

2010 HORNETS OFFICIALS

Track Promoter.....Darrell Midgley
(Owner/Operator) darrell@westernspeedway.net

Track Promoter.....Harold Corbett
(General Manager) harold@westernspeedway.net

Race Director.....Sharon Constantine
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Pit Boss/Tech.....BJ Veld
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Line Up Co-ordinators.....Sharon Constantine
Bill Munroe
wild_bill08@hotmail.com

Flagmen (subject to change)
Rob Haslam
Buck Ford
Les Warr
Harold Corbett

Announcer (subject to change)
Reg Midgley (Wednesdays)
Rocky Horne (Saturdays)

Membership
Jodee Biasca
jodee@westernspeedway.net

- Single Driver - \$100
- Multiple Drivers per car - \$130

Bumble Bees Rules

The same as Hornet rules as far as building the vehicle. The only change is that if the car is going to be driven by a female only, the car is to be painted pink with black stripes. If the car is going to be shared in the Hornet and Bumble Bee classes, it can be either color. There is going to be a first time driving class and the Bumble Bee's will run with this group. At the time that there is enough Bumble Bees to have their own races we will split them off by themselves. At all times, the Bumble Bees will be scored on their own. Also, the first Bumble Bee to cross the finish line will receive a trophy no matter how many Hornets are in front of it.

ALL BUMBLEBEE CARS MUST BE PAINTED PINK WITH A MINIMUM OF TWO BLACK STRIPES, 75% PINK 25% STRIPE.

2010 HORNETS RULES (changes are highlighted in Red.)

1. Any 4 cylinder car with a maximum wheel base of 103.5" and a complete stock Steel body, interior, frame and suspension. NO bracing anywhere except inside the drivers compartment. No rotary engine cars allowed, or 4-cylinder Ford Fairmonts allowed!
2. Rollbars: MANDATORY. Either a single hoop rollover bar or a 2" OD pipe or equivalent steel upright, with steel mounting plates on each end. Mounted vertical from roof to floor pan, located behind the driver's seat with a kicker bar bolted to rear seat area and welded to upright with the same size 2" od pipe, with rollover bars the kicker must be bolted or welded to rear struts of car. A second upright may be mounted in front of the front passenger seat. Rollbars and Uprights must be bolted with 1/2" bolts to the floor pan and roof.
3. Drivers door must be welded or chained shut. Must have drivers side door reinforcement, with a minimum of a 6" C channel bolted to the outside of the door with 3/4 inch bolts. All edges must be trimmed of sharp edges. Passenger door must be chained, but still must be able to be open. Window net is mandatory and must be properly mounted in driver's window with a quick release seat belt buckle or something tech approved bolted inside door.
4. Dashboard, Interior, Steering and Pedals must remain completely stock for make and model of car. All insulation under hood must be removed.
5. Car horns must remain intact and in working condition. Must have working radio and speakers in car. Air bags must be removed.
6. Stock carburetor or fuel injection for that make and model. No Turbos allowed. OEM air intake, no after market parts like.

7. Transmission for that make and model.

8. Stock Exhaust system for that make and model. Mufflers Mandatory. If muffler falls off, it must be replaced by next race with same type - no thrush or high performance mufflers allowed - you will not be racing till changed to stock.

9. Battery must be securely fastened and remain under hood. Recommended: Battery to be inside marine battery box. If cannot do this, then cover with rubber and secure.

10. Stock unaltered rear end for that make and model.

11. Approved DOT 60 series or bigger passenger tires only. Wheels and tires must be of like size. NO low profile-type tires. No NU tread or racing style tires. Suspension must remain stock, no camber, caster or racing springs allowed.

12. Gas Tank

a) If stock gas tank is ahead of rear axle it may remain in place. A fuel cell or plastic boat tank 6.6 gallon maximum is RECOMMENDED – Subject to tech.

b) If stock gas tank is behind rear axle, it must be replaced with a fuel cell or plastic boat tank (6.6 gallon maximum). RECOMMENDED.

c) Fuel cell/boat tanks must be covered, secured and located in trunk.

13. All glass (except front windshield) must be removed prior to arrival to the track.

14. Third brake light MUST remain intact and in WORKING condition.

15. **Personal Protection**

Approved helmets, gloves and racing suits or fire proof coveralls (no pants, shirts, coats allowed). No Nylon. **All Drivers must wear a Snell 95 or newer helmet (Snell 2000 is recommended). Goggles or a face shield must be worn. Neck braces are recommended. Belts cannot be older than 10 years and must have SFI tag on them, so we can tell what year they were made. If no tag, they will be considered too old and must be replaced.**

16. 5-point harness mandatory with sub belt bolted in (no sub belt, no race).

