

General Competition Rules

1.0	Car Counts.....	1
2.0	Lane Rotation.....	1
3.0	Lane Change Procedure.....	2
4.0	Wrecks.....	2
5.0	Breakdowns.....	2
6.0	Race Finish.....	3
7.0	General Car Rules.....	3
8.0	Conduct.....	3
9.0	Drag Racing.....	4
10.0	Concours.....	4
11.0	Scoring.....	4
12.0	Weather Delays.....	4
13.0	Tech.....	4

1.0 CAR COUNTS

3 cars must enter for a points event to occur. Other restrictions may apply. Division Rules may supersede this clause. Race Divisions may require more cars to award points, but never less than three.

2.0 LANE ROTATION

2.1 3 cars

If only three cars enter, the rotation will run on the outside, and then on the inside so that all 3 cars are always together.

Example

- Driver A - 6-4-5-3-1-2
- Driver B - 4-5-6-1-2-3
- Driver C - 5-6-4-2-3-1

2.2 4 - 6 cars

If 4 - 6 cars enter, the standard rotation will be used

Example

- Driver A - 6-4-2-1-3-5
- Driver B - 4-2-1-3-5-6
- Driver C - 2-1-3-5-6-4
- Driver D - 1-3-5-6-4-2
- Driver E - 3-5-6-4-2-1
- Driver F - 5-6-4-2-1-3

2.3 7 - 12 cars

If 7 - 12 cars enter, one feature will be run using a sit-out rotation. The total number of heats will equal the number of drivers. Each driver will actually race in only 6 heats. During "out" heats, cars will be impounded and no repairs or adjustments are allowed.

2.4 13 or more cars

If 13 or more cars enter, then qualifier races will be run to set the field for a 6 car feature. Rules listed above apply to quarter and semis.

3.0 LANE CHANGE PROCEDURE

These rules are designed to ensure that racers don't lose any laps due to race procedures.

3.1 Regular Races

In a straight race (no sit-out), racers may replace their car with a marker at the end of the heat. Cars start the next heat at the track position in which they ended the last heat.

3.2 Sit Out Rotations (also known as Round Robin)

The rules above apply. However, when a racer is taking their car off of the track and will not be in the next heat, they will place the car in the infield at the proper position or use a track marker to indicate their track position. When they return to the track, they start their next heat in this position.

3.3 Duration and Interval

Except for special events, heats will last one minute with one minute between heats for car checks and controller hookup.

4.0 WRECKS

When cars deslot, the power goes off for the caution. The deslotted car(s) will be put back on the track immediately in front of the lap counter section at the start-finish line.

Note – The power does not get turned off until someone calls "Track" or "Rider".

5.0 BREAKDOWNS

Races don't stop for breakdowns. Reliable, well built cars should have an advantage. If you repair your car, you may rejoin the race. Call "track". Your car will restart at the start finish line. This should be considered our version of "pit out".

Note – Division Rules may supersede this rule.

6.0 RACE FINISH

All cars must be left exactly where they stopped at the end of the last heat of the race. Actual track position will be used to break a tie. Anyone who moves their car after the race before the Race Director gives the results will move to the tail end of that lap.

7.0 GENERAL CAR RULES

7.1 Motors

To prevent fires and electrical damage, only approved motors may be run. Refer to the rules for your division, or check with a track official. (NO 16D)

7.2 Car Clearance

No part of any car may drag on the track, other than the braids. Cars should clear the track surface by 1/16".

7.3 Car Dimensions

No car may exceed 3" in width. For length, see individual division rules.

7.4 Guide Flags

Any brand may be used. Guides should not be more than .25" deep and must have the leading edge rounded or tapered.

7.5 Images/Logos/Words

Kids race here. No car should have vulgar or sexual images or wording. When in doubt, get approval first.

7.6 Tire Additives

Oils and tire treatments may be used unless prohibited by division rules. Glue and substances like Tire Bite may not be used. This is a no-glue track. Wintergreen oil may be permitted in some divisions, but must be applied elsewhere. It is never permitted to apply wintergreen at the track.

8.0 CONDUCT

8.1 Language

We are a family-friendly place. No swearing, risqué language or topics are tolerated. If in doubt, you probably shouldn't say it. You should be able to bring your mother, or your kids here.

8.2 Be Cool

We know you're mad that you can't get through turn 3. We know you're mad that the pinhead in the inside lane took you out... AGAIN. These are toy cars, get over it. Go outside, take a few breaths, be cool. No fighting, yelling, etc. is going to happen at Smith Scale Speedway.

8.3 Substances

Alcohol is not permitted on the premises. No smoking or chew is allowed inside the track building. Smoking may be done outside in designated areas. If you use drugs, we'll cuff you and call the cops.

8.4 Age

Children should be accompanied by an adult. Exceptions will be made on a case by case basis.

9.0 DRAG RACING

In divisions that have a drag racing portion, a double elimination bracket will be used. Each loss receives .1 points. Each won receives .2 points.

10.0 CONCOURS

In divisions that have after-race voting, there will be one concours winner. Each winner receives one point. Refer to division rules for criteria and eligibility. No car may win 2 events in a row.

11.0 SCORING

The lap counter reading is final and not subject to appeal.

Heat races pay half points, based on the same scale as a feature.

12.0 WEATHER DELAYS

Track management will reschedule as necessary to avoid having racers travel in snow. Every effort will be made to reschedule all races whenever possible.

13.0 TECH

All divisions have car rules, and cars must adhere to them. Tech sessions are at track management's discretion, or at the request of any racer.