

CAR ELIGIBILITY:

Cars that have been built to the Figure-8 car construction rules of tracks that have regularly scheduled weekly programs of Figure-8 racing and have raced under those rules at that track outside of Indiana may compete in the 2003 World Championship Figure-8. Speedrome cars that do not participate in at least 50% of regular Season events will not be eligible to compete in this event. Cars that compete in a regular season Figure-8 event in Indiana will not be eligible unless they compete in 50% of Speedrome regular season events. Chief Steward has final decision. The Chief Steward has been set up to review all issues including injuries and damaged cars to make final decision of eligibility. Cars not part of a regularly scheduled weekly Figure-8 program must pass a Speedrome car construction and safety inspection to be eligible. Inspection deadline for these cars is to be done on or before **Sept. 5, 2003** at the Indianapolis Speedrome.

CAR CONSTRUCTION:

Insurance regulations require that any part of this Figure-8 car that relates to protection of the driver must not be changed from the rules and conditions under which it has raced on the Figure-8 in 2003. The major "driver protection" parts that cannot be changed include the roll cage, door bar/foot bars or side plate protection, fuel tank/cell including, mounting, seat and seat belts, and the windshield, windshield bars, window net as required by the car construction rules under which it competed on the Figure-8 in 2003.

The maximum spoiler height is 41 1/2", lexan and free of any lettering and hindrance of visibility from trailing driver. Side spoiler maximum height is 60", starting from drivers compartment extending rearward to end of quarter panel.

Technical inspectors will examine each car to confirm that it meets the "driver protection" requirements outlined above. In addition these inspectors will require changes only to those parts relative to driver safety that may have been changed since the car competed in a regular Figure-8 program. *No devices for radio communication are allowed.* After the above requirements of maximum driver protection are met, any modifications are allowed in tires, wheels, engines, transmissions, differentials, suspension, steering, brakes, and other parts as long as these modifications do not impair driver safety.

PIT FEE COST:

THERE IS NO CAR ENTRY FEE The Pit pass will be required for admission to practice on Sept 4, qualifying races on Sept 5 and the main event on September 6. Picnic dinners are included FREE for everyone in the pits Friday and Saturday afternoon. Everyone entering the pit area must show his/her 2003 Indianapolis Speedrome Pit License, or 2003 World Figure-8 Championship Pit License at the time they purchase the Pit Pass. The World Figure-8 Championship event Pit License can be purchased.

PIT PROCEDURES:

Cars that have 2003 Speedrome Reserved Pit Locations are reserved for this event and must utilize that location. The Speedrome will assign all remaining pit locations. All cars must leave the pit area after practice ends Thursday and after racing ends Friday.

Each car may enter the pit area with ONE support vehicle which must enter the pit area at the same time the race car enters. The Speedrome reserves the right to require support vehicle to park in a designated area. The on-track and off-track pit gates will be open while the race is being run. The pits will be considered part of the race course. Drivers must observe reasonable speeds, **10 miles per hour or less**, at all times in the pit area.

QUALIFYING RACES:

Friday, September 5, 7:00 p.m. Four 25 lap qualification races with the top five finishers out of each race earning guaranteed starting positions in Saturday's World Figure-8 Championship race. Races #1, 2 and 3 will include all drivers who competed at the Indianapolis Speedrome in 2003 and all drivers who have in previous years ranked in the top 20 of Speedrome Stock or Late Model points. Race #4 will include all non-Speedrome drivers. The starting line-up of each qualification race will be

determined by draw at mandatory driver's meeting at 6:00 p.m. A car and driver can compete in only one qualification race. Decision of Chief Steward of "Speedrome" or "non-Speedrome" driver is final.

QUALIFICATIONS:

Saturday, September 6, 2:00 p.m. until 5:00 p.m.

