



2018

***TRACK RULES
REGULATIONS
RACE RULES
AND PROCEDURES***

USRA MODIFIEDS – USRA B-MODS

USRA STOCK CARS

LAKESIDE GRAND NATIONALS

LAKESIDE FACTORY STOCKS

LAKESIDE E-MODS

***WEEKLY RACING
EVERY FRIDAY NIGHT***

TABLE OF CONTECTS:

Introduction/RaceCeivers/Reserved Pit SpotsPage 1
ATV/Golf Cart/Motor Bike Rules/Car Registration/Registration FeesPage 2
Pit Passes/Minors/Hot Lane and Pits/Page 3
Re-Entering Track/Race track/Infield area/Check in times/Line-upsPage 4
Hot Laps/Times/Lap counts Heats/FeaturesPage 5
Order of Events/Staging Car/General RulesPages 6,7,8
Point System.....Page 9
Passing Points/Pay/SportsmanshipPage 10
Track Safety/Flags.....Page 11,12,13
Rainout Policy.....Page 14

The entire staff of Lakeside Speedway would like to Thank You for choosing to race with us. We will do our part to be fair and consistent in our calls and your respect of these is greatly appreciated. Please take time to read these procedures as it is your responsibility to know these as we will cover only the key parts each night in the Drivers’ Meeting.

INTRODUCTION:

The intent of the 2018 Lakeside Speedway Track Rules and Regulations is to make the rules as complete and understandable as possible. The Rules and Regulations within are designed to provide for orderly conduct of racing events and to establish minimal acceptable requirements for said events. If there are any changes from this Rules Manual as made available on its original release date, the changes will be listed for the given class or classes at the track on a separate Rules Update Sheet.

Lakeside Speedway will utilize RaceCeiver one-way radios for all events.

RaceCeivers are mandatory for all classes, NO EXCEPTIONS!

- a. RaceCeiver and batteries may be purchased/rented at the pit sign-in gate on a weekly basis.
- b. Drivers will wear an earpiece connected to the RaceCeiver during pre-race competition while in staging, during races, and post-race.
- c. A designated Lakeside official will communicate instructions to drivers during yellow-flag caution or red-flag periods to speed up line-up procedures, warn of possible hazards, and give lap counts.
- d. Raceiver checks will be done ramdonly.**

RESERVED PIT SPOTS:

- a. Reserved pit spots are **for race haulers, car trailers; ATV’s and race cars only.**
- b. Reserved pit spots are \$100 and will be designated and reserved for your use during each regular weekly racing event.
- c. Do not park in reserved spots unless you have permission.
- d. Special Events (No weekly racing) **pit stalls** are not **guaranteed.**

ATV/GOLF CART/MOTOR BIKE RULES:

- a. May only carry as many passengers as there are seats. NO passengers on racks, handlebars, etc. NO standing on the back or side of vehicle.
- b. Must be a licensed driver or a Lakeside registered driver.**
- c. ATV/GOLF CART/MOTOR BIKE MUST HAVE LIGHTS THAT TURN ON AND UTILIZED AT DUSK.**
- d. Maximum speed 5 MPH.
- e. Failure to comply with these rules can result in loss of privilege to operate these on Lakeside Speedway property.
- f. The Speedway assumes no responsibility for damage to or loss of your equipment, vehicles, ATVs, and parts while on the premises.
- g. ATV/Golf Carts/Motor Bikes must park in the designated area when races are going on.
- h. Each ATV/GOLF CART/MOTOR BIKE must be register with Lakeside Speedway. Each registered ATV/GOLF CART/MOTOR BIKE must have a yearly sticker.
- i. All must have Liability Insurance.
- j. ATV/GOLF CARTS/MOTOR BIKES are not allowed in the Infield, on the track **or on the terrace unless occupants have terrace wristbands** while races are being run.
- k. These are rules to be enforced according to insurance policy. Track official has the right to allow or disallow any ATV/GOLF CART/MOTOR BIKE AT ANY TIME.

CAR-DRIVER REGISTRATION:

1. Car/Driver Registration: For each car class that a driver competes in he or she must be registered for the racing season through use of the **2018** Lakeside Registration Form. **Each registration carries a fee of \$50 all classes.** Registrations may be paid at various pre-season events or paid in full by mailing a check or money order to:

Lakeside Speedway – 14025 W 51st Street – Shawnee, KS, 66216

2. CAR NUMBER REGISTRATION: Each car must be registered with the number it carries.

- a. Numbers will be assigned and approved by Lakeside Speedway.
- b. Car numbers must be contrasting to car color.

