



2025

**GENERAL TRACK
RULES**

Rule Disclaimer

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 express 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 minor deviation from any of the specifications herein or impose any further restrictions that in his 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.

Non compliance

Non-compliance to any rule may result in:

1. Expulsion from the facility. (Pre-determined amount of time up to and including life time)
2. Disqualification from event, forfeiting all monies and points earned in that event.
3. Point and or monetary fine.

Note: Any one or all above penalties maybe imposed depending on infraction.

Any part of the car not specifically mentioned or covered in these rules must remain STOCK. Stock parts are those found in the O.E.M. parts book.

All engine, chassis and equipment changes or modifications not covered by these rules must be submitted to the speedway for approval or rejection. No engine, chassis or any other equipment will be considered as having been approved by passing through inspection unobserved. The management reserves the right to all final decisions on the interpretation of any rule or rules.

It is the responsibility of the driver to read all rules and regulations and comply with them. Any questions should be asked prior to the race event.

Entry or admission fee and acceptance of accompanying privileges shall be a sign of full acknowledgement by you, of acceptance of, and agreement to abide by the rules, regulations, procedures and policies of Sunset Speedway.

SUNSET SPEEDWAY

GENERAL TRACK RULES – 2025

All competitors are responsible to familiarize themselves with, and are subject to all policies set forth herein, as well as those which may become effective during the racing season. Rule information that is posted on the pit bulletin board which may amend or update these rules shall become effective when posted.

The registered driver shall assume full responsibility for the car and ALL members of his crew. The driver shall serve as SOLE SPOKESPERSON for the car and crew. The registered driver shall carry all points and handicap percentage for the car.

COMPETITOR MEMBERSHIP/NUMBER REGISTRATION – GENERAL

1. Driver is considered to be the car owner unless otherwise specified. A separate form must be completed at the Pit Booth prior to racing if anyone other than the driver (i.e., car owner) is to receive race winnings or point fund money for the associated number.
2. For Invitational events, registered Sunset Speedway drivers will have first choice over visiting competitors to retain his or her car number providing notification is given that they plan to compete in said event.
3. Sunset Speedway will assign numbers on a first-request basis as membership applications are received. Numbers assigned from previous year will be held for that competitor until the Fall Membership Rules and registration meeting at which time if you do not register your number will be released and available to another competitor.
4. Sunset Speedway will assign a requested car number when possible.
5. Upon sale of a car that a membership has been paid for, the old number may be used by the new owner subject to written permission of the original registered owner and the new owner pays for another membership under his or her name. **Memberships are non-transferrable.**
6. All drivers' registrations are subject to approval or dismissal at the discretion of the Sunset Speedway officials.
7. Sunset Speedway prize and point fund money awards will be paid only to the car driver/owner, unless otherwise specified in writing (see item 1, "Member / Number Registration General").
8. Any Sunset Speedway competitor entitles Sunset Speedway and its award and contingency sponsor's permission to use competitor/owner names(s) and picture of the car for promoting, advertising, recording, broadcasting, transmitting and/or reporting of any Sunset Speedway event before/during and after such events, including but not limited to television and radio broadcasts, film production, video tape reproductions and the like, or any other means or devise, whether or not currently in existence. Upon acceptance of membership will hereby relinquish all rights thereto for these purposes.

NOTE: All Sunset Speedway members/competitors are and shall be independent contractors and shall use their own methods in performing their duties in accordance with the Sunset Speedway rules as they may be amended from time to time. Members shall furnish any tools, supplies or materials, which he or she deem necessary to perform their duties. Members shall be responsible for compensating, and shall be responsible for all actions of members, employees or agents. Members assumes and takes full responsibility for reporting and paying to the appropriate authorities all charges, premiums and taxes, if any, due or payable on any funds the Member may receive as a result of his duties and/or activities as a Sunset Speedway Registered Competitor/Owner.

GENERAL REGULATIONS

1. Any injured or suspended member shall not participate in any event without approval of a Sunset Speedway official. Sunset Speedway reserves the right to request a doctor's release at any time.

2. If anyone is injured at the race track, an incident report must be filled in on premises, with the Race Director /Track Manager or person delegated on his or her behalf as soon as possible. Sunset Speedway reserves the right to request a doctor's release before the injured person/competitor can return to competition or perform duties.
 3. No intoxicating or controlled substances are to be consumed before, during or after a race meet by anyone entering the pit area. Anyone found guilty of this will be subject to suspension, and or expulsion.
 4. Before entering the pit area the **Driver** is to sign in at the **Pit Booth window marked Driver Sign- in** where he/she will:
 - a. Must be wearing a proper wristband as affixed by the Pit Booth Staff.
 - b. Sign for his monetary winnings from the prior weeks' finish. (Usually in cheque form)
 - c. Sign the Insurance Release Waiver. Signing this waiver means you agree to the terms and conditions of said waiver.
 - d. Owners, crew members and others will pay and sign the release insurance waiver at the pit window marked **General Admission**.
 - e. Anyone found in the pit area who has not signed the proper paperwork will be considered a trespasser and will be prosecuted to the full extent of the law.
 5. Entry fees are non-refundable and non-transferable. Any late entry may be rejected and/or penalized.
 6. The speedway will open at least three (3) hours prior to race time for cars to book in. **NO CAR WILL BE PERMITTED INTO THE PIT AREA UNTIL SUCH TIME AS IT IS SIGNED IN PROPERLY.**
 7. Any car arriving at the speedway thirty (30) minutes or later prior to the start of that night's racing program will be given scratch position in whatever heat the scorer selects. If they qualify for the feature event, they will be given their proper starting. Any driver arriving less than ½ hour (30) minutes prior to the start of racing could also lose the privilege of their paid parking spot or concrete pad for that night.
 8. All drivers and crew shall appear at the track in clean clothes. Car body and number must be clean. Both crew and car shall be judged by their appearance.
 9. The driver assumes responsibility for his or her own actions, crew's actions and family's actions.
 10. Driver/Owners and/or mechanics shall have no claims against or cause of action for damages, expenses or otherwise against Sunset Speedway or its officials or promoter by reason of disqualification or damage to car and driver or both.
 11. Any car may be mechanically inspected by Sunset Speedway officials at any time.
 12. Abuse of any Sunset Speedway official and use of improper language at any time is strictly prohibited. Suspensions and/or Disqualification may be assessed to anyone found in violation of this rule.
 13. Speedway officials reserve the right to reject or allow the entry of any driver or car.
 14. No owners, mechanics or crew members are allowed on the racing surface while the track is considered "Hot".
 15. No riders, in or on car, or riding on trailers and trucks at any time.
 16. **Entry fees are non-refundable and non-transferable. Any late entry may be rejected and/or penalized.**
 17. Driver's Membership may be revoked if car consistently does not meet rules and/or specifications.
 18. Fighting or striking any track official, or use of abusive language will result in a MINIMUM two (2) week suspension of driver and crew, for all parties involved. Depending on circumstances, permanent suspension may be imposed by track management.
 19. **When the race event has been completed, and there is a question or need for clarification on calls or decisions made during the racing event, contact the Race Director AT THE END OF THE NIGHT'S EVENTS.**
- UNDER NO CIRCUMSTANCES ARE ANY DRIVERS, CREW MEMBERS OR FAMILY MEMBERS ALLOWED TO ENTER THE TOWER AT ANY TIME WHILE RACE EVENTS ARE IN PROGRESS.**

