

Racing Friday Nights at Lakeside Speedway in Kansas City, KS



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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 this 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 2024 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 for 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.

TIRES ANNOUNCEMENT: IMCA B-Mod (Sport Mod) cars may run, BUT they must be 100% Legal to their rules, no rules or tires mixing and matching, same tires on all four corners! IMCA Sport Mods may run American Racers. USRA cars must run USRA rules, no mixing and matching of rules or tires! IMCA Modified may run at Lakeside. IMCA Modified may put on American Racer tires and a Spoiler as described in the USRA rules package. Not mixing and matching of rules or tires! A and B-Mods may run either Hoosier G-60 modifies tires, or American Racer tires but all must be the same on all four corners, no mixing!

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

Raceceivers are mandatory for all classes NO EXCEPTIONS!

1. Raceceiver and batteries may be purchased at the pit sign-in gate on a weekly basis.
2. Drivers will wear an earpiece connected to the Raceceiver during pre-race competition while in staging, during races, and post-race.
3. 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.

4. Raceceiver check will be done randomly.

No driver will be allowed to have a cell phone or any type of transmitting device in or on the car except for raceceiver. Violation of this rule will result in fines and suspensions.

We use Westhold Transponders and they are mandatory for all classes NO EXCEPTIONS!

The drivers will be responsible for paying \$200 if Transponder is not returned, lost or is damaged.

PLEASE PUT YOUR TRANSPONDER ON YOUR CAR AS SOON AS YOU GET THEM FROM PITGATE OR WHEN YOU GET TO THE TRACK. THEY NEED TO BE ON YOUR CAR DURING HOTLAPS ALSO SO THE SCORERS CAN MAKE SURE THEY ARE WORKING PROPERLY.

RESERVED PIT SPOTS:

1. Reserved pit spots are for race haulers, car trailers, ATV's and race cars only.
2. Reserved pit spots are \$100 and will be designated and reserved for your use during each regular weekly racing event.
3. Do not park in reserved spots unless you have permission.
4. Special Events (No weekly racing) pit stalls are not guaranteed.

ATV/GOLF CART/MOTOR BIKE RULES:

1. 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.
2. Must be a licensed driver or a Lakeside Speedway registered driver.
3. ATV/GOLF CART/MOTOR BIKE MUST HAVE LIGHTS THAT TURN ON AND UTILIZED AT DUSK.
4. Maximum speed 5 MPH.
5. Failure to comply with these rules can result in loss of privilege to operate these on Lakeside Speedway property.
6. The Speedway assumes no responsibility for damage to or loss of your equipment, vehicles, ATVs, and parts while on the premises.
7. ATV/Golf Carts/Motor Bikes must park in the designated area (in the gravel area to the right as you leave the pit gate) when races are going on. Any ATV/Golf Carts/Motor Bikes will be suspended if parked in undesignated areas.
8. 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.
9. 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.

NO KIDS UNDER 16 CAN DRIVE ATV/GOLF CARTS/MOTOR BIKES.

CAR-DRIVER and NUMBER REGISTRATION:

For each car class that a driver competes in he or she must be registered for the racing season through use of the **2023 USRA Registration and Lakeside Speedway Registration Form.**

1. Each car must be registered with the number it carries.
2. Number will be assigned and approved by Lakeside Speedway.

Lakeside Speedway Registration form can be found on the Lakeside Speedway website, please fill out and bring to the Drivers Meeting.

REGISTRATION FEES: EACH REGISTRATION CARRIES A FEE:

1. Drivers and racecars must be registered in each class they participate.
2. Racecars can only compete in one class.
3. Drivers competing in multiple classes must pay the entry fee for each class.
4. Officials may inspect a racecar at any time once a car is registered and enters the pits.
5. Any car may be rejected from competition for any reason at any time by Lakeside Speedway Management and/or officials.
6. 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 a back up car, he or she must stay in that car for the remainder of the night's events.
7. 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 QUALIFYING RACE.

REGISTRATION FOR USRA CLASSES: We will have three (2) USRA classes; B- Mod & Stock Car. You must be a Licensed USRA Registered Driver in each of these three classes for USRA points. USRA Registration is preferred to be done online at usraracing.com/register or calling the USRA Office at 515-832-6000.

B-Mod registration is \$100

Stock Car registration is \$110

All drivers will pay a Lakeside Speedway registration fee of \$50 per class.

DRIVER AGE LIMIT:

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

PIT PASSES:

1. 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.
2. Pit Passes are \$35 ages 7 and up. 0-6 is \$15.
3. Pit Pass prices are subject to change for any special events.
4. Lakeside Speedway has the right to change pit pricing at any time for any event.