3. REGISTRATION FEES:

Each registration carries a fee.

<i>\$50.00 for USRA Modified Drivers</i>	<i>\$50.00 for Lakeside Grand National Drivers</i>
<i>\$50.00 for USRA B-Modified Drivers</i>	<i>\$50.00 for USRA Stock Car Drivers</i>
<i>\$50.00 for Lakeside Factory Stock Drivers</i>	<i>\$50.00 for Lakeside E-Mod Drivers</i>

- a. Drivers and racecars must be registered in each class they participate.
- b. Racecars can only compete in one class. Drivers competing in multiple classes must pay a pit fee for each class.

- c. Officials may inspect a race car at any time once a car is registered and enters the pits.
- d. Any car may be rejected from competition for any reason at any time by Lakeside Speedway Management and/or officials.

e. If your car breaks in hot laps, driver can get into back-up car and qualify for the night through heats. Once driver qualifies in back up car, he or she must stay in that car for the remainder of the night's events.

f. Once driver qualifies through heats and the car breaks down or is involved in a wreck where the car cannot continue for the night, driver may go to another driver that has qualified for the night through the heats and ask for their ride, if driver agrees you can run that car in the A or B main, whichever next event they qualified for; however, the car will start the Main (A or B) at the back of the field. YOU CANNOT GET INTO YOUR OWN BACK UP CAR. THE CAR MUST HAVE QUALIFIED WITH DRIVER VIA A QUALIFING RACE.

DRIVER AGE LIMIT:

- a. You must be at least 14 years of age to compete in any racing events held at Lakeside Speedway.
- b. All drivers must have a valid driver's license (or a release form from track management) to participate in any racing event.

PIT PASSES:

- a. Persons of any age may be admitted to the pits upon paying the set pit entrance fee but must complete and sign a waiver form. Pit Passes are \$30 ages 7 on up. 0-6 is \$10.
- b. Pit Pass prices subject to change for any special events.
- c. Lakeside Speedway has the right to change pit pricing at any time for any event.

MINORS:

- a. All persons who are minors and under 18 years of age must complete and sign a Minor's Release Form signed by both parents/legal guardian before they are allowed in the pit area.
- b. With the purchase of a pit pass any age participant, accompanied by an adult, is allowed to enter the pit area.
- c. **All minors 12 and under must be accompanied by an adult at all times.**

HOT LANES AND PITS:

- 1. **"Pit Area"** is described as the area in which your tow vehicle and/or race hauler is located.
- 2. **"Hot Lane"** is the service area adjacent to the Gary Davis Line Up Road.

Re-entering the track: A Main events only

- a. If a driver goes to the hot lane, adjacent to the Gary Davis Line Up Road during the A Features, once the yellow light has gone out the driver must remain in the staging area until a track official signals the driver to return to the racing surface.

b. Re-entering the race may only be done on yellow flag conditions with an official's permission.

c. The driver will restart the race at the back of the field. If you go to your pit or trailer you will not be allowed to re-enter the track.

TURN 4 GRANDSTANDS

a. The pit grandstands, pit hillside and the regular grandstands are the only areas available for pit crew to watch the races.

a. NO STANDING IS ALLOWED ALONG THE TURN 3 AND 4 WALLS AND FENCES.

No open alcoholic beverages are allowed in the tech area and pit areas during racing.

RACE TRACK/INFIELD AREA:

Unless special permission is requested and granted, no one other than Lakeside Officials or any authorized rescue/wrecker personal will enter the track or infield area during racing events.

RACING EVENTS OUTLINE-ORDER:

a. Management and officials will establish the length, frequency, and administration of all events and programs at any time.

b. Track management and officials will determine qualifying and line-up procedures for special events.

CHECK-IN TIME:

a. Drivers must check in with the scoring crew by 6:30 pm or will be placed at the back of one of the heat races. Anyone signing in after this time will be considered late and put to the back of qualifying events.

b. Drivers racing more than one class are responsible for ensuring they are signed in for each class they plan to race.

c. Drivers will check in at pit gate with designated official, pay pit pass and do pill draw.

d. All drivers must report to the Drivers' Meeting held before each event.

e. Any driver change after sign-in at the pit gate must be reported to a track official.

f. Driver substitutions are allowed. Drivers who change cars must start at the rear of the field and **both must** be qualified for the race.