FIGHTING OR ACTS DETRIMENTAL TO RACING:

Any driver, crew member or family member who engages in a fight in the pits or on the track shall be subject to a fine, disqualification and/or suspension deemed proper by the Track Owner/Operator, Track Head Tech Official, Track Race Director and /or the Track Manager. NO Pit members may subject any official to abusive or improper language at any time. The penalties shall be the same as above.

The AGGRESSOR in any fight will be suspended for the balance of the race meet, and lose all points and money accumulated in the racing event for the car that they are associated with. Further suspension and/or penalties may be imposed at the discretion of the Race Director. If anyone commits a second offence, the suspension will be doubled. If a third offence occurs the suspension will be for one (1) calendar year. If the other party makes no attempt to defend him/herself, namely staying in their car, then NO penalty shall be levied against him/her. If the other party retaliates, then they are subject to a suspension for the balance of the race meet and will lose all of their points and money accumulated to that point. Anyone coming to the defence of anyone on the track will be subject to the above suspension. **THIS RULE WILL BE IN EFFECT BOTH PRIOR TO AND AFTER EACH RACE MEET AS WELL AS ON ALL SPEEDWAY PROPERTY.**

NO ONE under suspension will be allowed entry into the pit area, before, during or after any race meet for the duration of said suspension.

NO individuals or representatives or any group will be recognized in any discussion, dispute or information request unless he/she is a registered driver.

20. RULE REVISIONS

- Amendments, revisions and/or clarifications may be made to rules and procedures as dictated by unforeseen circumstances which may arise.
- Reasonable notification shall be given of such changes by management and/or designated officials.
- Each race vehicle must be prepared to pass a rigid safety and technical inspection before it will be permitted to compete.
- Anything not covered by “rule book” or individual divisions rule sheet must be submitted to Sunset Speedway 30 days prior to its intended use for interpretation and/or approval.
- Any discrepancies between rule sheets and rule book, rule book prevails.
- All rules and regulations in Sunset Speedway rulebook are subject to interpretation by Sunset Speedway officials in charge.
- EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL NOT RESULT FROM PUBLICATION OF, OR COMPLIANCE WITH THESE RULES AND REGULATIONS.

21. Any driver not respecting a track official or pit steward with regards to speeding in the pits or on the on/off ramp will be suspended for the night’s racing program and be subject to the loss of monies and points earned in that race. This will include reckless driving as deemed by the track officials.

22. All drivers and crew must vacate the speedway property within 90 minutes of the completion of racing, unless there is a special program taking place on a given race night. Cars must not be left on the Speedway property overnight UNLESS SPECIFIC PERMISSION HAS BEEN GRANTED BY THE TRACK MANAGEMENT.

UNDER NO CIRCUMSTANCES WILL SUNSET SPEEDWAY BE HELD RESPONSIBLE FOR PROPERTY LEFT ON SPEEDWAY PREMISES.

23. SUNSET SPEEDWAY IS NOT RESPONSIBLE FOR RACE PAYOUTS AFTER THE DATE OF THE EVENT (I.E. PAYOUTS NOT PICKED UP ON EVENT NIGHT). **ALL LEFT OVER RACE PAYOUTS MUST BE PICKED UP NO LATER THAN THE DECEMBER 31st** OF THAT CALENDAR YEAR. ALL PAYOUTS, POINTS FUND MONIES NOT PICKED UP BY THEN WILL BE CONSIDERED FORFEITED.

POLICY RE: ILLEGAL DRUGS OR SUBSTANCES

1. ILLEGAL DRUGS – DEFINITION: Illegal drugs are those substances defined and prohibited by provincial and/or federal laws.

2. GENERAL PROHIBITION: Possession or use of illegal drugs or drug substances, as defined above, is prohibited in any form, by any participant at the Speedway, either on the grounds, or in any area considered to be used in the operation of the Speedway, such as parking lots, camping areas or leased properties or at any participating Sunset Speedway events.

3. VIOLATION AND PENALTIES: Any person found to be in possession or under the influence of an illegal drug or substance on the speedway property, as defined above, or at any Sunset Speedway event.

SHALL BE SUBJECT TO THE FOLLOWING PENALTY BY SUNSET SPEEDWAY:

Suspension from competition and eviction from the Speedway property or from Sunset Speedway events for a period to be determined by Sunset Speedway officials.

ALCOHOLIC BEVERAGES ARE FORBIDDEN IN THE PIT AREA DURING ANY RACE EVENT.

Any driver found to be consuming an alcoholic beverage in the pits, or found to be under the influence of the same will be suspended for the balance of the race meet. Any subsequent offence may result in suspension for the balance of the season or longer.

REINSTATEMENT: A participant suspended for violation of this rule, except in the case of persons charged with selling drugs, may as the result of a decision reached through the hearing process, be reinstated if it is mutually agreed that the participant (AT HIS OR HER OWN EXPENSE) will produce documentation from a physician licensed by the province or state, certifying that he or she is not drug dependent, as a result of random and periodical examinations and urinalysis testing, made at the request of Sunset Speedway management.

SAFETY REGULATIONS: All types of racing are subject to the following:

1. Before any car may take part in a race meet, it is subject to inspection by Sunset Speedway officials and must pass said inspection prior to going on the track (see technical inspection for further details)

2. It is **MANDATORY** that driver's helmets meet **Snell 2015 SA** standards and that drivers wear driving suits of fire resistant material that effectively covers the body from neck to ankles and wrists meeting **SFI3.2A/1** is **mandatory Recommended SFI3.2A/5. Fire proof gloves are also mandatory.** It is also recommended that drivers wear complete, full coverage fire-resistant underwear. All head and neck restraints (ex: Hans Device) **must be SFI approved.**

3. Official starter must be at his post before any race cars are allowed on the track for warm-up.

4. No race or warm-up shall start unless there is adequate safety and emergency equipment on the track premises, as determined by Sunset Speedway officials.

