 3 heats of equal car counts – 8 laps

- Feature will then consist of 18 plus 4 transfers from the semi.

Division Laps Time Limit Transfers

Wisconsin Sports Truck

Qualifying Race 8 8 min. or 2 cautions (top two finishers option to transfer to feature) Semi feature 10

Feature 20

Limited Late Model

Heat races 8 8 min. or 2 cautions

Dash 6 6 min. or 2 cautions

Semi feature 12 top four finishers option to transfer to feature

Feature 20

Super Late Model

Heat races 8 8 min. or 2 cautions

Dash 6 6 min. or 2 cautions

Semi feature 15 top four finishers option to transfer to feature

Feature 35

Super Stock

Heat races 8

Semi feature 12

Feature 20

Figure 8 Must have a minimum of 8 cars to race. Or car count is the total number of laps run. 8 to 10 cars 10 laps 10 min.

Over 10 cars 11 to 16 cars 15 laps 10 min.

17 cars or more 12 10 min.

(2 races)

All semi-feature and feature races may be subject to a time limit. If the race cannot be completed due to unforeseen circumstances, the car leading will be declared the winner. Semi-Feature laps may be adjusted according to car count. Any single driver causing two (2) yellow flags in one race, or spinning out, unassisted, two (2) times in one race will receive the black flag.

If slowing down and preparing to exit the track:

1/4 mile track – move to the outside lane and exit onto the 1/2 mile track. 1/2 mile track – move to the inside lane and exit on the back straightaway.

2.1.9 Car Repair

All car repairs must be performed in the pit area. Repair of cars on the track, or pit lane, will result in disqualification. When entering the pits, cars must slow to a reasonable speed. Failure to slow to a "reasonable speed" may result in disqualification. The determination of reasonable speed is a judgment call by FRRRC Officials, which is final.

2.1.10 Testing

No in-race car testing without the permission of FRRRC officers. The test driver must exit the track when the "one lap to go" signal is given. Failure to follow testing provision will result in the driver starting the next race in the last row.

2.1.11 Flags

FRRRC Officials will use flags and/or light signals to provide information to the drivers.

2.1.11.1 Green Flag

The green flag indicates the start of the race or the restart of the race after a caution period. All race starts will be double file. At the start of the race, cars must maintain their assigned starting position until they have crossed the start/finish line. The car on the inside of the front row controls the start of the race. Any cars passing prior to the start/finish line are subject to disciplinary action.

On restarts, the race resumes when the green flag is displayed. The car leading the race controls the restart. Any cars passing prior to the green flag display are subject to disciplinary action.

At the start of a race, or on restarts, the lead car must maintain a uniform speed and may not unnecessarily speed up or slow down so as to cause the field to expand and contract (brake checking). Failure of the lead car to maintain a uniform speed until the green flag is displayed will result in the lead car being placed at the rear of the field. The determination of whether the lead car is maintaining a uniform speed is the decision of the flagman, which is final.

2.1.11.2 White Flag

The white flag indicates that there is one lap remaining. 2.1.11.3 Checkered Flag

The checkered flag indicates that the race is complete. All cars receiving this flag must slow to a reasonable speed and, with the exception of the winner, return to the pit area. Failure to slow

to a "reasonable speed" may result in disqualification. The determination of reasonable speed is

a judgment call by FRRRC Officials, which is final.

Race winners will report to the "X" on the figure 8 track or start/finish line on the 1/2 mile track for post race

8 min. or 2 cautions

12 min. top four finishers option to transfer to feature

15 min.

ceremonies.

Finishing positions will be determined by the number of laps completed, whether the car is running, or not.

2.1.11.4 Yellow Flag

The yellow flag indicates caution on the track. All cars receiving this flag must slow, hold their position, and form a single line behind the lead car. Absolutely no racing back to the yellow flag.

The penalty for racing back to the

yellow flag, as determined by the scorer, is restarting the race at the rear. If a pace vehicle is used, the leader must line up behind it. Cars will be lined up as they were scored on the last completed lap. Lapped cars must maintain their track position. Any cars entering the pits during the caution period must restart the race at the rear, in the order

they return to the track.

If the yellow flag occurs before the completion of one lap, the cars will be lined up in their original starting order except those cars involved in the incident, which must restart the race at the rear.