17. **CARS MUST BE PAINTED BRIGHT YELLOW WITH A MINIMUM OF TWO BLACK OR RED STRIPES, 75% YELLOW 25% STRIPE.**

18. **Car numbers**

No more triple numbers, no more numbers with an X. Each class can have the same number e.g.- Experts #3 – Rookies #3R – Bumblebees #3B. When moving up to Experts, if #3 is taken then you will have to change your number.

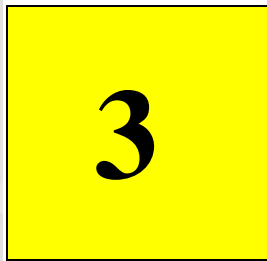
(see diagrams next page...)

a) Car numbers on doors MUST be at least 20" tall in an EASY TO SEE color. Roof numbers must be at least 36" in height.
(If we cannot read the #, you may lose position.)

b) Rookies must have an **R** beside car number – e.g. **3R** Also, number must be on Trunk TV Panel and on windshield, so runners can find cars easily.
Bumblebees must have a **B** beside car number - e.g. **3B** Also, number must be on Trunk TV Panel and on windshield, so runners can find cars easily.

Number Diagrams

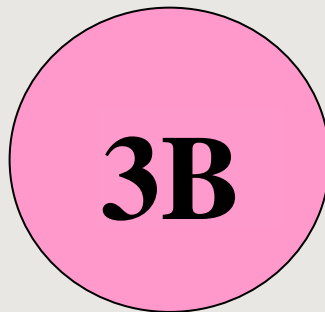
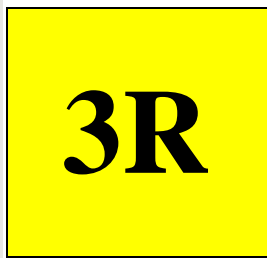
We recommend this:



Experts/Rookies: Inside yellow and number black.

Bumble Bees: Inside pink and number black.

'R' beside number for Rookies and 'B' beside number for Bumblebees:



19. \$300. Management claim in effect at all times. Claim does not include fuel cell or safety equipment.

20. No two way radio communications between driver and/or pits/grandstands.

21. Line-ups are at the discretion of Track Officials.

22. Once you time in a car and number combination, you must drive that car all night. If that car has any problem so that it cannot continue to race, you cannot switch cars. If you want to drive another car, you can do so but without a transponder – you will not be scored. You will be driving just for fun!

23. Bumpers must remain stock to make of car and chained or bolted to car with maximum 3/4 inch bolts. If bumper falls off it can be replaced with (1) piece of maximum 3 inch tubing and must be no longer than inside of fenders. No other reinforcing allowed to bumper or any other part of car. Ends must be capped or beveled off.

24. 2-seater cars allowed with 5-point harness, approved helmet, window net mandatory in passenger window, upright with kicker or the hoop roll bar and must have passenger side door reinforcement, with a minimum of a 6 inch c channel bolted to the outside of the door with 3/4 inch bolts.

25. There will be spot checks during the season.

26. All heats will be points races. No more “fun” heats. Officials will decide when to reverse a race (Heat or Main).

27. Race car must stay stock ride height. Spot checks will be done every race.

WESTERN SPEEDWAY TRACK RULES

(Some of these rules may not apply directly to the Hornets - use common sense.)

1. Pit Access road speed is 5 mph. While waiting on the access road to get into the pits, all vehicles should be single file in the right lane. Passenger cars must stay in line; they cannot drive to the front.

2. Everyone entering the pits must have a wristband that proves you signed the release form. The release form holds the speedway, sponsors and officials not liable.

3. To enter the pit area you must be a minimum of 14 years of age. (People between the ages of 14 and 18 must have a current minor release form signed by both parents or by a legal guardian).

4. Pit passes will be sold only at the pit shack.

5. Drivers: Racing uniforms recommended...long pants, long sleeve shirt a minimum. No nylon clothing allowed. Driver suits required for all NASCAR drivers.