5. Only one person shall occupy a race car at any time.

6. At no time will non-competing members be allowed on, across track or infield, unless approved by Sunset Speedway officials. Failure to comply could result in expulsion from the speedway.

7. Some classes carry higher restrictions than others. Read carefully the class that you are competing in. It is the competitor's responsibility to fully understand the rule book and the rules that apply specifically to their racing division.

9. No one under the age of 18 is allowed in the pits without proper parental consent forms being completed when arriving at the racetrack. Minors found to be in the pit area without proper parental consent forms filled out can be prosecuted for trespassing to the full extent of the law and/or receive a suspension from the speedway. Proper forms will be available at the Speedway Pit Gate and need to be filled out every night to have a minor gain entrance to the pit area.

DEFINITION OF PARTICIPANT:

A participant is any person taking part in any event at Sunset Speedway event in any form, including but not restricted to drivers, car owners, mechanics, crew members, sponsors, track officials or pit observers. All such persons shall be considered public figures who have, by their own choice, become involved in auto racing events at Sunset speedway, with full understanding that he or she must abide by the rules and regulations established and published or announced by Sunset Speedway

DEFINITION OF BEHAVIOR:

Anyone who, by word or deed, impedes, jeopardizes or in any manner hinders the smooth and orderly presentation of the racing program, or anyone who commits, or causes to be committed, any detriments to stock car racing and/or Sunset Speedway may/will be considered to have abused the privileges of membership, entry and/or admission granted by Sunset Speedway and may be subject to the revoking of those privileges, disqualification as deemed proper by the management or designated official.

Drivers are responsible for the sportsmanlike conduct of anyone in their crew and penalties incurred by a crew member may affect the driver.

DEFINITION OF DISQUALIFICATION:

To make a driver or car ineligible from participating in an event or from further participating in an event or from receiving credit for an official finishing position, with the resulting loss of prize monies, awards and points for that event and possible suspension of driver, owner, or crew.

DEFINITION OF SUSPENSION

Loss of Sunset Speedway membership /driver privileges indefinitely and/ or for a period of time and/or loss of prize monies/points.

DEFINITION OF INVOLVED CARS:

Any car spinning out or involved in an accident that brings out the yellow or red flag will restart the race in scratch position or may be black flagged. Any car leaving the racing surface and going into the infield must come to a complete stop before re-entering the race track in a safe manner. Any car bringing out excessive cautions may be parked for that race. If you leave the track and return to your pit stall in the outer pit, you will be considered to be finished for that race. No re-entry from the outer pit area back to the race track is allowed.

TECHNICAL INSPECTION PROCEDURE

1. Car must first pass a thorough safety inspection and receive an approval sticker. No race vehicle will be allowed on track for either practice or competition without the approval sticker. Decal placement will be part of safety inspection and must be in place on the race vehicle prior to any technical inspection.
2. The word stock shall be defined as any part for that particular make, model, and year as found in the manufacturer's catalogue. Unless specifically noted all stock parts shall be mounted in both the stock location and stock position as engineered by the manufacturer. In addition to the location and mounting, only parts identified in the manufacturer's catalogue for that particular make, model, and year shall be eligible. Any deviation to the above mentioned rule shall be superseded by written updates and duly noted in the specific subsection of the rules in accordance with the rules.
3. The maximum number of team members allowed in the tech and or impound area shall not exceed 3. (Driver and 2 Mechanics)
4. If at any time a car fails pre-race inspection, the team may have a maximum of one more pass through tech lane at the discretion of tech officials to correct the infraction.
5. All vehicles that are in the tech line after either a heat or feature race must adhere to the following policy:
Drivers are to remain in the vehicle unless advised by a tech official. Under no condition shall either the hood and/or trunk area be opened. Visual inspection of any possible damage either to the body and/or suspension is allowed. Repeated failures for any tech line violations could result in further disciplinary actions up to and including suspension.
6. Any car receiving inspection will be considered a legal entry, but is subject to a further inspection as a result of an official's decision or a valid protest. The original inspection and resulting decisions shall be superseded by such a further inspection and resulting decisions.
7. Sunset Speedway officials must be notified of changes of driver prior to driver change. Eligible substitute drivers **MUST** hold a valid, current registration. All driver changes must be approved by Sunset Speedway officials.

8. When a driver's meeting is called, it is **MANDATORY** for all drivers to attend. Failure to acknowledge presence at roll call will result in a scratch starting position, in all the qualifying heats but would still start the feature in your percentage order.

9. Competitors wishing to have alternative and or equivalent parts approved must submit both the part and written proposal to the Track Manager at least 1 week prior to an event for consideration. In the written proposal both the cost and availability of the part must be made clear. All approved parts will be approved in writing and it is the responsibility of the team to provide written approval of the part to the Technical Inspector.

10. Any competitor who refuses to accept any claim under the rules will be disqualified from that event. In addition to the disqualification all monies and points awarded for this event will be forfeited.

11. OFFICIAL WEIGHING PROCEDURE

The ONLY official weight shall be that as taken on the track scales; as operated by the track staff.

A) Cars shall be weighed as they leave the track, with no topping up of car or driver. If a car has been selected for weight inspection, it may NOT go to their pit prior to being brought into the tech area. If a car selected goes to their pit prior to inspection, IT WILL AUTOMATICALLY BE DECLARED ILLEGAL AND SUBJECT TO DISQUALIFICATION losing all points and monies for that race.

B) A car will be weighed WITH THE DRIVER IN THE SEAT WITH HIS BELTS FASTENED, HIS HANDS ON THE STEERING WHEEL, HIS/HER FEET ON THE PEDALS AND HIS/HER HELMET ON HIS/HER HEAD.

C) If the first weight taken of a car by this method shall show the car to be under the allowable minimum weight, the Driver will be notified then and there and has the right to request a second weighing, BEFORE the car leaves the tech area. If the car is still found to be under the minimum allowable weight, it will be declared illegal and disqualified losing all points and monies for that race.