No car may pass the pace vehicle unless directed by a FRRRC Official. Any car illegally passing the pace vehicle is

subject to the black flag. Prior to restarting the race, the flag man will signal one lap to go. No scuffing of tires is

allowed after the one lap to go signal. Scuffing of tires after the one lap to go signal is subject to disciplinary action.

Any car spinning out as a result of contact will go to the rear of the field.

2.1.11.5 Red Flag

The red flag indicates that the race must stop immediately, regardless of the position of the cars

on the track. If

possible, cars should be brought to the start/finish line and remain on the track. Any cars entering the pits during a red flag must restart the race at the rear, in the order they return to the track.

If the red flag occurs before the completion of one lap, the cars will be lined up in their original starting order except those cars involved in the incident, which must restart the race at the rear.

If the red flag occurs after one complete lap, the cars will be lined up in single file according to the last completed lap, then given a chance to pick a lane. Lapped cars must maintain their track position.

Prior to restarting the race, the flag man will signal one lap to go. No scuffing of tires is allowed after the one lap to go signal. Scuffing of tires after the one lap to go signal is subject to disciplinary action.

2.1.11.6 Blue Flag with Diagonal Yellow Stripe (Move Over)

The blue flag with the diagonal yellow stripe indicates that faster traffic is approaching. Cars receiving this flag must prepare to yield to faster traffic. Failure to obey a "move over" flag is subject to disciplinary action. Cars on the 1/4 mile should move to the outside of the track. Cars on the 1/2 mile should move to the inside of the track.

2.1.11.7 Green Flag with Two White Stripes (Pick a Lane)

The green flag with two white stripes indicates that a driver is intentionally blocking the car behind. Car(s) receiving this flag must choose either the inside or outside lane. Failure to obey a "pick a lane" flag is subject to disciplinary action.

2.1.11.8 Black Flag

The black flag means go to the pit lane immediately. The driver receiving the black flag will also be notified by a sign board, at the flag stand, with the car number displayed. Failure to obey a black flag is subject to disciplinary action.

2.1.12 Car Disqualification

If a car is disqualified in a race, every car below the disqualified car will move up in position, points, and purse. Adjustments will be made the following week as "contingency" money.

2.1.13 Car and Driver Changes

Race cars may compete in only one division per night. Drivers may compete in any or all divisions as long as the driver has paid an entry fee for each division and a separate car is raced in each division

The driver must qualify and race the same car. If the primary car becomes disabled before or during qualifying, the primary car must be withdrawn before the driver can switch to a second car. The driver must re-qualify in the second car and start all remaining races in the last row. If

the primary car becomes disabled during a heat race, the car must be repaired or scratched from the semi feature or feature. Switching to a second car is not permitted after qualifying is completed.

2.1.14 Conduct

One individual must be designated as the sole spokesman for the driver, pit crew, and car owner in any and all matters pertaining to an Event. This individual assumes responsibility for the actions of the driver, pit crew, and owner. Harassment or abuse of FRRRC Officials will not be tolerated and is subject to disciplinary action. Penalties will be imposed in accordance with SECTION 4 - PENALTIES.

2.1.15 Injuries

All injuries must be reported to a FRRRC Official prior to leaving the race premises. Track insurance will not cover any unreported injuries.

2.2 POINTS and PRIZE MONEY

Points for any FRRRC Event are awarded to the driver, regardless of the car he/she is driving, except for the Super Stock Division, where up to two drivers per season can share points in a "Team Car" arrangement, as long as they are registered as such prior to the start of the season. Prize money for any FRRRC Event and point fund money are paid to the car owner.

2.3 1/2 MILE TRACK PROCEDURES

3 wide racing is not allowed. In the occurrence that it happens, the track corner workers are to report this to the flagman. A call will be made as to if a driver was avoiding a slowing vehicle and did not force the issue. If a driver FORCES a 3 wide pass, that driver will be sent to the rear.

2.4 FIGURE 8 TRACK PROCEDURES 2.4.1 Flat Tire or Open Hood

Any car, during a race, with a flat tire or open hood is automatically disqualified and must leave the track immediately. The black flag will be displayed to the driver and scoring of the car will stop.

2.4.2 "X"

At the "X", all cars must yield to the car coming from the right. Drivers striking another drivers door are subject to disciplinary action.

2.5 TEAM DRIVING

2.5.1 Team driving will be allowed in all divisions. Team will be limited to two drivers with a primary driver designated. The team and designation of primary driver must be delivered to the FRRC secretary the night of the first FRRC event.