



Bombers 2017 Official Rules and Regulations

DISCLAIMER: “The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for the orderly conduct of racing events within the Bomber Division at Ohsweken Speedway. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR THE COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.** They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, or official.

The Technical Inspector (s) or Director of Racing Operations shall be empowered to permit reasonable and appropriate deviation from any of these specifications herein or impose any further restrictions that in his / her opinion do not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the Director of Racing Operations or his / her appointee. Their decision is final.”

It is the responsibility of each competitor to read, understand and comply with these rules as written. They are neither foolproof nor exhaustive. They are intended to provide fair and competitive racing for all who participate in this division. The spirit and intent of these rules is the standard that will be used for competition at Ohsweken Speedway. Ohsweken Speedway officials are authorized to decide if an equipment change or addition is an attempt to circumvent these rules or provide an unfair advantage. OS officials can and will disqualify any entry in violation of the spirit and intent of these rules. Decisions will be based on common sense, consistency, impartiality and fairness. If there is disagreement or dispute regarding the meaning, interpretation, or application of these rules, OS officials’ decisions shall prevail. If these rules do not specifically say that you can add, change, or modify something, then you should consider that addition, change or modification illegal. