



WEEKEND TIMED SCHEDULE:

(Schedule is subject to change in the event of MAJOR TURNOUT) Follow Social media for any updates.
(1) Facebook

FRIDAY:

Early arrivals. Camping/Set up
Gate hours, 1pm-11pm
Quiet time 8pm-8am, No loud music, no running cars etc.

SATURDAY:

Gate hours, 8am-11:55pm
Drivers safety meeting 4pm (*MANDATORY*) at Registration.
Race check in & TECH Inspection 4pm
Practice/Time qualifying (10min per group) (Gurls 5pm) (V8 Open 5:20pm) (4 Bangers 5:40pm)
Qualifying heat races (6 Laps) (Gurls 7pm) (V8 Open 7:20pm) (4 Bangers 7:40pm)
GURLS Main 8pm (10 Laps) ($500 Purse. 1st $250 – 2nd $150 – 3rd 100) **(6 Cars minimum for full purse)**
V8 OPEN Main 8:30pm (15Laps) ($1000 Purse. 1st $500 - 2nd $300 – 3rd $200) **(10 Cars minimum for full purse)**
4 BANGERS Main 9:15pm (15 Laps) ($1000 Purse. 1st $500 - 2nd $300 – 3rd $200) **(10 Cars minimum for full purse)**
Quiet time 11pm-7am, No loud music, no running cars etc.

SUNDAY:

Gate hours 6am-1pm
Race check in & TECH Inspection 8am
Mandatory Drivers meeting 8am at PIT LANE
Team event, Practice/Qualifying 9am
RedNeck Hunnerd 10am (100 Laps) ($1000 Purse to 1st place team)
Racers, You will need to sign a release form and get a wristband before getting into the race car. This wristband is separate from the one you get at the front gate and will be checked before you are allowed on the race track.
Drivers must have a functioning RACE RECEIVER and respond to communications.
Find a RACEceiver here https://raceceiver.com/products/classic-fusion-plus or on amazon.
RACEceivers can also be found at Day Motorsports in Tyler.

PAY ATTENTION TO CAUTION LIGHTS & FLAGS!!!



YELLOW LIGHT/FLAG Means we have a wreck or dangerous situation on the track, all racers in that section must slow down & not gain any advantage or any position until you have passed the accident that caused the light.
RED LIGHT/FLAG Means the race needs to come to a stop, we may have a medical or dangerous situation on the track that we need to take care of immediately. All racers will need to return to PIT LANE.
BLACK FLAG Means you are disqualified. You need to pull off the track.
WHITE FLAG Means ONE LAP TO GO!
CHECKERED FLAG Means race is over for everyone.
In case of an accident, pace car may be sent out, Racers must follow the pace car in a single line file. You are not allowed to pass the pace care nor any of your competitors during pace car lap. Once pace car exits the track & the **GREEN** flag is thrown, you can then resume the race. All Rolling Starts.

TRANSPONDERS

Each car needs to be equipped with 1 working Transponder. Transponders will be available at the track & RENTAL is included in your online race registration. Transponder holder clips & pouches will have to be purchased at the track if you don't have one already. Clips $15 – pouches $30. You will need a clip or pouch to mount our transponder onto your vehicles.

TRANSPONDERS must be returned UNDAMAGED to race registration once you are done racing. Failure in returning your transponder will result in an Automatic charge of $150 for a LOST/DAMAGED transponder. Try to keep the Transponder clean and free of mud during the race & Make sure it is attached to the car properly to avoid loss or damage of the transponder.

RACE REGISTRATION & COST. Classes listed below.

ONLINE Race registration opens (February 1st) Racers must be registered by February 13th, there will be a $20 late fee for anyone registered after that date. You can register late at the track on day of event in a form of (CASH ONLY)

(GURLS $100) **(V 8IGHTS $120)** **(4 BANGERS $120)** **(100 TEAM EVENT $150)**
Registration link (https://app.iraceready.com/event/rnd3) Opens May 1st.

