

Super Late Model Rules

OPEN MOTORS- 2300 pounds, 8 inch spoiler

602/604 SEALED CRATE MOTOR- No weight limit, 12 inch spoiler. 6400 rpm rev limiter chip. 602 and 604 must have GM or IMCA seals.

IMCA Modified legal all steel motor (this is IMCA claim motor)- 2250 pounds 10 inch spoiler. 7800 rpm rev limiter chip. This motor will be checked per IMCA specs.

Standard dirt late model bodies.

LUCAS OIL/WORLD OF OUTLAW BODY RULES

103" minimum wheel base (either side)

No side boards.

Spoiler 8", 10" or 12" tall depending on engine combo. (Deck to top of spoiler)

ENGINE

Engine set back max 8" from #1 spark plug to center of left ball joint.

1 Carburetor – Naturally aspirated.

All engines are limited to one spark plug and two valves per cylinder.

WHEELS AND TIRES

MAX 14" wide wheels

Hoosier D 55 spec, WRS, WRS-2, HTW 55 or Wissota 55. Grooving, siping and grinding ok.

Absolutely no chemicals to be used on inside or outside of tires. If you need lubricant to your seat your tires on the bead, use soap and water. Random samples of tires will be sent off to a laboratory to be analyzed. If the sample is found to be chemically altered, you will be disqualified, fined and suspended. Fine amount and suspension length to be determined.

TRANSMISSION

Must have forward and reverse gears.

SAFETY

Mufflers required in California. 95 db's @ 100 ft..)

Approved fuel cell w/ safety valve. No bottom feed fittings (fuel fitting under fuel cell).

NO elec. fuel pumps.

All lead must be painted white w/car #. ALL lead must be double bolted with ½ bolts.

Safety Belts must be no older than 3 years old (date determined by label on belts) and be free from excessive stretching or fraying and installed properly. If belts are deemed unsafe they must be replaced prior to entering a West Coast Shootout event.

All safety equipment shall be properly worn at all times when vehicle is on the track. No Exceptions.

MISC.

NO TRACTION CONTROL DEVICES

DRIVERS NAME MUST BE LEGIBLE FROM GRANDSTANDS ON BOTH SIDES OF CAR AND ROOF.

Certain sponsor decals will be required for max payout, points fund, contingencies and end of year giveaways.

Large contrasting colored Numbers on roof and sides.

Cockpit adjustable components are NOT permitted, except brake bias adjusters. Adjusters for adjustable shocks, hydraulic or pneumatic weight jacks, trackers, ignition boxes or similar are not permitted.

Adjustable components of any kind are NOT permitted inside the cockpit of the car or within reach of the seated driver.

TECH

All race cars are subject to inspection by officials at any time.

RACE PROCEDURES

Pill draw to establish qualifying order.

All hot laps, qualifying, and heat races will be done in groups. Group 1 will qualify and heat race together. Group 2, group 3, etc. Qualifying groups will be in same heat race. Heat races will be run straight up. You only need to be fastest in your group to start in the front of your heat race.

Trophy dash will consist of top 2 finishers in each heat race. Main event will be lined up based on Trophy dash finish.

In the event that qualifying cannot take place, heat races will be scored by point system.

Start

<u>Finish</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<u>1</u>	100	105	110	115	120	125	130	135	140	145	150	155
<u>2</u>	91.5	93	98	103	108	113	118	123	128	133	138	143
<u>3</u>	83	84.5	86	91	96	101	106	111	116	121	126	131
<u>4</u>	74.5	76	77.5	79	84	89	94	99	104	109	114	119
<u>5</u>	66	67.5	69	70.5	72	77	82	87	92	97	102	107
<u>6</u>	57.5	59	60.5	62	63.5	65	70	75	80	85	90	95
<u>7</u>	49	50.5	52	53.5	55	56.5	58	63	68	73	78	83
<u>8</u>	40.5	42	43.5	45	46.5	48	49.5	51	56	61	66	71
<u>9</u>	32	33.5	35	36.5	38	39.5	41	42.5	44	49	54	59
<u>10</u>	23.5	25	26.5	28	29.5	31	32.5	34	35.5	37	42	47
<u>11</u>	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	35
<u>12</u>	6.5	8	9.5	11	12.5	14	15.5	17	18.5	20	21.5	23

The standard main event will start 20 cars in the main event

Flagman is to start initial start of race. Pole sitter is to set a reasonable pace. Anyone jumping before the Green flag is waved on initial start may be penalized 1 row for 1st offense and to the tail of the field for 2nd offense.

If there is a caution flag before the 1st lap is scored and only 1 car is involved, that car will be sent to the tail of the field. If more than 1 car is involved in a caution before 1 lap is scored, all cars will get there original starting spot back for complete restart.

All restarts will be started with a duel cone system. 2 cones will be set in turn 4 approx. 60 ft. apart. The leader is responsible for starting all restarts. If leader alters his pace (jack rabbit start, break checking) he will be put to tail of field. If ANYONE jumps before first cone they may be penalized 1 row for 1st offense and tail of field for 2nd offense. If pole sitter/leader does not start by the 2nd cone, the race is on.

Delaware restarts: Restarts in the main event will be double file w/ leader in front row alone. 2nd position will pick high or low with 3rd place taking other position. Each position after will line up opposite row of previous position. 2 attempts on double file restarts and then next restart will be single file. Single file restarts with 5 to go. All other events shall have a single file restart.

Lap cars to tail, Always.

No racing back to yellow flag except on final lap of race. If white flag has been thrown next flag will be checkered. Unless flagman deems it to unsafe to continue under green flag conditions.

When a caution flag is thrown all cars must slow down as soon as it is safe to do so and get in a single file for scoring purposes and then double up when instructed.

A) If you stop under yellow for ANY reason, you will be sent to the tail of the field. The only exception being for safety. Example to point out a piece of debri on the track. That debri better be there! If it is not, or it is a tear off, you go to tail. **B)** If you stop on track two times in any event, you will be black flagged.

10) POINTS

Points will be received based on the following scale:

MAIN EVENT POINTS

1.	162	9.	136	17.	118
2.	157	10.	133	18.	116
3.	154	11.	130	19.	114
4.	151	12.	128	20.	112
5.	148	13.	126		
6.	145	14.	124		
7.	142	15.	122		
8.	139	16.	120		

Each non-transfer car signed up for an event will receive 56 points with the exception of any cars disqualified from the event. You must make a competitive lap to be eligible for points. Example: Qualifying, heat race, etc.

12) DISQUALIFICATIONS

Any car disqualified from an event may forfeit any points, purse and finish position from that particular event. DQ's are scored behind lowest finishing car and DNS cars.

WEST COAST SHOOTOUT OFFICIALS RESERVE THE RIGHT TO CHANGE AND OR ALTER RULES AND PROCEDURES IN THE INTEREST OF FAIR COMPETITION. (No rule or situation is perfect)