

POWRi 360 Winged Sprint Car Desert Series

Race Procedures 2022

9-8-2021

Series Director of Competition: Gary Guinn

Series Technical Director: Joshua Flowers

Series Communications Director: David Blood Jr

Series Marketing Director: Brittany Flowers

Series Chief Financial Officer: Jessica Guinn

A. Host Track Pit Passes: It is the prerogative of the Host track to set the Pit Pass Price at their own facility for all nonmembers of the POWRI WSCDS for drivers and crew. Contract negotiations shall stipulate that member fees for this series be limited to no more than \$40 per driver and no more than \$40 per crew member with zero additional entry fees. Non POWRI WSCDS sprint car drivers and crew may be required to pay a higher Pit Pass Amount if Host Track has deemed it necessary to do so. Each track shall be provided with an Official list of Drivers for each event that will be updated until the Series membership cutoff date.

B. Series Pit meeting. A Series pit meeting will be held prior to Host track pit meeting no less than 30 minutes prior and no more than 60 minutes prior to host tracks meeting. If Host track requests/requires that the POWRI 360 WSCDS to wheel pack first, All Drivers will subsequently arrive at host track pit meeting in their fire suits and have their cars ready to go wheel packing. If Host track does not require/request 360 WSCDS to pack first drivers do not need to be in fire suit.

C. Pill Draw: All entrants must participate in pill draw in order to determine the heat race line ups.

1. The designated time for pill draw will be posted at the track.
2. If a participant fails to draw within the designated time:
 - a. The participant will not receive passing points if the event format calls for heat races. The participant will only receive finishing points from the heat race.
3. Only one pill may be drawn per entry.
4. Pill Draw Fee is \$20 Cash per pill draw per car per night. Pill Draw Monies go back to POWRI WSCDS and the Series CFO will take charge of the funds at pill draw.

C. Event Format: The event format will be left to the discretion of the Series Director of Competition in conjunction with the host track management team and will be posted at the track.

All full race programs shall be run in the following order:

1. Driver Check in
2. Pill Draw to determine line up (No Qualifying)
3. Series Pit meeting
4. Wheel Pack/Hot laps
 - A. All 360 WSCDS cars must have adequate time between wheel pack and hot laps to remove excess mud from cars to prevent damage to wings, shocks, or suspension.
 - B. Wheel pack should not take more than 10-15 minutes before Sprint cars are off the track, if needed other classes should finish between Sprint pack and Hot Laps.
5. Heats (10 Laps)
 - A. Passing Points Format Heat to Main as prescribed in Section D Section P has the Diagram for breakdown of Points including Finish Points
6. B-Main (Optional) (15 Laps) [Amount of Cars to Transfer will be announced per race date]
7. Feature (25 Laps)
8. Top 5 to Scales
9. Victory Lane Celebrations Driver Interviews top 3 to on front stretch after Scale weight verification
10. Post Race Tech (location TBD per host Track Facility)

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11. Driver Payout (location TBD per host Track Facility)

D. Passing Points Format

1. Passing points will be based on finishing position and cars passed. (See Item Q for details)
2. The participant will not receive passing points if he/she does not partake in pill draw or wheel packing when prescribed.

The participant will only receive finishing points from the heat race.

3. The top 16 in passing points from the heat races will automatically transfer to the A main. The number of cars that automatically transfer to the A-main from the heat races may be adjusted by the Series Director of Competition.

4. The Top 8 will redraw top four from 1-4 and bottom four 5-8 based on passing point order highest to lowest starting with 5th position based on ranking, after the Bottom four have drawn 5th through 8th then 1st through 4th will be draw, on the front stretch or Victory Lane in front of the fans.

5. The balance of the cars remaining will be lined up in subsequent consolation events based on passing points.

6. The top finishing cars based on their finish will be lined up behind the cars that have already qualified for the main event. The number of cars taken out of each consolation event will be determined by the Series Director of Competition.

E. Warm-Up Laps: The Series Director of Competition will determine and explain warm-up procedures at the driver's meeting at each track. These will differ depending on track conditions and Promoter's options.