6. No shorts, no Capri's or open-toed shoes allowed in pit area.

7. No personal cars in the pit area.

- 8.** No personal cars on pads. Pads will be assigned to a person paying for this pad. No other car may use the pad without prior approval.
- 9.** No motorcycles, ATV's, bicycles, etc. in pit area (except with Sprint cars).
- 10.** Speed limit (on pit road) off the track is 5 mph. (fine or penalty or loss of a heat race).
- 12.** No testing on the oval without the approval of your PIT STEWARD.
- 13.** Changes of driver at any time will not be made without advance notification to Track Officials. Changes must be made in pits only.
- 14.** One person shall remain with each race car at all times.
NO EXCEPTIONS!
- 15.** Any race car leaving the speedway during a racing program must be re-teched.
- 16.** All engine changes/replacements must be approved by the tech BEFORE starting work.
- 17.** All parts, tires, etc, must be removed from the speedway the day of the event. Car numbers must be on all tires and wheels.
- 18.** Waste oil must be placed in barrels. Minimum fine of \$200.00.
- 19.** No foil numbers. Cars without visible numbers will not be scored.
(see "Number/Marking" Addendum)
- 20.** All cars must have windshields. An 8" number must be in UPPER RIGHT CORNER (not required for demos.)
- 21.** Drivers wishing to start in the back of any event must notify the pit steward before the cars line up for their event.
- 22.** Once the car is in the line-up (pit area and track surface) working on the car is prohibited, except adding air to the tires.
- 23.** All Rookies must start at the back of all events for two weeks. Rookies must have yellow tape on the rear bumper. (Does not apply to Demos.)
- 24.** All cars must take a cool down lap at the conclusion of a racing event. Penalty is a loss of race – PENALTY OR FINE. (Does not apply to Demos.)
- 25.** When leaving the pit area after the event all tow vehicles must have a person on either side of the trailer to escort out of race track.

WESTERN SPEEDWAY - 2010 RUNNING AND DRIVING RULES

- 1.** The Chief Steward and Race Director will be the sole authority in the pits with regards to the running of the races. The Chief Steward and the Starter/Flagger will be in charge of on-track competition. The Chief Steward will handle all protest.
- 2.** The Start/Flagger will be in charge of competition on the race track but will also be in voice contact with the Chief Steward and other officials.
- 3.** Officials will establish the race event procedures, starting positions, length, frequency and administration of all events and programs. When their decision is rendered, that decision will be final and binding.
- 4.** The driver or registered car owner must direct any complaints, disputes, questions or problems to the Pit Steward.
- 5.** When asked to remove a part or tear down for tech inspection and you refuse, you are subject to a fine, disqualification and/or suspension.
- 6.** The driver or registered car owner must submit any protest to an officials' decision in writing. The Protests must be given to the Pit Steward or the Chief Steward within 15 minutes of the official decision being levied. Only the driver or registered car owner in the same class may submit a protest.
- 7.** Protest, complaints, disputes or problems will be handled in the pits at the completion of that race or completion of the nights racing. **COMPLAINTS ARE NOT TO BE MADE TO THE, SCORERS OR ANNOUNCERS. ANY DRIVER/CAR OWNER OR CREW MEMBER WHO GOES TO THE TOWER BEFORE THE RACING EVENTS ARE COMPLETELY FINISHED TO DISPUTE A CALL WILL BE SUSPENDED OR FINED.**
- 8.** Any driver stopping on the front stretch to argue with an official in regard to an official's decision will be automatically disqualified from the event.
- 9.** Any driver or crew member who is injured or involved in an accident must submit to a check by the medical attendants. Any driver involved in a serious accident will not enter or re-enter a race until the officials and medical attendants give their approval. Medical transportation.
- 10.** The driver's meeting is mandatory. Driver must attend.
- 11.** Permission must be obtained from Tech before any practice or safety laps are taken, other than the designated practice time.