12. DISPLACEMENT CHECKING

The displacement of any engine shall be determined using the approved P & G Meter (Boob Tube) and Whistler as provided by the Speedway. A maximum of two (2) readings will be taken and the calculations thus derived will be considered official. A driver who disputes the findings of these readings, may, AT HIS EXPENSE, remove a cylinder head for a physical measurement. Cars found over the legal displacement will be disqualified losing all points and monies for that night

If the decision of the tech officials is not satisfactory, an appeal may be made, PRIOR TO EITHER PARTY LEAVING THE TECH ARE, to the Track Manager. After discussion between the tech officials and track manager, a levied decision will be FINAL.

ANY CAR THAT REFUSES INSPECTION AT THE REQUEST OF THE TRACK STAFF OR AS A RESULT OF A PROTEST WILL BE DECLARED ILLEGAL!!

4. RAINOUT POLICIES:

a. **Full Rainouts:** A full rainout is an event which when it has rained to the point that the track surface is not safe to race on and **all** of the Qualifying Races (6 Heat races) have not been run. The Official in charge may stop any attempt to carry on with that events program and declare the event over. In this case you must keep your Wristband that was issued for that event as this will be considered your rain check. This Wristband is **non-transferrable** and can be used as your admission to gain entry to the Speedway on any night where the same type of racing is scheduled. All sign in procedures have to be done again per **GENERAL REGULATION # 4**.

b. **Partial Rainouts:** A partial rain out is that where all of the qualifying races have been completed and the racing program has ended due to the weather or other circumstances. The following event will pick up where we left off starting with any feature races that have not been run from the preceding week. In this case your Wrist Bands from that partial rainout **will not** be valid and you would have to pay as normal. **ONLY THOSE CARS / DRIVERS WHO HAD QUALIFIED FROM THAT PARTIAL RAINOUT ARE ELEGIBLE TO RUN THESE RACES.**

5. Sunset Speedway may exercise the option of additional starting positions over and above the entry blank for any event.

6. For scoring purposes no two cars shall have the same number. Two digit numbers only.

NOTE: New heat race and/or qualifying procedures may be announced at that night's Drivers' Meeting for specific events at any time. These amendments may or may not apply to all divisions.

Qualifying Heats - 12 Laps per heat (10 Laps for Jr Late Models)

For the first two weeks of the season for each division (excluding Pro Late Models/Modifieds) starting positions in the heats will be determined by pill draw. First heat will determine the inside row of the feature. Second heat will determine the outside row of the feature. Top qualifier from the first heat will draw a pill from 1 to 8 for an invert for the starting line-up of the feature.

If there are 3 heats in any division, the feature line up will be determined by points awarded in heat. (finishing position) with heat 1 taking pole followed by heat 2 then heat 3

Example:

Row	Inside Row	Outside Row
Row 1	Heat 1	Heat 2
Row 2	Heat 3	Heat 1
Row 3	Heat 2	Heat 3
Row 4	Heat 1	Heat 2
Row 5	Heat 3	Heat 1
Row 6	Heat 2	Heat 3

3rd Nightly event per division event onwards.

No Pill Draw. Nightly sign in at the tech garage is still required.

Qualifying Heats will be determined by a points average over the previous 2 weeks.

Heat 1 will be determined by the highest points total drivers until half of the attending drivers have been allocated.

Heat 2 will be determined by the rest of the attending drivers.

If uneven car count is present heat 2 will have fewer cars

Both will be inverted for the starting order of the Heats.

New drivers (visiting drivers) will be scored as if they won everything (200 Points) in the past two weeks being the tailing car in the First Heat.

Example.

Top driver of the 2 previous two weeks was 77, There were 16 cars in attendance for the racing event. 8 cars in each heat. 77 will start 8th in heat 1

High car count 3rd Night event onwards

Qualifying Heats will be determined by a points average over the previous 2 weeks.

Heat 1 will be determined by the highest points total drivers until one-third of the attending drivers have been allocated.

Heat 2 will be determined by continuing to allocate drivers until another one-third of the field has been placed.

Heat 3 will have all remaining drivers allocated.

If uneven car count is present heat 3 will have fewer cars

All heats will then be inverted for the starting order of the Heats.

There will be no penalty for new drivers (visiting drivers) on the starting order of the feature. New drivers start where they qualify.

Black Flag Rough Driving or DQ's in tech will count as if 100 points were awarded to that driver that night.

Black Flag Mechanical has no penalty

Determining Feature Line-ups.

Finishing order in Heat 1 determines the second half of the feature.

Finishing order in Heat 2 determines the first half of the feature.

There will be no penalty for new drivers (visiting drivers) on the starting order of the feature. New drivers start where they qualify.

Black Flag Rough Driving or DQ's in tech will count as if 100 points were awarded to that driver that night.

Black Flag Mechanical has no penalty

Determining Feature Line-ups High car count

Finishing order in Heat 2 determines the first third of the feature.

Finishing order in Heat 1 determines the second third of the feature.

Finishing order in Heat 3 determines last third of the field

There will be no penalty for new drivers (visiting drivers) on the starting order of the feature. New drivers start where they qualify.

Black Flag Rough Driving or DQ's in tech will count as if 100 points were awarded to that driver that night.

Black Flag Mechanical has no penalty

B Feature Races

Starting positions in the **B Feature** races will be determined by the drivers' heat finishing position in his/her qualifying heat. The higher your finish in your heat race the closer to a front starting position in your **B Feature** race. **B Feature races will only be run if there are more cars than qualifying positions. 2.**

Race cars that qualify for the Feature Race from the **B Feature** will be put in position at the back of the field of cars that qualified through their heat races and lined up in the order they finished in the **B Feature Race.**

Qualifying Pro Late Models First 2 events

Time Trials determined by pill draw. Highest pill draw is first to appear for time trials.

Pro Late Models starting Line up First 2 events

Fastest to slowest in Time Trials. Fastest driver of time trials pulls a pill from 1 to 8 for an invert for the start of the feature.

Qualifying Pro Late Models 3rd event onwards

No Pill Draw. Nightly sign in at the tech garage is still required.

Previous 2 week point average will determine the starting line up for time trials. Highest scoring driver will appear first for time trials.

Starting Lineup for Features. Pro Late Models

Top 8 drivers from time trials will qualify for their points total for the previous 2 weeks. Driver with the lowest point of those top 8 will start pole for the feature with positions 2-8 will be determined in the same manner with lowest to highest points from the previous 2 events.

Position 9 onwards will line up as they finished in their time trials.

New Drivers (Visiting drivers) will be treated as if they won everything (200 points) in the past 2 events. If they qualify in the top 8. They will start the feature 8th. No other penalty will apply to them.