Each qualification attempt will consist of two consecutive laps on the Figure-8 course. A qualification time for a car will be the shortest time required to complete one of those two laps. Each car is permitted as many qualification attempts as desired by the entrant, subject only to the time limitations of the schedule. The 20 cars "locked" into the starting lineup from qualifying races will qualify for positions 1 thru 20. A "locked in" car not posting a qualifying time may start at the rear of the 20 cars. Qualifications determine "straight up" starting lineup, positions 1 thru 20 among "locked in" cars, then positions 21 thru 28, and the order of alternates entering the race. At registration, each car will receive a set of qualification attempt cards. One of these consecutively numbered cards will be presented at the on-track gate before each qualification attempt. Public address system announcements will be made to give each car an opportunity to qualify the first time before allowing second time qualifying, to qualify the second time before allowing third time qualifying, etc. When a car fails to present itself during any "round" of qualifying, it loses that opportunity. However, preference will always be given to those cars that are attempting to qualify for the first time.

By taking a second or subsequent qualifying attempt, the entrant does not erase any previous qualifying time. Whenever a car improves upon its previous qualifying time, that becomes the new official time of the car. In the event that a co-driver or other person other than the primary driver listed for the car goes out for a qualifying run, the entrant must notify the Speedrome official at the on-track gate that a new driver is going to make the qualifying run. No driver may qualify more than one car. The driver qualifying the car for its official fastest qualifying time must start the car in the race, although an unlimited number of relief drivers will be permitted. In case a substitution of drivers is necessary at the start of the race, the car involved will be moved to the rear of the starting field. Time of qualifications runs will be to three decimal places (1/1000ths of a second). A car which has started a qualification attempt before qualifications end at 5 p.m. will be permitted to finish the qualification attempt. No further qualifiers will be allowed. The Speedrome reserves the right to award additional cars to the starting 28 car field. These provisional starters are at sole discretion of the Chief Steward.

START:

28 cars start the race. The 28 starters include the 5 top cars/drivers from Friday night's first qualification race, the 5 top cars/drivers from the second qualifications race, the 5 top cars/ drivers from the third qualifications race, and the 5 top cars/ drivers from the fourth qualifications race. These 20 cars/drivers will be joined in the starting line-up by the 8 other cars/drivers with the fastest qualification times, filling positions 21 thru 28, "straight up." The cars will be lined up in 14 rows of two cars abreast for the start, which will be a flying start after one or more parade/pace laps. Provisional started would be added to the rear of the field per the Chief Stewards decision.

REPLACEMENT PROCEDURES:

Although 28 cars will start the race, all the qualified cars and any technically approved cars which could not qualify will be given an opportunity to participate in the race. Whenever it appears that any car is out of competition or is likely to be in the pits for an extended period, the race organizer will add a car, in the order of qualifying times. The decision to add extra cars will be entirely that of the race organizer and shall not be subject to appeal. Any car which has been in the race and then has come into the pits for any reason may return to the track at any time during green flag racing conditions, and during the yellow flag except as explained below. The Chief Steward has final determination to allow a car on the track. After the race has started, a primary driver may drive another car only as a relief driver.

FLAG AND LIGHT SIGNALS:

Displays of the flags shall be entirely within the discretion of the flagman and shall not be subject to appeal.

GREEN FLAG and Light - Indicates the start of the race and that the course is clear for racing. Green will remain out with minor hazards on the track. The clock (counting the three hours) will be on during green flag conditions. Cars may enter and leave the pit area at any time under a green flag.

YELLOW FLAG and Light - Indicates a major hazard on the course. Cars should slow down, get in line behind the pace car, and not pass under the yellow. The line up behind the pace car will be determined by the order of the running in the leader's last complete lap under green. The clock will be on. Laps will be counted during yellow flag conditions - except those laps run under the yellow flag on the restart after a red flag. Cars may leave the pits and rejoin the field at the tail under a yellow flag except when the "STOP" sign is out at the on-track gate. The "STOP" sign will be displayed at the start of a yellow flag period while the cars are lining up behind the pace car and during each lap of the yellow flag period when the pace car nears the north turn approaching the off-track gate.