LINE-UP PROCEDURES:

a. The line-up will be official when the pill draw closes.

b. Any car arriving late (after pill draw closes) will start in the back of a heat race and will earn position points only, no additional points for advancing positions will be awarded.

c. Any driver that would scratch or drop to the rear of the field will cause the line ups to be crisscrossed (example: front row outside decides to go to rear then second row inside will

cross over and be outside front row and then everyone else subsequently will cross).

d. Up to 24 cars will start the A Feature. **If more than 24 cars, the Director of Competition will determine if a B Main race will be run.**

e. From each class the 1st and 2nd place finishers from the previous weekly A main event, that has qualify in one of the top eight (8) passing points position thru qualifying heats, will automatically start in the fourth (4th) row in the A Main (spots 7-8). If previous 1st or 2nd place finishers from the previous weekly A main event do not qualify in the top eight (8) passing point position, they will start in position qualified for. All others will be set by passing points.

f. Drivers will **NOT** be allowed to switch heat races. If driver fails to line up for his/her heat race, driver will be allowed to line up at the tail of a B Main race or A Feature which ever one is determined by track official. If any car does not line up for his/her qualified race, or requests to go to the tail all other cars will crisscross in the lineups. Drivers will then receive only finishing points.

HOT LAPS – Hot laps will start approximately thirty minutes before race time. **All cars must pack the track when requested.** Failure to do so **will** result in starting your heat race at the rear.

1. Weekly Event Night: Unless a special event is added on other nights, all events will be run on Friday nights or according to the track schedule.

2. Time/Order: Pit Gates Open – 4:30 pm., Drivers Meeting – **6:45** pm., Hot Laps start – **7:00** pm., First Heat Race – 7:30pm. (Times may vary during special events).

3. Events/Laps: (Unless determined otherwise). All heat races will be lined up according to pill draw.

4. Heat Races:

a. 6-lap heat races - USRA Stock Cars, USRA B Modifieds, Lakeside Grand Nationals, Lakeside Factory Stocks and Lakeside E-Mods. (Unless determined otherwise)

b. 8-lap heat races - USRA A Modifieds. (Unless determined otherwise)

c. B Main - will be 2 more laps than the heat race for each class. (Unless determined otherwise). (B Main race is a qualifying race)

d. Any class with 4 or less cars may be canceled for the night at the discretion of Lakeside Speedway Officials by time of that class's heat race. Pit passes will be refunded if drivers or pit crew wish to leave track.

“A” Feature Events: Will be lined up according to passing points.

Lap Counts:

a. Lakeside Factory Stocks, 12 laps for 10 or more cars – 10 laps for 9 or less cars.

b. USRA Stocks Cars and Lakeside E-MODS – 15 Laps for 10 or more cars – 12 laps for 9 or less cars.

c. Lakeside Grand Nationals 15 laps for 10 or more cars - 10 laps for 9 or less cars.

d. USRA B-Mods - 20 laps for 20 or more cars – 15 laps for 19 or less cars.

e. USRA Modifieds – 25 laps for 20 or more cars – 20 laps for 10-19 cars – 15 laps for 9 or less cars.

All classes may be adjusted according to car count. If there is a change in the laps it will be announced at drivers meeting how many laps.

A full field is deemed to be 24 cars. Cars may be added to the field after meeting all pre-race requirements if less than 24 cars are scheduled for a feature event. Track officials will determine how many cars to start in a feature event based upon car count and class. Cars and drivers must qualify for the feature race if more than 24 cars are present.

5. Time Limits – A 25 minute time limit will be imposed for all the A features.

When the time limit is nearing expiration or inclement weather dictates otherwise, laps may be cut and the drivers will be advised via the RaceCeiver.

6. Alternate Starters: If a car is unable to run the “A” Feature event, we do not use alternate starters. A standard field of cars for the main event will be 24 cars only, there are no alternates, if one falls out prior to the race there will be 23 starters and so on down the line.

7. Order of Events: Order of Events is posted on race night. The number of heats and number of laps per race will be posted on the line-up board. Drivers are responsible for knowing the order of events, “I didn’t know is not an excuse!