Black Flag Rough Driving or DQ's in tech will count as if 100 points were awarded to that driver that night.

Black Flag Mechanical has no penalty

POINTS: JR Late Models/Bone Stocks/Mini Stocks/Super Stocks/Hot Rods

1. The Maximum points a driver can accumulate in any given night is deemed by how many Features their class has. 1 Feature = 100 Points, 2 Feature = 200 Points.

- 95 points being the maximum a driver earn by winning the feature race to 10 points for 28th position.
- 5 points being the maximum a driver can earn/accumulate in the qualifying heats.
- Qualifying heats points in a 1 heat format the winner will receive 5 points as the winner of heat descending by 1 until 5th afterwards 1 point will be awarded from 5th to 10th.
- 19 points will be awarded to the first car in the **B Feature** that does not qualify for the Main Feature Race and descending to 10 points for last place.

Rookie Eligibility: Driver has not competed in any more than 3 events in division declaring Rookie status for or have raced in a higher division proper to the current season.

Points Layout at the end of this Document

Points Fund Payouts:

In order to be eligible for Points Fund Payouts, you must compete in **100%** of your scheduled races.

RACE PROCEDURE

- 1.** All drivers must be ready to compete in the event for which they are scheduled. Any driver not ready to compete when called will be sent to the rear of the race.
- 2.** Race line-ups for all meets will be posted on the pit blackboard. Numbers will be posted well in advance of each race and the pit steward will advise which division is being called up onto the starting ramp next. You will also be called on the pit P.A. to advise when cars are required on the staging ramp.
- 3.** Racing may be started at starter/official in charge's discretion, once drivers have been signalled to be ready. Race vehicles not in position will be placed at discretion of Sunset Speedway officials.
- 4.** Any driver missing the initial green flag of any race will not be allowed to enter the race. Special Consideration: If a race starts but a complete restart occurs, drivers may at this time attempt to compete pending no penalty.
- 5.** Any car that does not fire or pulls off the track while on the pace lap will be put to the rear of the field. The field will adjust by moving that line into the vacant spot.
- 6.** Pace laps are set at the discretion of the Starter/Race Director.
- 7.** All regular heats and feature restarts will be doubled up with the leader on the inside and lapped cars falling into place where they were running at the last completed lap.. For the features choose cone rule is in effect. CHOOSE CONE will apply for Hot Rods, Super Stock, Modifieds and Pro Late Models.
- 8.** Whenever it becomes dangerous or unsafe to continue a race within the discretion of the race officials, a race may be stopped.
- 9.** When a race is stopped after the completion of a lap, cars shall line up in the order in which they were running at the completion of the last full lap, except those involved in the accident. Involved cars are determined by the starter and may seek help from the tower and corner officials of the involved cars to be put to the rear of the field. The head scorer will line the field up based on the last completed lap.
- 10.** Regardless of the number of laps covered, rule #8 shall apply at all times, and in the event that enough laps have not been covered for the race to be called complete (50% +), drivers will be scored and paid on the positions they would have held in a restart.
- 11.** At least the leader shall cover the advertised laps of the race if possible.
- 12.** All races shall be considered finished at the discretion of the official in charge.
- 13.** Caution flags will not count as completed laps unless otherwise designated. Races will be ended on green flag whenever possible.
- 14.** While on the race track (pit lane is considered to be part of the racing surface), all drivers/cars are under the jurisdiction and control of the Starter who will communicate his decision and/or instructions by means of flags and corresponding signal lights and/or radio communication. Race Officials' decisions shall be final and subject only to a valid protest filed according to protest procedure.
- 15.** If your car is not running or handling properly, pull off into Pit Road as quickly and safely as possible. Cars that create a hazard or who sandbag for a restart **WILL** be disqualified.
- 16.** Cars that consistently cause problems on the speedway and are a constant source of erratic handling problems (car or driver) will, at the discretion of the starter and Track Manager, be declared "Non-competitive" and will be removed from competition until the problem is resolved. This will also apply to drivers who have an attitude problem that is detrimental to and is disruptive to the racing program in general.
- 17.** ALL competitors in ALL divisions MUST draw a number at the Tech Garage prior to being allowed to compete in ANY event. Failure to do so will result in running in scratch position all night.
- 18.** ALL new or visiting drivers must sign in and provide their information to the Pit Director when drawing their number. Pit Director in turn shall ensure that said information is relayed to the Scorer.

19. INITIAL STARTS: The race does not officially start until the leader of the race crosses the start/finish line additionally no passing will occur until this happens. If outside pole jumps the initial start; the initial start will be called back unless one of the following occurs:

- The outside pole driver gives the lead back before entering corner one (1)
- There is a clear mechanical issue with the leader of the race that prevents the driver from maintaining pace.

NOTE: Choose cone rule will not be in effect during initial starts across all divisions.

20. RESTARTS: The pace vehicle sets the pace for the restart. The leader can start the race any time he/she is in the restart box. If the leader lags before the exit line of the box, the other cars may go. The start may be called back if a car jumps the start. One (1) warning will be given on a jumped start and the second time, the violating car will be sent to the rear of the field.

If a jump start is witnessed anywhere behind the first row of an initial start or a restart, the start/restart may not be called back instead the car that jumped will be penalized 2 positions for every position that the car jumped.

The penalty will apply on the next caution or at the end race whichever occurs first.

Leader of the restart is not permitted to lag back behind the outside car (or inside car if choose cone applies) in hopes of gaining an advantage inside the restart box. This rule also applies to cars behind the first row. Leaving a car length of space between yourself and the row in front of the driver in hopes of gaining an advantage is not permitted.

For Starts and Restarts that are being called back. A caution will be pulled once majority of the field has exited corner two (2).

21. a) In event of a caution on **Green/White/Checker** Sunset will attempt to restart the race (1) one time. If another caution comes out in this portion of the race, it will be deemed complete, the finish will be the last completed lap with involved caution cars put to the rear of the field. Additionally if the checker flag has flown when a caution comes out, the field will be frozen with involved cars put to the rear of the field.

21. b) Feature Restart Format - Bone Stock, Mini Stocks -. Double File Restarts

- Pro Late Models, Modifieds, Hot Rods, Super Stocks. Double File Restarts with the Choose Cone Rule.