F. Flag Signals

1. Green Flag indicates START, course is clear.
 - a. A Driver May Not Exit His/Her Car While On The Track During Green Flag Conditions.
 - i. Exceptions to this rule may be made for safety issues.
 - ii. The Series Director of Competition will determine if the driver exited his/her car for a safety issue.
2. Yellow Flag indicates CAUTION, slow down and maintain one's position.
 - a. The yellow flag will be displayed in the event of an accident or an unfavorable condition on the course. In the event of the yellow flag being displayed, the leader of the race is required to slow down to parade lap speed and the balance of the field will close in behind him/her in the order in which they crossed the start-finish line on the last scored lap.
 - b. The green flag will not be displayed until the field has been completely closed up and the course is clear. When the green flag is again displayed, the race will be resumed all around the course.
 - c. A Driver May Not Exit His/Her Car While On The Track During Yellow Flag Conditions.
 - i. Exceptions to this rule may be made for safety issues.
 - ii. The Series Director of Competition will determine if the driver exited his/her car for a safety issue.
3. Red Flag indicates STOP, race is halted. The Series Director of Competition will determine whether the Red Flag condition is open or closed.
 - a. Closed Red: Work on a car will be permitted during a closed red in the designated work area, but the car must be ready to resume racing when given

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the order and must start at the tail. Cars not back on the track before the one-to-go will not be permitted to resume the race.

b. Open Red: Work on a car will be permitted during an open red on both the track and in the designated work area, but the car must be ready to resume racing when given the order. Cars not back on the track before the one-to-go will not be permitted to resume the race.

i. Any work done on a car requiring a jack must be done in the work area during an open red.

ii. If a car goes to the work area during the open red, the car will start at the tail.

4. Black Flag indicates STOP NEXT LAP. Car will not be scored if it does not stop on the next lap.

5. White with Red Diagonal Flag indicates Ambulance Flag; an ambulance is on the track. Reduce speed and proceed with extreme caution.

6. Royal Blue with Orange Diagonal Stripe indicates a lapping competitor is attempting to pass, give him/her consideration.

7. White Flag indicates Entering the Last Lap.

8. Checkered Flag indicates Race Completion.

G. Method of Starting:

1. All races will be started with the flying start. The green flag will signal the start of the race.

G. Starting Speeds

1. No cars will hot lap or pass the designated pace car prior to the start of the race.

2. In the event the first row fails to properly address the starting line, whichever car or cars are involved shall be moved to the rear of the field at the discretion of the Director of Competition.

3. In the case of a start using a pace car, the pace car will leave the track before the starting lap and the lead pole car shall approach the starting line at a consistent speed, in accordance with track conditions and as required to keep the field in formation.

4. In the event a pace car is not used, the lead pole car will set the pace, which shall be slow and consistent, in accordance with track conditions and as required to keep the field in formation.

5. No Driver May Deliberately Improve His Position Until the Green Flag Is Displayed.

H. Initial Starts

1. Initial starts will be double file unless the Series Director of Competition specifies otherwise.

2. The leader sets the pace for a start. All starts occur coming out of turn four.

3. Any participant failing to take his/her proper starting position, deliberately obstructing a fellow competitor from taking his/her proper starting position, or intentionally delaying the start of a race event will be moved to the last running position.

I. Restarts

1. Restarts will be single file.

2. In the event of a yellow flag, cars will restart according to the last completed lap.

3. In the event of a red flag, cars will restart according to the last completed lap.

4. Stopping on the Track: A car that stops for any reason under green flag conditions will be placed at the tail of the field for the restart. Exceptions to this rule will be made for

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safety issues. The Series Director of Competition will determine if the stop was made for a safety issue.

5. 360 Spins: The offender will be sent to the tail of the field for the restart.

6. Accidents: Cars involved in an accident will restart at the rear of the field according to the running order they were in on the last completed lap.

7. Exiting the Track: If a participant exits the track for any reason during the race, he/she must restart at the tail of the field if permitted to resume the race. Exceptions to this rule will be made for safety issues. The Series Director of Competition will determine if the stop was made for a safety issue.

8. If two or more competitors engage in any combination of the events named in numbers 4 through 7 immediately above on the same lap, the participants will restart at the rear of the field according to the running order they were in on the last completed lap.

9. Any participant failing to take his/her proper restart position, deliberately obstructing a fellow competitor from taking his/her proper restarting position, or intentionally delaying the restart of a race event will be moved to the last running position.