8. Be on Time! If you sign in after line-ups have been posted, you will be assigned to the rear of a heat race and will earn finishing points only for your assigned race (passing points will not be awarded).

9. Staging Your Car on Time! All cars must report to the staging area when **called** and must be staged **prior to being release onto the track**. Staging area is the lineup area, not your pit area or scale area.

a. If you are not in the staging area when your race has been signaled to move onto the track, the car and driver will be considered late and must fall to the back. Once yellow light goes out, you cannot come out onto the track. Instead, you will be held in the staging area with the engine running and if the first lap is not scored due to a yellow-flag caution or false start, you can come out at the tail of the line-up after the official has approved it, if the lap has been scored you cannot come out. (Heat races and B Main races only).

b. You may enter the track only with an official’s approval. All race vehicles unable to start under their own power and requiring a push start will go to the rear of the race. If your car is disabled in the infield or on the track, keep your helmet and belts on and stay in the car (unless you are in danger from fire or spilling fluids) until the race is over. There will be no working on the car on the track during a yellow or red flag condition.

GENERAL RACE RULES

ORIGINAL STARTS

- a. It is up to the two lead cars to set an even pace so that the race is started evenly. If this cannot be done because one car or the other attempts to get a jump or bog down the other cars, both cars will **be moved back one (1) row**.
- b. Cars must be nose to tail (bumper to bumper). Any car with excessive space in front to try to get a jump will be called for a jumped start. You will get 2 attempts at starting the race in the original order. Race starts when front row reaches the turn four (4) **white line/cone**.
- c. When the yellow light goes out, be **prepared** to start the event. **Green light goes on; you can GO when lead cars are at the turn 4 white line/cone**.

Heat Race or B Main race

RESTARTS – Single file restarts. NOSE TO TAIL.

- a. Restarts will start coming out of turn four (4).
- b. Any cars passing before the **cone at the flag stand** will result in a penalty of two (2) positions at the end of the race, **unless** a yellow or red-flag situation occurs and deems otherwise, in this case, the driver who passed before the **cone** will be instructed by an official to fall back two (2) positions.

A-FEATURE DOUBLE FILE RESTARTS

- a. After one (1) lap has officially been scored and a yellow or red-flag situation occurs, the race will restart with the leader out front alone, second place determines his/her position by selecting inside or outside when instructed on the RaceCeiver. **The fourth place driver will always start inside third row and the fifth place driver on the outside.**
- b. Races will restart at the fourth turn white line/cone unless determined by track official(s). **After 2 yellow double file restarts have occurred; restarts will go single file.**

FRONT ROW RESPONSIBILITY

- a. The front row sets a reasonable pace (brake checking is not a reasonable pace); all cars must remain **nose to tail**. Picking up the pace and then slowing down causing an accordion effect with those behind will earn the drivers a back row starting position on the restart.
- b. It is your responsibility to listen to the RaceCeiver and get into proper line.
- c. Any car stopping on the race track, unless (i.e., reporting debris), will be placed at the rear of the field.
- d. Any driver considered to be driving in a manner that an official determines to be detrimental to other drivers or unsafe to the sport may be black-flagged. Management reserves the right to relocate a driver from any invert position to the rear of the field if deemed necessary for the safety and well-being of all involved.

LAP COUNT

a. **Once a complete lap has been scored, yellow or red light comes out, cars crossing the finish line** before the yellow or red flag was displayed will be scored by the order they crossed the finish line. All other cars will be scored by the order they crossed the finish line on the previous completed lap with cars causing the yellow or red flag to be scored at the rear of the appropriate lap.

DURING QUALIFYING EVENTS

Heats:

a. Accident/Involvement: Any car stopping on the track for an accident or leaving the track surface **during race will be realigned at the rear.**

b. The race may be called a complete race once the lead car has taken the white flag.

c. The order of finish would be as follows: cars crossing the finish line before the caution or red flag is given would be scored the way they crossed the finish line.

d. All other cars will be scored the way they were running on the last completed lap, with the cars causing the caution or red to be scored at the rear.

e. The event may be stopped and/or terminated at any point whenever Lakeside Speedway officials determine it is too dangerous to continue.