MINORS:

1. All persons who are minors and under 18 years of age must complete and sign a Minor Release Form signed by both parents/legal guardian before they are allowed in the pit area.
2. With the purchase of a pit pass any age participant, accompanied by an adult, can enter the pit area.
3. **All minors 12 and under must always be accompanied by an adult.**

HOT LANE 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 event only

1. 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.
2. Re-entering the race may only be done on yellow flag conditions with an official's permission.
3. 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 GRANSTANDS:

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

1. **NO STANDING IS ALLOWED ALONG THE TURN 3 AND 4 WALLS AND FENCES.**
2. **No open alcoholic beverages are allowed in the tech, pit and pit viewing area while races are still going on. Drivers will be responsible for their crew and fan members in pits during races and is subject to be reprimanded up to including being disqualified for the night if found with an open alcoholic beverage.**

RACETRACK/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.

Time/Order: Pits Open – 5:00PM, Pill Draw Closes – 6:30PM, Pit/Drivers Meeting – 6:45PM, Hot Laps – 7:00PM, Racing – 7:30PM (or immediately following hot laps). (Times may vary during special events).

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.

CHECK-IN TIME:

1. Drivers must check in with the scoring crew by 6:30PM or will be placed at the back of one of the heat races. Anyone signing in after time will be considered late and put to the back of qualifying events.
2. Drivers racing more than one class are responsible for ensuring they are signed in for each class they plan to race and pay for each class entry fee.
3. Drivers will check in at the pit gate with designated official, pay pit pass and do pill draw.
4. All drivers must report to the Drivers Meeting held before each weekly event.
5. Any driver changes after sign in at the pit gate must be reported to a track official.
6. 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:

1. The line-up will be official when the pill draw closes.
2. 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.
3. 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 the rear then second row inside will cross over and be outside front row and the everyone else subsequently will cross). Only if no laps have been completed. Otherwise, would move straight up.
4. 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.

5. 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.

RACING EVENTS OUTLINE-ORDER:

Management and officials will establish the length, frequency and administration of all events and programs at any time. Track Management and officials will determine qualifying and lineup procedures for special events.

SPECIAL EVENTS: IF YOUR CLASS IS THE SPECIAL EVENT FEATURE THE LINEUP IS SUBJECT TO CHANGE FOR THAT NIGHT. i.e., Berry Family Memorial, B-Mod Special, B-Mods may move to a different lineup position.

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.

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 lineup board. **Drivers are responsible for knowing the order of events. "I didn't know is not an excuse!"** Lineups will also be posted on Myracepass. **Check Myracepass often because lineups and results may change.**

Be on Time: If you sign in after lineups 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).

Staging your car on Time: All cars must report to the staging area when called and must be staged prior to being released onto the track. **Staging area is the lineup area, not your pit area or scale area.**

1. 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.
2. Once yellow light goes out, you can come out at the tail of the lineup after the official has approved it.

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.

Racing Order of Events:

TBD each week.

Events/Laps: (Lap counts are subject to change)

1. All heat races will be lined up according to pill draw.
 - a. Pure Stocks, E-Mods, Stock Cars, B-Mods, RaceSaver Sprints and Sport Compacts – Heat races are 6 laps
 - b. Visiting Class heat races to be determined.
 - c. **Driver must compete in heat race originally assigned, NO EXCEPTIONS!**
2. **B Main** – will be 2 more laps than the heat race for each class. (Unless determined otherwise). (B Main race is a qualifying race).
3. **A Features** – will be lined up and started according to heat race passing points. **Top 6 in passing points in all classes will redraw for position. Driver or designated person from the top 6 will redraw immediately after their designated heat race at the lineup board.**
4. **Feature Event Laps:**

- a. Pure Stocks, E-Mods, RaceSaver Sprints and Sport Compacts – 15 laps for 10 or more cars – 12 laps for 9 or less cars.
- b. Stock Cars – 20 laps for 15 or more cars – 15 laps for 14 or less cars.
- c. B-Mods – 20 laps for 20 or more cars – 15 laps for 19 or less cars.

Any class with 4 or less cars may be canceled without any qualifying pay for the night at the discretion of Lakeside Speedway Officials by time of that class's feature race. Pit passes will be refunded if drivers or pit crew wish to leave the track. All classes may be adjusted according to the car count. If there is a change in the laps it will be announced at the 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.

Time Limits: A 20-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.

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.

GENERAL RACE RULES

ORIGINAL STARTS:

1. 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.
2. 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 jump 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.
3. 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.

Heat Race and/or B Main race RESTARTS: Single file restarts. NOSE TO TAIL.

1. Restarts will start coming out of turn four (4).
2. 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. Need to be nose to tail!

A-FEATURE DOUBLE FILE RESTARTS:

1. 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.
2. Races will restart at the fourth turn white line unless determined by track official(s).

3. After two (2) yellow double file restarts have occurred, restarts will go single file.

FRONT ROW RESPONSIBILITY:

1. 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.