- 12.** Any unauthorized persons entering onto the racing surface during race conditions will result in a disqualification, penalty, fine, or suspension to the person and affiliated driver.
- 13.** Any competitor or crew member, who has a pit band, partakes of any alcoholic beverage, stimulants depressants, or tranquilizing drugs or is otherwise under the influence will result in disqualification and a minimum fine of \$500.00 along with a suspension.
- 14.** Any competitor or crew member who participated in a fight in the pits or on the race track or on the premises will result in a minimum of \$500.00 fine, suspension, and/or loss of points and positions in the event.
- 15.** Any competing car, whose speed has been reduced to the point where it could cause a safety problem, the car may be removed from the racing surface at the option of the officials.
- 16.** Time trials, may consist of a warm-up lap or laps; and one or two consecutive timed laps. If you pit after one timed lap, you will not be permitted to re-time. If you do not time in with your class, you may be required to start at the back of the slow heat and slow main event.
- 17.** Any car continuously unable to start under its own power may be liable for a penalty or disqualification from the event or from the complete program.
- 18.** Any driver or crew that does not take their car to the line-up grid, when requested to by the officials, may be required to start at the back of the line-up for that event.
- 19.** If a car is under powered on the track, when racing is in progress, the driver must stay in the car with seat belts fastened until the race is stopped, except in case of a fire or rollover. Failure to comply may result in penalty, disqualification and/or suspension.
- 20.** No race cars will be allowed on the track until the track has been opened for official practice or racing.
- 21.** No person shall be permitted to ride on the outside of a race car or any other vehicle at any time.

Flags And Their Meanings

(see diagrams on next page...)



FLAGS AND THEIR MEANINGS



Solid Green Flag - Indicates track is clear.
Race has started.



White Flag - One lap to go (last lap).



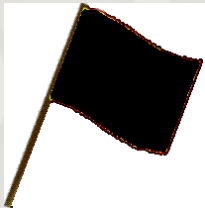
Solid Yellow Flag - Caution, slow down, hold position to parade lap speed - NO PASSING.



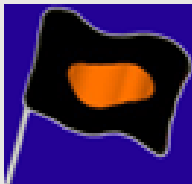
Solid Red Flag - STOP - race is halted for an emergency – come to a controlled stop.



Blue Flag with Orange or Yellow Diagonal Stripe - You are being lapped by a faster car or cars – hold your position inside of track or outside of track until you have been passed.

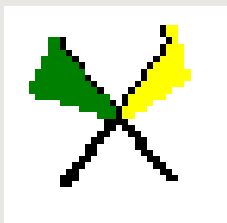


Solid Black Flag - Go to the pits for consultation with race office, possible disqualification or mechanical problem. Blatant disregard of black flag for two consecutive laps will result in disqualification.



Black with orange circle or Yellow Square

- Warns driver of a mechanical problem, report to Pits for consultation with official.



(this diagram shows yellow flag which would normally be white)

Crossed Flags - Halfway point - half of the scheduled laps have been completed. Usually marked by the green flag being crossed by the white flag.
(Note: The starter (flagman) may use a combination of any flags.)



(this diagram shows yellow flag which would normally be white)

Vertical Flags - The white flag indicates there is 1 lap remaining in the race. It is rolled up and usually held vertically. A rolled up green flag announces the start upon the next crossing of the line.

(Note: The starter (flagman) may use a combination of any flags.)



Checkered Flag - Race if over – return to pit area.

SPEEDING:

**IF YOU ARE CAUGHT SPEEDING IN THE PITS
OR SPEEDING COMING OFF THE TRACK
HEADING TO YOUR PIT AREA,
INSTEAD OF A FINE,
YOU WILL LOSE YOUR TIME-IN POINTS.**

Points System

(see Point System next page...)

HORNETS POINTS SYSTEM

The top 2 cars from the B Main will transfer to the A Main.
If these 2 cars finish in the top 10 of the A Main, they will receive A Main points,
but not both.

Dashes: No points - receive trophies only.

Pos	Time In	C Heat & Inverted	B Heat & Inverted	A Heat & Inverted	B Main	A Main
1	30	15	20	25	40	50
2	29	14	19	24	39	49
3	28	13	18	23	38	48
4	27	12	17	22	37	47
5	26	11	16	21	36	46
6	25	10	15	20	35	45
7	24	9	14	19	34	44
8	23	8	13	18	33	43
9	22	7	12	17	32	42
10	21	6	11	16	31	41
11	20	5	10	15	30	40
12	19	5	10	15	29	39
13	18	5	10	15	28	38
14	17	5	10	15	27	37
15	16	5	10	15	26	36
16	15	↓	↓	↓	25	35
17	14				24	34
18	13				23	33
19	12				22	32
20	11				21	31
21	10				20	30
22	9				19	29
23	8				18	28
24	7				17	27
25	6				16	26
26	5				15	25
27	4				14	24
28	3				13	23
29	2				12	22
30	1				11	21
↓	↓				10	20

PIT PARKING MAP

Because of the car count increase in the Hornet Class, **Race Car Parking** will be allowed along the backstretch where it says **No Parking** in the diagram below.