10. The leader sets the pace for a restart. All starts and restarts occur coming out of turn four.

11. Participants cannot pass other competitors until they pass the cone on the front stretch.

If a participant brings out the yellow flag because he/she passed another competitor before the cone, the participant will lose two positions on the restart. Cars Failing to take off between turn 4 and the cone may be passed without penalty at the discretion of the Series Technical Director and Series Director of Competition.

12. Competitors cannot hit the cone. If a participant brings out the yellow flag because he/she hit the cone, that participant will forfeit two positions on the restart.

13. All lapped cars will be placed to the rear of the field on all restarts in the A-Main. Drivers will pass the lead cars in running order to get to the rear of the field.

14. Secondary Title Sponsor Lucky Dog; During the A-Main Lapped Cars returning to the rear of the field during caution by virtue of passing the lead cars will receive 1 lap back if multiple laps down, if only one lap down they will then be scored on the lead lap and continue to race for position.

J. Backup Cars

1. The use of a backup car must be approved by the Series Technical Director.

2. A backup car does not have to be part of a team's original equipment. However, the backup car cannot have already competed in the event.

3. If a driver changes cars, prior to his/her scheduled heat race, that driver will start in the position designated to him/her on the official heat line-ups.

4. If driver changes cars at any point after his/her scheduled heat race, that driver will start at the tail of the next scheduled event that he/she has been locked into.

5. Once a race has commenced, a driver cannot change cars for that race after one scored lap has passed.

6. If a backup car is utilized, a driver change will not be permitted for the remainder of the event.

K. Changing Drivers

1. If a car changes drivers prior to its scheduled heat race, that car will start in the position designated to it on the official heat line-ups.

2. If a car changes drivers at any point after its scheduled heat race, that car will start at

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the tail of the next scheduled event that the car has been locked into.

3. If a car changes drivers, the use of a backup car will not be permitted for the remainder of the event.

L. Work Area: The designated work area will be determined by the Host Track and Series Director of Competition at

each track. The designated work area may be utilized under yellow or red flag conditions.

Under yellow or closed red conditions, once a car arrives in the work area, the car must begin its return to the track within sixty seconds or before the one-to-go of the same lap in which the car exited the track. At no time will a team be given more time to complete repairs during a race event if a lap has been completed.

1. The car will restart at the tail of the field.

2. If a car exits the track and does not return within sixty seconds or before the one-to-go of the same lap in which it exited the track, the car will not be permitted to resume the race.

3. If a car exits the track and one or more laps are completed in its absence, that car will not be permitted to resume the race.

4. If the number of times a car utilizes the work area impedes the race, the car will be prohibited from completing the race. Each car will receive sixty seconds the first time in the work area, after that you must be ready by the one to go.

5. There will be no opportunity to work on a car under yellow flag conditions during any event until after the heat races.

M. Stopping on the Track

1. A car that stops for any reason after leaving the grid and impedes the start of the race will be placed at the tail of the starting field. Exceptions to this rule will be made for safety issues. The Series Director of Competition has the discretion to determine if the stop was made for a safety issue. The Series Director of Competition or the Technical Director may ask any car involved in an on-track altercation to stop for a safety evaluation, if the car is deemed to be able to compete it shall at no penalty to the driver. If the car is deemed to have been damaged beyond the ability to safely race it may proceed to the work area. The Series Director of Competition or the Series Technical Director will inform the driver of any issues found prior to the restart.

2. A car that stops for any reason under green flag conditions, including for an accident, will be placed at the tail of the field for the restart. Exceptions to this rule will be made for safety issues. The Series Director of Competition has the discretion to determine if the stop was made for a safety issue.

3. If the Series Director of Competition determines that a participant is continuously impeding a race, the participant will not be permitted to resume the race.

N. Spins:

1. Spins are not permitted and will not be tolerated. The Series Director of Competition has the discretion to determine if the spin does not impede the race to maintain racing.

O. Rough Driving:

1. 1st Offense: Driver will be sent to tail.

2. 2nd Offense: Driver will be disqualified, receive no points and no pay.

P. Slide Jobs: A participant's attempt to clear the car he/she intends to pass must be made in good faith. The good faith determination will be made by the Series Director of Competition.

R. Retaliation: If a participant engages in retaliation before, during, or after a race, the participant

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will be disqualified and will receive no points or pay.