CAUTIONS:

1. It is your responsibility to listen to the Raceceiver and get into proper line.
2. If a car spins and causes a caution whether it stopped or not, that car will be charged with that caution and be sent to the rear. All cars that are indirectly involved in the accident (spinning or stopping to avoid the wreck) will be given their position back. In the event of a caution, the car, or cars, involved in the incident that comes to a stop on the race track will be sent to rear. Exception will be only if directed by a race official or if a safety issue is at risk.
3. 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:

Once the leader has been scored coming across the finish line, and a yellow or red light comes out, the lap counts. If a yellow or red light comes out before the leader comes across the finish line, it will go back to the last completed lap according to the scoring loop.

DURING QUALIFYING EVENTS:

Heats:

- a. The race may be called a complete race once the lead car has taken the white flag.
- b. The order of finish would be as follows: All 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.
- c. 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:

1. You will be placed at the tail of the field if you cause the caution 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.
2. Any car going onto the infield (inside the cones, tires, or poles) intentionally or spreading debris on the racing surface will restart in the back of the field.

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

SERVICING OF CARS: When an official directs you to pull over for an inspection, if a problem is found and the official can take care of it there on the track, you will then be allowed to restart at your same spot. If you pull to the hot lane to be repaired, you may come back on the track, when an official waves you, restarting at the rear.

TECH:

Top three (3) from each heat must go to tech for weight check and inspection after each heat. Cars not passing will be disqualified. Any car disqualified from a heat can make adjustments to correct the DQ for the A Feature. Failure to correct will result in disqualification, loss of points and money, for that event.

All cars shall enter and exit the pit area at a reasonable speed – SLOW. **NO SPEEDING THROUGH PITS!!**

The top four (4) finishing cars in the feature events must go to tech for weight check and inspection after each feature. Cars not passing the inspection will be disqualified. The winner of the A Feature event will proceed to the front straightaway for trophy presentation and pictures then report to tech.

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

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

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

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.

POINT SYSTEM:

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	All drivers that fail to start or qualify for the main event are awarded 45 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 classes will be awarded points as described above.

PURE STOCKS AND E-MODS ONLY - WILL RECEIVE HEAT RACE POINTS:

1st – 10 points, 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.

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

PAY:

1. Drivers will be paid cash each night once the race results are official.
2. Pay will be available at the White Pit Building. 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. You will have 10 minutes to notify an official about your protest. The class pay out will start when your class has been cleared from tech and after the 10 minutes.
3. Unauthorized visits to the scorer's tower. **NO ONE** is allowed to come to the scoring tower for any reason. Notify any official and tell the official your problem and the official will relay the message to the tower when time is appropriate to answer your question.
4. Payouts will be available 10 minutes after each individual class is cleared from tech. If there is a protest pay will be held until the issue is resolved.
5. The Competition Director or designee is responsible for making the final decision on any challenges.
6. Drivers must start the feature (take the green flag) to be awarded feature pay.
7. Drivers must take a green flag in a heat to receive Tow Money.
8. 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.

TRACK SAFETY RULES:

1. Lakeside Speedway requires the use of One-Way Radio Receivers during racing competition. Frequency: 454.000.
2. A raceceiver check will be conducted during hot laps to ensure they are working.
3. Drivers having an issue with the raceceiver after the race has started must inform a track official at first available opportunity.
4. Continuous raceceiver problems may lead to disciplinary action.
5. A toggle type ignition kill switch boldly marked ON and OFF must be connected and located directly behind the driver's seat.
6. All helmets must carry **Snell SA2015 or SA2020** label or newer with certification label inside helmet.
7. Helmet must always be worn when car is on the track and must be provided for inspection.
8. 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.
9. 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.
10. SFI approve full fire suits of a flame-retardant nature must be worn by all competitors. Nomex underwear is highly recommended.
11. Fire retardant gloves and fire-retardant shoes are required.
12. 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.
13. Seat belts and shoulder harness cannot be more than three years old from date on belt and harness. Belts with no tag or date must be replaced.
14. 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 support on both sides are highly recommended.
15. Seat must be mounted inside the frame rail and ahead of the "B" post of the roll cage.
16. Bottom of seat can be no lower than the bottom of the frame rail.
17. 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.
18. 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.
19. The bottom of the window net must be securely mounted to door bars. (Pop rivets, hose clamps, and/or wire ties are not acceptable).
20. It is recommended that cars be equipped with a fully charged Halon On-Board Fire Suppression System.
21. Minimum requirement is a 2.5 lb. fire extinguisher securely mounted in vehicle and with drivers reach for activation.
22. 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.
23. 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.
24. Roof Escape hatch approved provided it is closed and locked during racing.
25. 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

any 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 official's decisions are final. Lakeside Speedway reserves the right to refuse admission to any party.

FLAGS:

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 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. 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. Do not drive through an accident. Violation of any of the 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:

1. Any car that brings out two yellow or red flag or a combination of two (one yellow and one red flag incident) in a race will be done for the remainder of that race.
2. In both aforementioned instances, at least one (1) officially scored lap must be completed before yellow flag count begins.

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, prior to the completion of all qualifying events, 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 any outside 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 2024 Race Season

Track Owners: Don Marrs

General Manager: Ralph Palmer (913) 240-8397