AFTER AN ON TRACK INCIDENT

a. You will be placed at the tail of the field if you cause the caution or if you are stopped on the track when the caution light comes out. Exceptions are, if you are stopped by an official or you stop to report debris on the track.

b. Any car going onto the infield (inside the cones, tires, or poles) intentionally or spreading debris on the racing surface will restart the race in the back position.

DEBRIS:

a. **When yellow is thrown for debris on the track it is for debris only. No car will be penalized.**

SERVICING OF CARS:

a. **When an official calls you to go to the hot lane for inspection, you may restart the race in the same spot only if NO problem was found. If a problem is found and needs to be repaired, you will be allowed to restart at the rear of the field only if an official waves you back onto the track before the race is back under green conditions.**

TECH:

a. **Top 3** from each heat must cross the scales for weight check after the race.

b. – The winner of the A feature event will proceed to the front straightaway for trophy presentation and pictures.

c. The top **four (4)** finishing cars in the feature events must cross the scales for weight

check after the races. Cars not weighing the minimum for their class **will** be disqualified.

d. **You must report directly to tech after the completion of your race as you are instructed to do so.** Failure to report to tech as instructed will result in disqualification, loss of points and money, for that event.

e. This is a pass/fail weight check. All cars shall enter and exit the pit area at a reasonable speed – SLOW.

f. Three (3) people (including the driver) may go to the tech area with the car. No one under 14 allowed in tech area. Officials may change the number of cars to tech and when they will tech without notice.

g. Officials may change the number of cars to tech and when they will tech without notice.

h. Officials may inspect a race car at any time once a car is registered and enters the pits.

i. Any car may be rejected from competition for any reason at any time by Lakeside Speedway Management and/or officials.

j. Tech inspections are at the discretion of the officials at any time. Any driver refusing tech will forfeit all money and points won that evening. Any car found illegal after the feature race will lose all points and money for the night.

k. **Any car Disqualified from a heat can make adjustments to correct the DQ for A Feature. You must go back thru tech to be allowed to run tail of an A Feature after being DQ'd from a heat.**

l. **Post-race Tech:** At their discretion, Lakeside official(s) will inspect finishers of each feature event in a manner as previously determined/announced. If car is found to be in violation of rules (illegal), all points and purse money will be forfeited for that night. The violation must be corrected before competing again and will be subject to re-inspection upon returning to Lakeside.

POINT SYSTEM:

USRA TRACK POINTS go with the driver of the car at the start of the feature race who take the green flag. Track points will be awarded to each driver in the main event as follows:

1 st – 100 points	13 th – 66 points
2 nd – 95 points	14 th – 64 points
3 rd – 91 points	15 th – 62 points
4 th – 87 points	16 th – 60 points
5 th – 84 points	17 th – 58 points
6 th – 81 points	18 th – 56 points
7 th – 78 points	19 th – 55 points
8 th – 76 points	20 th – 54 points
9 th – 74 points	21 st – 53 points
10 th – 72 points	22 nd – 52 points
11 th – 70 points	23 rd – 51 points
12 th – 68 points	24 th – 50 points

All drivers that fail to start or qualify for the main event are awarded 45 points.

GRAND NATIONALS, FACTORY STOCKS AND E-MODS ONLY – WILL RECEIVE HEAT

RACE POINTS – 1st – 10, 2nd – 9 points, 3rd – 8 points, 4th – 7 points, 5th – 6 points, 6th – 5 points, 7th – 4 points, 8th – 3 points, 9th – 2 points, 10th – 1 point.

All classes will be awarded points as described above whether USRA sanctioned or not. Grand Nationals, Factory Stocks **and E-Mods** will be awarded same track points according to USRA point system.

NOTE: Passing points have nothing to do with the season points for the track championship. Listed below is the passing point chart we will be utilizing:

PTS	59	55	51	47	43	39	35	31	27	23
Fin Start →	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1st ↓	59	55	51	47	43	39	35	31	27	23
2nd	60.5	55	51	47	43	39	35	31	27	23
3rd	62	56.5	51	47	43	39	35	31	27	23
4th	63.5	58	52.5	47	43	39	35	31	27	23
5th	65	59.5	54	48.5	43	39	35	31	27	23
6th	66.5	61	55.5	50	44.5	39	35	31	27	23
7th	68	62.5	57	51.5	46	40.5	35	31	27	23
8th	69.5	64	58.5	53	47.5	42	36.5	31	27	23
9th	71	65.5	60	54.5	49	43.5	38	32.5	27	23
10th	72.5	67	61.5	56	50.5	45	39.5	34	28.5	23

PAY: Drivers will be paid every week. Payout starts when your class has been cleared from tech and posted.