WEEKEND RACE RULES

1) 4 cylinder vehicles only in the (Gurls - 4 Bangers - RedNeck Hunnerd classes), 4-6 or 8 Cylinders allowed in the (V8 Open class) Cars/Trucks/Vans etc. No rotary type engines. Convertible cars are not allowed.
2) 2 wheel drive vehicles only, front or rear drive.
3) Seat belt, doors and helmet are required. Each door must be welded shut in 4 different spots or BOLTED in order to keep them from opening during race accidents. We suggest a 2" weld strip in each corner. Driver's side door window must have a safety net to keep limbs inside the car in case of a rollover. You can find them on www.JEGS.com
4) All side windows & mirrors, must be removed, front & rear windshield can stay along with rear view mirror.
5) HELMETS must be DOT approved. No batting helmets, bicycling helmets or hard hats will be accepted as legal headgear. Must be a FULL FACE (DOT) Helmet.
6) Plastic bumpers must be removed. FRONT/REAR, along with any other plastic parts that can fall off.
7) ONE Fire Extinguisher is REQUIRED in every car within reach of driver, and 1 in the pit for every team.
8) Unaltered Street Tread Tires only. No Mud Terrain, No All-Terrain, No Snow Tires, no rally tires. Street only.
9) All rear wheel drive vehicles must start the race with mud flaps.
10) Rubbing is racing, be SMART about it. This is NOT a demolition derby. (T-Boning & Pit Maneuvers NOT ALLOWED)
11) If racers are caught breaking any rules, it will end up with automatic disqualification. (BLACK FLAG)
12) Cars must pass TECH INSPECTION before entering the race track.
13) Racers must be licensed, under 18 require parent/guardian consent, No passengers allowed in cars, only 1 Racer.
14) All race cars must have a race number on each side of the car & (top of the car that can be read) Numbers can be Stickers or painted. Numbers must be at minimum 12" Tall and legible, 3 Digits MAX.
15) If your car breaks down, try to pull off to the side of the track, Remain in your car until safety staff gets to you.
16) All racers must be sober, no drunk racing is allowed. This is a RACE event, not a Drinking party.

THE REDNECK HUNNERD TEAM EVENT RULES

Race will end after 100 Laps or after (LEAD TEAM) racers complete 3 legs each, whichever comes first. All Teams Must Have 3 Drivers. Each team member must compete in the race. Each driver will need to complete THREE 15min legs. ALL racers will have to PIT after checkered flag waives. Driver exchange Example below.
Driver A runs 15min, then pits to swap with driver B, Driver B runs 15min then pits & swaps with driver C, Driver C will run 15min & pit and swap with driver A and so on, until all 3 drivers did the 3 legs each or team completes 100 laps. Teams can only pit during pit flag or for car/tire repairs. Driver exchange is only allowed under PIT STOP FLAG.

1) Teams are allowed only 1 vehicle, All 3 drivers will have to use the same car. Must finish on the same car you started the race with.
2) Each team must have 3 licensed drivers. Drivers under 18 require parent/guardian consent.
3) The Driver must have a functioning RACEceiver and respond to communications.
4) Find a RACEceiver here https://raceceiver.com/products/classic-fusion-plus or on amazon.
5) Pit lane is limited to 4 people per team (Drivers Included) Pit Lane speed limit is 5 MPH! Basically (IDLE SPEED).
6) Refueling will require 2 people, 1 Fueling while 1 with fire extinguisher in hand. No drivers in car while refueling.
7) Teams will qualify for starting position. Best lap time in practice session will determine your starting grid position.
8) Each team gets a 10x10 Spot on Pit Lane for pit stop & driver exchange. 10ft Canopy can be set to mark your spot.
9) There will be PIT LANE safety guide lines that will have to be met. They will be discussed at the MANDATORY Drivers meeting (See timed schedule)

RACE CAR CLAIMS RULES

1) Car Claim amount is $5000
2) Car Claim must be made after the race is completed & before official results are posted.
3) Claim may only be done by a race member in the same race.
4) Claim is CASH IN HAND to Safety Coordinator.
5) Claimee will be advised of claim but not who made the claim. Claimee can finish out the race weekend with his car.
6) FIRST CLAIM is the claim.
7) If Claimee rejects a claim, it can result in a DQ & Car could be black listed from future events, & Stripped of Earnings
8) The Claim Board will decide on any discrepancies.
9) The Claim rule is created in order for racers to keep the cars under a $5000 budged. Therefore keeping this sport affordable/fair/fun for everyone. We suggest you keep your cars under a 5k budget.

RACE CAR RECOMMENDATIONS & SAFETY

1) Roll bars & Metal safety bumpers are recommended but not required.
2) Disengage ALL air bags.
3) Secure your hoods from flying open during the race. Hoods can be removed.