RED FLAG and Light - Indicates a severe hazard or emergency on the track that requires stopping the race. In event of a red flag, the clock and scoring will stop. Scoring and re-line up order reverts to the last complete lap of the leader. When the red is displayed, all cars should pull immediately into the infield area, avoiding the area of any accident or hazardous track condition, and stop. They should remain there until given the okay to leave the track by officials. They may then proceed to the pits for any refueling, tire changes, repairs, etc. During a red flag, the on-track gate will be closed. No car that has pulled into the pits will be allowed back onto the track until cars that have remained on the track have pulled away and are properly lined up behind the pace car for the restart. After the starter is satisfied the field is properly lined up, the cars that have left the track will be allowed back onto the track. The green flag will restart the race.

BLACK FLAG - Notifies the contestants to pull into the pits for consultation with race officials. No car receiving the black flag will be scored for subsequent laps until approved by a race official. Any driver ignoring the black flag for three or more laps may have car disqualified from further competition.

CHECKERED FLAG - Indicates the end of the race. The checkered flag will be displayed to the leader on the track as that car completes the lap during which the three-hour time period has elapsed. The checkered flag will continue to be displayed as all the cars running behind the leader cross the start/finish line.

SCORING:

The order of finishing positions shall be determined by the total number of laps completed or, if the laps completed are the same, by the car first to complete that number of laps. Unofficial results will be posted on the Bulletin Board at the north end of the Pit Office (white building) insofar as it is possible to determine positions approximately one hour after the end of the race. Any protest of the Unofficial Results must be lodged in writing within 10 minutes after the time of posting. Because of the length of time involved and the large number of laps, analysis may be necessary overnight before all or part of the winners can be declared. If so, checks will be mailed to the drivers in those positions involved. In case of positions not subject to dispute, payment shall be made 30 minutes after the posting of Official Results.

OFFICIAL RACE:

In case of interruption by inclement weather, the race will be considered official if as much as 2 hours have been run. If less than 2 hours of the race has been run, it will be resumed on the following day, with the schedule shown.

RACE COURSE:

The four corner tires mark the Figure-8 race course. The car must go above, or make contact with, the four tire corner markers to be scored for a completed lap. The two tires in the middle of each turn are inside track markers, but are not considered in the scoring of a completed lap. The entire paved infield is part of the Figure-8 course. The car can run anywhere in the infield portion of the track in the vicinity of the

crossover to compete a lap as long as it goes above or makes contact with the four tire corner markers.

DRIVER UNIFORM:

Every driver must wear a long-sleeved uniform designed by the manufacturer as a fire-resistant race car driver's uniform. This uniform must fit around the neck, wrists, and ankles and cover the driver's entire body at all times he or she is on the race track or infield. Every driver must wear fire-resistant gloves designed by the manufacturer as fire-resistant gloves. In addition to the required uniform and gloves, fire-resistant face mask, underwear, socks and shoes are strongly recommended for every driver at all times on the race track.

FIRE EXTINGUISHER:

Each car will be required to have a 5-pound or more ABC-rated fire extinguisher in the pits at all times. It must be charged and functional.

TIRES:

To assure as equal as competition as possible, the Indianapolis Speedrome has entered into a cooperative effort to assure such competition and Goodyear Tire. Tires will be available only at Speedrome and will be branded. The Indianapolis Speedrome reserves the right to designate tire manufacturer and specifications and to disallow any tire to protect the competitive spirit of the rules for this event.

ADDITIONAL RULES:

Because this race invites participation from entrants who travel long distances and because this endurance race is unique, every effort has been made to outline significant rules in these printed rules. Less important procedures and rules will be outlined in the drivers' meeting to be held before the start of the race.

CONDUCT:

All contestants will be expected to conduct themselves as gentlemen or ladies at all times. Any serious breach of conduct, such as fighting or verbal abuse of officials or contestants shall be grounds for immediate disqualification from all further competition, or participation in prize money, or both. No one will be allowed to get out of his/her car on the racing surface, except when the Red Flag has been waved or in case of serious emergency, such as fire.

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**IF YOU HAVE ANY QUESTIONS
ABOUT THESE RULES,
CALL THE SPEEDROME
AT: 317-353-8206**