- a. Drivers will be paid each night once the race results are official.
- b. Pay will be available **at the payout window behind pit concessions**. Drivers need to check finishes as soon as posted and if there is a problem the driver needs to notify any official before payout begins. Should a driver contest a finish position, pay in that class will be stopped until the matter is resolved.
- c. The Competition Director or designee is responsible for making the final decision on any challenges.
- d. **Drivers must start the feature (take the green flag) to be awarded feature pay.**
- e. **Drivers must take a green flag in a heat to receive Tow money.**
- f. **Tow money will be awarded to each driver who does not qualify for the A feature.**
- g. Drivers or their designee will be required to sign for the pay.

SPORTSMANSHIP AND CONDUCT – Racing can be a very emotional sport. Therefore, good sportsmanship is the cornerstone of any competitive racing program. This must include respect for all participants – drivers, owners, pit crews, fans, and officials. We will not tolerate fighting or abusive behavior. If you have a problem see an official so the issue can be resolved. Do not take the situation into your own hands. Our goal at Lakeside Speedway is to ensure everyone has fun either observing or participating in the events.

- a. Drivers – remember that you are responsible for the actions of your crew.
- b. Being in the other competitors pit area is considered already at fault.
- c. Misconduct could mean, but is not restricted to the following:
 - a. Threatening or obscene gestures – aimed at an official or a competitor
 - b. Foul language directed at an official or a competitor
 - c. Fighting in pits
 - d. Unauthorized visits to the scorer’s booth.

TRACK SAFETY RULES:

- a. Lakeside Speedway requires the use of One Way Radio Receivers during racing competition. **Frequency: 454.0000.**
- b. A RaceCeiver check will be conducted during hot laps to ensure they are working.
- c. Drivers having an issue with the receiver after the race has started must inform a track official at first available opportunity.
- d. Continuous receiver problems may lead to disciplinary action. .
- e. A toggle type ignition kill switch boldly marked ON and OFF must be connected and located directly behind the driver’s seat.
- f. Helmets are required and must be a minimum of **SA2010** with certification label inside helmet.
- g. Helmet must be worn at all times car is on the track and must be provided for inspection.
- h. Roll bar padding (Fire retardant recommended) required in driver compartment and all roll bars within the reach of the driver’s head must be covered with roll bar padding. Roll bar padding in conjunction with a containment seat will be determined on an individual basis by Lakeside Officials.
- i. An approved head and neck restraint system (i.e. Hutchens, G-Force, Hans, etc.) is **highly recommended. But must wear** an approved head and neck restraint system which means a system tested and subsequently approved for sale by vendors.
- j. SFI approved full fire suits of a flame-retardant nature must be worn by all competitors. Nomex underwear is highly recommended.

- k. Fire retardant gloves and fire retardant shoes are required.
- l. Minimum five, six, or seven point safety belts, sub belt, and shoulder harness required and securely mounted as prescribed by manufacturer. Excess belt must be secured.
- m. Seat belts and shoulder harness cannot be more than three years old from date on belt and harness. Belts with no tag or date have to be replaced.
- n. Aluminum seat only, must be bolted in using minimum 0.375 inch bolts with oversize washers to keep bolt from pulling through seat (fender washers. Head and shoulder supports on both sides are highly recommended.
- o. Seat must be mounted inside the frame rail and ahead of the “B” post of the roll cage.
- p. Bottom of seat can be no lower than the bottom of the frame rail.
- q. All cars must have approved rib type, made from minimum ¾ inch, maximum one inch wide nylon material with a minimum one-inch square opening between the ribs, window net in the driver’s side window at all times the car is on the track. No mesh nets.
- r. Window nets, minimum 22” wide and 16” high, must latch at top of car so that window net hangs down on door or inside door when unlatched. Triangle window nets in addition to regular window net recommended on each side of seat.
- s. The bottom of the window net must be securely mounted to door bars. (pop rivets, hose clamps, and/or wire ties are not acceptable).
- t. It is recommended that cars be equipped with a fully charged Halon On-Board Fire Suppression System.
- u. Minimum requirement is a 2.5 lb. fire extinguisher securely mounted in vehicle and within driver’s reach for activation.
- v. Each team must have a minimum 10 lb. Dry chemical and/or a 10 lb. CO2 and/or 2.5 gallon water fire extinguisher in their pit area. Fire extinguishers must be visible.
- w. Rear Coil Springs must be tethered. The tether must be a minimum of 1/8” cable or minimum 3/8” rope connecting the coil spring to either the frame or rear axle.
- x. Roof Escape hatch approved provided it is closed and locked during racing.
- y. Any person caught in possession of any illegal drug substances under Kansas Law, or under the influence of alcohol, or found guilty of breaking any other substance abuse law in Kansas while on the speedway grounds will be subject to suspension.