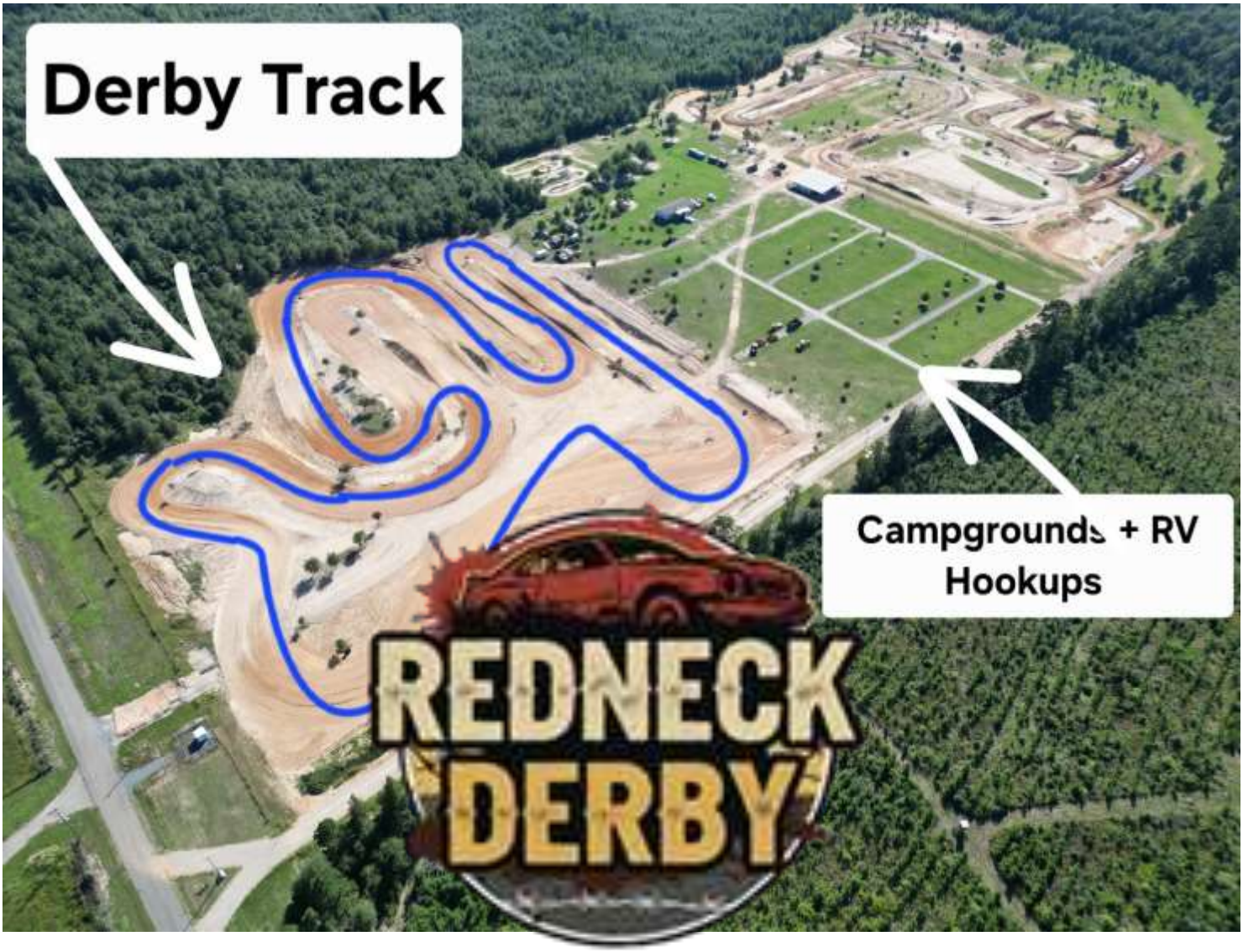
BUMPER RULES

1) You will need to remove the plastic cover on your bumpers.
2) Front and back bumpers can be fabricated with metal pipe or square tubing. (NO SHARP EDGES...).
3) Tuck and round anything that you add to the car that is not stock. Do not have anything sticking out that will puncture a tire or pierce a panel.
4) Bumpers must follow the contour of the car and not extend out past the car width.
5) If TECH INSPECTION doesn't like it be prepared to cut it! Or Modify it.

CAR PERFORMACE RULES

1) Cars must have STOCK engines. No High compression kits – No nitro etc.
2) Turbos are allowed, along with air filter/cold air intake mods.
3) You can cut/modify the exhaust. (Make it REDNECK)
4) You can remove passenger seats – door plastic pannels – dash to lighten the weight of the car.
5) Over size radiator/fans allowed.

RACE COURSE & CAMPGROUNDS MAP BELOW



DESOTO MOTORSPORT PARK.com