

Womp Club Group C Sportsman's Series

R Geo Part# #344 Goblin SS Mandatory

- No bending, reshaping, bracing, altering or excessive soldering of the chassis
- No weight can be added to the chassis
- .050 clearance under entire car

ProSlot Part# PS-4001S Mandatory

- Seal and motor must remain unaltered with stock motor brushes and springs
- Motor may be soldered in chassis

Mandatory Tires

- Front: Pro-Track Daytona Part# 219A & JK87501PF (Min .750 Dia.)
- Rear: Alpha #328, JK87766PP (Min .810 Dia.)
- No coning of tires
- No independent fronts
- May use nail polish on front tires

Group C Sportsman Caveman Bodeez Mandatory

- Body must be painted and have numbers displayed on three sides
- 3D interior is mandatory
- Body cannot be modified or trimmed to excess
- Body clips only, and tape may be used to secure them
- No weight added to the body

Gears, Axles, Oilites, Guide, & Width

- Unmodified 48 pitch 8T ARP Part# 4808 pinion is mandatory
- Unmodified 48 pitch 28T Part# M669-28 Koford crown is mandatory
- 1/8" solid axles front and rear
- Oilites: 1/4" x 1/8" mandatory, and they may be soldered into the chassis
- Width: 3 Inch maximum. Spaced equally

- Any wheel spacers
- No wheel collars
- No weighted guide flags
- Any guide spacers permitted
- Plastic or nylon guide nut only
- Any brand of braid, lead wire and guide clips permitted

Tech

Tech will open at 6:00 PM. Track power will be turned off at 6:30 PM. All cars must be on the tech table on or before 6:30 PM. Cars late to tech inspection may be subject to a 3-lap penalty.

We will be checking the entire car for rule compliance. If a car fails tech for any reason the racer will have the opportunity to correct the infraction. After the car has been determined to pass the car shall remain at the tech table; except when racing.

Race Procedure

Racing begins directly after completion of tech, and entries are entered into the computer system.

Lane stickers must be placed on the front of the car as near the guide flag as possible.

All racers are expected to corner marshal, or assist the race director if unable to marshal.

Sportsmanlike conduct is required. Disrespectful behavior may lead to disqualification for the race day.

Heats: 3 minutes with 2 minute intervals for lane changes.

During lane changes a racer may clean tires with lighter fluid at the designated area with the provided supplies.

Adding glue or conditioners to tires during the race is not allowed. No glue boards.

Anyone caught violating any rules during the race may be disqualified forfeiting all points for that race.

Track call conditions:

- 1) Track repairs
- 2) Car is in the wrong lane and under power
- 3) Car is inaccessible to the corner marshal
- 4) Corner marshal is overwhelmed by a multi-car crash
- 5) Only a corner marshal shall straighten braid or clean tires during a track call.

Final authority regarding parts & rule compliance is entirely at the discretion of the raceway. If it is not explicitly written it is not allowed.

Race Day & Series

Raceway will open at 4:00 PM

Pit Pass & Racing Fee - \$15.00

There will be 6 races with one drop allowed.

Postrace photos. Pictures of the top three finishers and cars will be taken following the completion of each race.

Single Race Points

1 st	25
2 nd	22
3 rd	20
4 th	18
5 th	16
6 th	14
7 th	12
8 th	10
9 th	9
10 th	8
11 th	7
12 th	6
13 th	5
14 th	4
15 th	3
16 th	2
17 th	1
18 th	1
19 th	1
20 th	1