22. Choose Cone Rule (RESTARTS ONLY/FEATURES ONLY) is in effect for the following classes: Pro Late Models, Modifieds, Hot Rods and Super Stocks following a caution when line up has been confirmed, correct. drivers will be given two (2) to go at which point drivers will choose whether to go high or low at the start/finish line. Drivers will remain in their chosen lane until the race resumes.

22. b) If a restart is called back after choose cone has been completed. Cars will remain in formation, doubled-up

Note: Drivers who caused the caution may not CHOOSE and MUST go to the rear of the longest line.

23. Drivers will report to Tech lane after completion of feature required participants will be notified before they return to their pit stalls. Number of participants will be announced during the driver's meeting.

23.a) Equipment/Engines that are being checked will be determined by a pill draw that correlates with a predetermined list that is written out prior to pill draw being completed.

24. ALL cars must attempt to race in order to qualify for last place points in the feature. Taking one (1) lap is not considered an attempt to race. You must complete 25% of the race to be eligible for last place points and monies UNLESS it becomes a concern of safety deemed by Sunset Speedway Officials is the only circumstance where points and monies may be rewarded. DRIVER MUST make Sunset Speedway Officials aware of any issues before the beginning of the race.

FLAGS AND PROCEDURES

1. Be familiar with and OBEY flags, signals, and safety lights. They are used for the safety and protection of ALL competitors and crew.

2. You must **YIELD THE RIGHT OF WAY FOR AMBULANCE AND FIRE CREWS AT ALL TIMES**, without exception.

FLAGS AND SIGNALS

1. **GREEN FLAG** - Start or restart of race.

2. **WHITE FLAG** – One lap to go before start or restart of race, or one lap remaining in race before checkered flag.

3. **YELLOW FLAG** – When the yellow flag is displayed, all cars will slow down immediately and pull into line behind the car ahead. If two cars are running side by side when the yellow flag shows, the inside car shall take preference. Proceed with caution until line-up is finalized by starter and assistant starter.

4. **RED FLAG AND RED LIGHTS** – THE RED FLAG MEANS ONLY ONE THING – STOP IMMEDIATELY, in the safest manner possible. Failure to obey the red flag/lights will result in disqualification.

5. **BLACK FLAG** – Consultation/disqualification. Pull off the track to the infield as quickly and safely as possible. Failure to obey a black flag will result in disqualification.

Black Flag Mechanical - Pay and Points.

Black Flag Rough Driving - No Pay/No Points.

Disqualification due to tech - No Pay/No Points

Clarity with Race Director/Starter at end of Racing Event if unclear which flag was given.

6. **BLUE WITH YELLOW DIAGONAL** – Passing Flag. You are being lapped by a faster car. Pull immediately to the inside of the racing surface and let the faster cars go by. Failure to obey the cross over flag will result in disqualification and a one lap penalty for every lap that the cross over is ignored.

7. **TWO FLAGS HELD UPRIGHT** – Two laps remaining in race.

8. **CROSSED FLAGS** – Midway point in race.

9. **CHECKERED FLAG** - The race is officially completed

10. **YELLOW/RED/GREEN FLAG AND LIGHTS** – Once the problem on the track has been cleared up and the emergency has passed the yellow/red/green light will be displayed. Only then should you proceed to the start/finish line for a re-line and restart. You are not permitted to move from a red light situation until the red/green is shown

PIT ROAD PROCEDURE:

1. You must be **14 years of age or older to be on PIT ROAD OR BE IN THE INNER PIT AREA**. Anyone under the age of 14 years of age caught in this area will be escorted out of this area and the affiliated team may be disqualified losing all points & monies earned for that event plus possible further suspensions.

2. PIT Road will only be utilized during FEATURE RACES.

3. The PIT ROAD part of the race track can be utilized during qualifying races but no work can be done on the race car and you will not be allowed to re-enter the race track. You will not return to the main pit area until said race is complete.

4. All PIT CREWS must have all equipment required to service the race car on pit road ready to go (all divisions) during the Speedway intermission.

5. There are only 24 pit slots that will be numbered from 1 to 24. These areas will be assigned as to where you are in the points standings (I.E. first in points will pit in slot 1 and so on) In case there are more cars than pit slots lower cars in the point standings will have to share a pit stall. It is permissible for two drivers utilising one team to use one pit stall but must insure only one car at a time is on pit road.

6. Cars will enter pit road at corner #3 and exit pit road at corner #2. Pit slots will be numbered in sequence with the first pit slot as you enter pit road at corner #3 being slot 24 and the last pit stop in corner #2 being slot 1.

7. When a car enters the pit road (max 30 mph.) the car must come to a complete stop within its designated pit slot before any work is begun. **THIS WILL BE STRICTLY ENFORCED** .

8. For a hot green flag pit stop only four (4) pit crew members will be allowed over the wall.

9. When a pit stop is utilized on pit road an approved fire extinguisher type “ABC” must be located within that pit slot.

10. Major repairs to the race car may only be performed behind the pit wall. Definition of major repairs shall be determined by a Sunset Speedway race official.

11. Only one (1) jack can be used for any pit stop involving tire changes.
12. When tires are changed on a pit stop, all lug nuts must be tightened on that stop or the car will be brought back into the pits and a penalty will be assessed.
13. No car may be pushed past the stop and go man at the end of the pit road. After the race is underway, cars may be started by hand, pushing in the pit area only.
14. Race cars running over jack or air hoses, dragging equipment out of the pit area, etc., or not having a properly sealed gas cap will have to return to the pit area and will be assessed with a time or lap penalty. Penalties will only be involved on the observation of a violation by a Sunset Speedway official.
15. In the event of a caution, no car is allowed to pass the pace vehicle unless otherwise instructed by race officials.
16. Cars returning to the race track from the pit area while the yellow flag is out must wait for the rear end of the field in line behind the pace vehicle or as directed by the stop-and-go person.
17. The finish line shall be considered to extend from the outside of the track retaining wall to the inside pit wall, and any car rolling through the pits under its own power may legally receive the green flag, the white flag, the yellow flag or the checkered flag.
18. Pit lane entry person may be utilized at certain race events, disregard of the flag person or stop-and-go person will result in a penalty.
19. Drivers are not permitted to have vehicles parked directly across from the tower during racing events. Area is to be blocked off by pylons to prevent duplicates reading of the transporter System.
20. Entering another Driver's Pit box is considered "going into their pits" and may incur a black flag for the night. ZERO Tolerance for this kind of behaviour that results in physical altercations.