If you have a question during the racing program ask an official with a radio, who can relay the question. Please review these rules first. Questions will be answered as quickly as possible but understand while racing is ongoing some discussions may be deferred until the end of the race program. Track officials’ decisions are final. Lakeside Speedway reserves the right to refuse admission to any party.

GREEN FLAG – Track is clear. The race will start if car alignment is proper.

BLACK FLAG – Unsafe equipment and/or consultation needed. Driver must go to the pits, and will not be scored as being in the race from the time he/she is black-flagged. If you get black flagged for rough driving you are done for that race. If you get black flagged for debris hanging off the car, fluids, smoke, broken suspension, or flat tires, only during a Feature event you can re-join the field once the problem has been cured. Cars may re-enter the field during a caution only during a Feature event and only after being told to do so by turn four (4) official.

BLUE with YELLOW STRIPE FLAG – Your car is ready to be lapped by faster traffic, HOLD YOUR LINE.

YELLOW FLAG – When a circumstance takes place that endangers the race, a yellow flag and light will be displayed. You will fall into single file behind the car that was ahead of you at the end of the previous green-flag lap. If you are in doubt of your restart position, watch for the signals from track officials and listen to RaceCeiver instructions.

If there are multiple cars involved **in a yellow flag incident** they will fall to the tail of the field. **Key word is involved**, if **you** are stopped when the yellow comes out for whatever reason you are considered involved. Placement will be determined by officials.

RED FLAG – Race is being stopped. Lead car will, when told move to a location when instructed by officials. Cars should remain in racing order. Officials will re-lineup cars. Do not drive through an accident. Violation of any of the above Red Flag rules will result in your car being disqualified from the race.

WHITE FLAG – One more lap before the race will be completed.

CHECKERED FLAG – Race is over and all cars except feature race winner will exit the track. Taking an extra lap is not allowed. Race is considered over when leader takes checkered flag.

TWO-YELLOW RULE:

- a. Any car that brings out two yellow or red flag or a combination of two (one yellow and one red-flag incident) in a heat race or B Main will be done for the remainder of that race.**
- b. Any car that brings out the yellow flag two (2) times in the A main event will be done from the remainder of the race.**
- c. In both of the aforementioned instances, at least one (1) officially scored lap must be completed before yellow flag count begins.**
- d. Any spin or car stopping for any reason sends the car to the back of the pack for the start and/or restart.**

FIRE – When cars are observed on fire the red flag will be displayed to stop the field to allow the fire crew to extinguish the blaze. Cars that have had a fire must leave the track and their race is over regardless if the fire goes out on its own.

RAIN-OUT POLICY – Management will make every effort to start and complete each scheduled racing program. If management determines inclement weather may cause unsafe racing conditions, or circumstances occur beyond the control of the Speedway, which may affect the remaining races on the scheduled program, the program may be postponed or canceled with the following stipulations:

1. The race program is considered complete if all qualifying events have been run.
2. The remaining events may be run as part of a future program at the discretion of management.
3. If the program is rained out ALL wristbands may be redeemed at the next regular racing event only. Special events are excluded.
4. The Speedway does not give cash refunds for tickets purchased.

Track Management is not responsible for decisions made by sanctioning bodies utilizing Lakeside Speedway for their scheduled events.

Lakeside is a Fan Friendly, Family Friendly, and Racer Friendly Track. All of us need to respect our sport, fans, families, drivers, owners, pit crew members, engine or chassis builders, track workers, officials, and safety crew.

Good Luck to All this 2018 Race Season.

Director of Competition: Karen Darling – 660-229-0952

General Manager: Pete Howey – 913-299-9206