Q. Race Completion

1. A race will be considered complete when the checkered flag has been displayed or whenever the scheduled distance is finished, whichever occurs first. All feature races must be completed by a green, white, and checkered flag unless the discretion of the Series Technical Director states otherwise.
2. If the scheduled distance of a feature event has not been covered, it is within the Series Director of Competition's discretion to decide if the race is complete.
3. Races which are completed on subsequent dates will complete the unfinished portion of the scheduled distance.
4. The white flag will be displayed to the leader as he/she completes his/her last lap, and will continue to be displayed to each successive car during that lap of the race, indicating one more lap to be run.
5. The checkered flag will be displayed to the leader as he/she completes his/her last lap and to each successive car until all cars running have been signaled that the race has been completed.
6. If a race is stopped by a red flag after the leader and/or other cars have taken the checkered, those taking the checkered prior to the showing of the red flag will be scored according to how they crossed the start-finish line. Cars passing the start-finish line after the showing of the red flag will be scored according to their last scored lap (green). Those involved in the accident will be scored at the rear of the field.
7. If a race is stopped by use of the red flag and is ruled complete by virtue of more than 50% of the race event having been run, the finishing positions will be paid according to the last official scored lap by the leader, previous to the red flag being displayed. Any cars involved in the accident which resulted in the red flag being displayed, will be scored at the rear of the field.
8. If a feature race stopped by the use of the red flag is ruled incomplete by virtue of not having completed 50% of the race event, all race participants of that event will share equally in purse money paid for that event.

R: Points Structure

- I. All competitors will begin with zero (0) points upon showing up to their first event for the season. Points follow the Driver not the car or car owner.
- II. Only Registered Competitors who are registered prior to the July 15th 2022 deadline are eligible for points, Points are nontransferable.
- III. POWRi 360 Winged Sprint Car Desert Series does not use provisional starts at any time for any reason.

*Passing Points Diagram is on the next page

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IV. Passing Points

		START											
		1	2	3	4	5	6	7	8	9	10	11	12
FINISH	1	100.0	105.0	110.0	115.0	120.0	125.0	130.0	135.0	140.0	145.0	150.0	155.0
	2	91.5	93.0	98.0	103.0	108.0	113.0	118.0	123.0	128.0	133.0	138.0	143.0
	3	83.0	84.5	86.0	91.0	96.0	101.0	106.0	111.0	116.0	121.0	126.0	131.0
	4	74.5	76.0	77.5	79.0	84.0	89.0	94.0	99.0	104.0	109.0	114.0	119.0
	5	66.0	67.5	69.0	70.5	72.0	77.0	82.0	87.0	92.0	97.0	102.0	107.0
	6	57.5	59.0	60.5	62.0	63.5	65.0	70.0	75.0	80.0	85.0	90.0	95.0
	7	49.0	50.5	52.0	53.5	55.0	56.5	58.0	63.0	68.0	73.0	78.0	83.0
	8	40.5	42.0	43.5	45.0	46.5	48.0	49.5	51.0	56.0	61.0	66.0	71.0
	9	32.0	33.5	35.0	36.5	38.0	39.5	41.0	42.5	44.0	49.0	54.0	59.0
	10	23.5	25.0	26.5	28.0	29.5	31.0	32.5	34.0	35.5	37.0	42.0	47.0
	11	15.0	16.5	18.0	19.5	21.0	22.5	24.0	25.5	27.0	28.5	30.0	35.0
	12	6.5	8.0	9.5	11.0	12.5	14.0	15.5	17.0	18.5	20.0	21.5	23.0

1. Electing to start Scratch (last on the heat starting grid) voids passing points and will only be awarded finishing points based off the above matrix.

V. Race Finish/Championship Points Structure

1st 300, 2nd 290, 3rd 280, 4th 270, 5th 260, in 10 point intervals for each position to 21st place at 100 points from there back.

1. Heat Races do not award points towards the Championship
2. B-main non transfers will receive 50 points, transfer cars will not receive points from B-main.
3. Cars unable to make the Start of the B-main will receive 40 show up points, to be eligible the driver must have attempted to qualify into the field through the Heat Race, cars that do not race the heat at minimum will not receive points. No Other Championship Points may be awarded for any reason.

- VI. In the event of a rain out after a Main Event field has been set, all drivers in the starting grid will receive 150 points and all drivers not in the starting grid will receive 50 points, unless they did not start the B-Main but did start the Heat, 40 points will be assessed, no points will be given for cars that did not start the heat or B-Main.