PROTESTS

1. A protest may be filed according to protest procedures only by the registered driver of an officially entered team and who is a registered member of Sunset Speedway.
- 1.(a) A protest may be filed by one (1) driver against one (1) driver only. Multiple protests by one driver are not allowed.
2. Protests cannot be lodged against a driver/car in another division.
3. Protests of any nature must be accompanied by a cash bond (if applicable) and within time period as specified.
4. Any competitor against whom a protest is lodged shall have the right to file answers to the charges.
5. Sunset Speedway reserves the right to call in any race vehicle for inspection purposes. Refusal to comply with this request will result in disqualification and/or penalty.
6. All protests must be presented to either Tech Director or designated tech officials 10 minutes prior to the race the race car you wish to protest is in being a qualifying or feature race.
7. Only the motor that is in the car being protested or torn down that night is subject to said protest/teardown.

TYPES OF PROTESTS AND FEES

1. OFFICIAL DECISION: In progress race decisions of track manager, starter and/or head scorer will be considered final and race in progress will be completed accordingly. Any protest of official decisions must be filed, according to protest procedures immediately after the completion of race in which protested decision was made. No protest fee will be required.

2. TECHNICAL:

All protests must be handed to the Tech Director (or his delegate) before the start of the race event. All protests MUST be accompanied by a written explanation as to the reason for the protest.

- In the case of poor weather (I.E. Rain- Dust Storm) and it is not feasible to do a tear down of the race vehicle at the race track, the race car to be inspected will be impounded and moved to a more suitable location to carry on this tear down inspection. If this is a protest the protester who made out and signed the protest form can accompany the car to witness the inspection.

3. TECHNICAL INFRACTION:

a) For visual protest of any infraction relating to equipment which is outwardly visible and/or accessible to inspection without use of tools. Protest fee of **\$50.00** (in cash) must accompany protest.

b) For non-visible protest of any infraction relating to equipment, which requires the use of tools to remove, or make accessible to inspection the protested part and/or equipment. Work necessary to permit inspection must be performed by protested driver or his/her designated crew members. A protest fee must accompany protest. Protest fees are listed below for different types of inspections.

- Carburetor\$200.00
- Intake Manifold\$200.00
- Transmission\$200.00
- Clutch & Flywheel.... .\$250.00
- Cylinder Head..... \$300.00
- Oil Pan.....\$500.00

Only one major item can be protested in one tear down session at a time. Note: A car/driver that files the protest is subject to same inspection and/or further inspection than that specified in the written protest. This inspection may be made before the protested competitor's vehicle is inspected. This is at the discretion of the Sunset Speedway official in charge.

PROTEST PROCEDURE

1. Request protest/claim form from Tech Director. Fill out all information requested on form application to protest being filed and return completed form to the Tech Director along with required fee, in cash. The Tech Director will relay your protest to the Track Manager and advise you when and where to report for a hearing and/or further action relative to your complaint.

2. Protest/claim form will require the following information:

- Complainants name, members car number, race division, and signature.
- Name, car number and race division of driver/car being protested.
- Type of complaint (i.e.: Decision, Technical-visual, non-visual) and fee required will be indicated on form. In space provided indicate precisely the subject, nature and extent of your complaint (one complaint per form).

3. Technical protests or claims must be filed with the Tech Director (or his delegate) prior to the start of the feature race in the complainant's division and immediately following the race, the complainant's race vehicle must come to tech. Protest of feature race decisions or results must be made within 15 minutes from the time of the start of the feature/qualifying.

4. Only valid protests will be recognized. To be valid, protest must be:

- Clearly legible, on designated protest/claim form;
- Made by a registered and competing (in that meet that night) driver against car/driver in same division;
- Filed within stipulated deadline;
- Precise and complete with regards to nature, subject and required information concerning protest.

5. In the event of circumstances preventing the resolution of a protest at the track, any and all affected fees, positions, monies and/or points will be held in trust by management until the protest has been resolved at a later meeting of officials and/or registered drivers directly involved in the protest. Resolution and results will be made public at or before the next scheduled race meet. Every attempt will be made, however, to resolve protest situations at track and on the date of protest.

6. If a protest is upheld, the protest fee will be refunded to the complainant. If a protested car is found legal, with regards to specific protest, the protest fee will be awarded to the protested car/driver.

NOTE: In the processing of a protest, the Track Manager will neither make nor be involved in any decision regarding the protest but rather, will act in a purely liaison capacity. Harassment of Track Manager or any track official regarding a protest may result in the protest being declared null and void and the forfeiture of protest fee. Similarly any protest, other than a valid written protest filed according to protest procedure, will be null and void. Any inspection and resulting decision initiated by a valid protest will be confined to the stipulations of the written

protest. Any further inspection beyond the stipulation of the protest will be at official's discretion and will be considered a separate action from the protest. Protest will be ruled on and fee awarded accordingly before further inspection will proceed. If the protester (complainant) fails inspection with their own vehicle, all protest monies will be forfeited.

APPEALS

1. Right of appeal is given to any Sunset Speedway registered member who has been penalized for any infraction of rules, regulations or specifications of Sunset Speedway with exception of a black flag.
2. Appeal must be made on the night of the infraction and will be settled at that time.
3. Decisions made by Sunset Speedway on appeals shall be final. Re-appeals will not be granted.

PENALTIES - Violation of any rule or regulation of Sunset Speedway by registered member/driver may be penalized by disqualification and/or suspension.

● **Any Driver that hits another car in a retaliatory form either on the Race Track during a caution, on Pit Road or in the pit area will be suspended for that night losing all points and money earned that night plus an additional weeks' suspension.**

- Failure to sign releases and registration forms by driver or other members automatically disqualifies them and forfeits all prize money and points in that event.
- Any driver, car owner, or mechanic who takes part in any demonstration or fights on any speedway grounds before, during or after a race shall be subject to suspension.
- Until suspension is lifted, the car with which the suspended member/driver is registered may be restricted from competing if suspension is for demonstration or fights.
- Any driver, car owner or mechanic who fails to notify Sunset Speedway officials of any change in driver, or permits a car to be driven in a race event by an unregistered person shall be subject to suspension.
- Actions by any person participating in race events, regardless of role, at Sunset Speedway considered detrimental to stock car racing shall be subject to suspension and/or expulsion.
- Abuse, assault or threat to do bodily injury by any driver, car owner or mechanic to any official or persons serving under their orders shall be grounds for suspension.
- Any vacated position found illegal by disqualification in any division, entries will be moved up.
- Any entry found to be illegal will lose all winnings, all points for the event.
- **CRATE ENGINES: Any tampering, alterations, or violations with respect to the crate engine program will result in the immediate disqualification and possible suspension of the driver and, car owner for a time period to be determined by the track management. Further monetary fines and reduction of points will be assessed by the track management. The tampered engine which must be removed at the team's expense will be impounded at both the team's expense and risk until the ruling is finalized. The speedway reserves the right to destroy all tampered with parts.**

INSPECTIONS

1. Sunset Speedway official(s) in charge of a race meet shall determine the method and type of car inspection, number of cars to be inspected, and reserve the right to call in any cars competing in that race event. Sunset Speedway reserves the right to impound any car for inspection. Refusal to comply with the request may end in expulsion of the driver and or owner, fine, penalty and or suspension.
2. The word tear down with respect to a technical inspection shall be defined as the removal of related engine parts previously sealed by the factory.

Driver Substitution

- 1 Any team may substitute a driver on two occasions for the regular registered driver, all points earned by the substitute driver will go towards the regular drivers total points.
- 2 **The substitute driver that is appointed for that car is the only other driver that will be allowed to drive the car on both occasions and count for points. Scorers must be made aware for recording purposes and scoring purposes**

- 3 The substitute driver must register and complete a Substitute Driver form as such and pay \$40 one week prior to competing. He/ she cannot be a registered competing driver at Sunset Speedway in the class of substitution. If this fee is not paid, and no notification has been given, no points or money will be given for the event.
- 4 **Any driver substitution must notify the Track Manager a minimum of week prior to this substitution.**

RENTAL TRANSPONDERS:

Rental Transponders from Sunset Speedway may be used twice. After they have been rented twice, you will be required to purchase a hard wired transponder. When using a rental transponder, you must surrender either your driver's licence or car keys at time of rental. A receipt will be given at that time. Upon return of rental transponder and receipt, your security will be returned to you.

TRANSPONDER LOCATIONS:

LATE MODEL & SUPER STOCK – Location is 14 feet from the front of the nose to the front of the transponder.

MINI STOCK – Location is 90 inches from the front of the nose to the front of the transponder.

- Transponders are to be mounted flat with the LED lights facing down and must have a clear line of sight to the race track surface.
- Transponders are to be hooked up directly to the battery or may be hooked up to the ignition switch.
- under no circumstances is a transponder to be hooked up to a switch that operates the transponder only!
- It is your responsibility to ensure the transponder is mounted in the proper location and is working at all times.

TRANSPONDERS MANDATORY

ALL cars that enter the racing surface must have working transponders. The only exceptions are transponders that were damaged while on the racing surface. If a driver does not have a transponder you will get one (1) warning from the Sunset Speedway Officials afterwards any further infraction will result in the driver not being scored and will not receive their payout for that night if it has occurred during a feature race.

If your transponder is wired to a switch ensure that it is turned ON. Ensuring that the transponder is ON is the driver's responsibility and is not a valid excuse for a non working transponder.

Any legitimate complaint will receive a full investigation by the track staff and if the complaint is justified, then appropriate action will be taken. In the event that the complaint has no basis, then this too will be discussed with you in private.

There is **NOTHING** that goes on at the speedway that cannot be resolved in a quiet and gentlemanly or ladylike manner!!

The management and staff of Sunset Speedway are dedicated to providing the spectators and the competitors with the best racing program possible. **WE ARE, HOWEVER, NOT PERFECT.** We welcome the comments from fans and drivers alike, so that we can do a better job and put on a better show.

Remember, it is the fans who are our customers in the stands and they are the ones who really pay the purse and make the whole thing come together. They are the **MOST IMPORTANT PEOPLE** in the place. Let us all work together to make Sunset Speedway the track where they want to visit time after time, because it is their home

track. As a competitor, you have a strong and vital role in our program and we hope that you will work with the management to keep upgrading our sport and enable us to make the upcoming racing season the best yet.

If you have any questions regarding the interpretation of these rules prior to the start of racing, please contact:

TECH OFFICIAL

Ben Dennis
905-806-7811

TRACK OWNER/OPERATOR

Brian Todish
416-543-3684
brian@sunsetspeedway.ca

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Position	Heat 1	Feature	Total Points
1	5	95	100
2	4	91	95
3	3	87	90
4	2	83	85
5	1	79	80
6	1	76	77
7	1	73	74
8	1	70	71
9	1	67	68
10	1	64	65
11	0	61	61
12	0	58	58
13	0	55	55
14	0	52	52
15	0	49	49
16	0	46	46
17	0	43	43
18	0	40	40
19	0	37	37
20	0	34	34
21	0	31	31
22	0	28	28
23	0	25	25
24	0	22	22
25	0	19	19
26	0	16	16
27	0	13	13
28	0	10	10

Time Trials + Feature

Position	Time Trials	Per Feature Event	Total Possible Points
1	5	95	100
2	5	91	96
3	5	87	92
4	5	83	88
5	5	79	84
6	5	76	81
7	5	73	78
8	5	70	75
9	5	67	72
10	5	64	69
11	5	61	66
12	5	58	63
13	5	55	60
14	5	52	57
15	5	49	54
16	5	46	51
17	5	43	48
18	5	40	45
19	5	37	42
20	5	34	39
21	5	31	36
22	5	28	33
23	5	25	30
24	5	22	27
25	5	19	24
26	5	16	21
27	5	13	18
28	5	10	15

5 Points for each Car who attends Qualifying Time Trials.

Time Trials + 1st Feature + 2nd Feature

Position	Time Trials	1st Feature Event	2nd Feature Event	Total Points	Total Possible Points (If Driver Wins 1 Feature with Time Trial)
1	10	95	95	200	200
2	10	91	91	192	196
3	10	87	87	184	192
4	10	83	83	176	188
5	10	79	79	168	184
6	10	76	76	162	181
7	10	73	73	156	178
8	10	70	70	150	175
9	10	67	67	144	172
10	10	64	64	138	169
11	10	61	61	132	166
12	10	58	58	126	163
13	10	55	55	120	160
14	10	52	52	114	157
15	10	49	49	108	154
16	10	46	46	102	151
17	10	43	43	96	148
18	10	40	40	90	145
19	10	37	37	84	142
20	10	34	34	78	139
21	10	31	31	72	136
22	10	28	28	66	133
23	10	25	25	60	130
24	10	22	22	54	127
25	10	19	19	48	124
26	10	16	16	42	121
27	10	13	13	36	118
28	10	10	10	30	115

10 Points for each Car who attends Qualifying Time Trials.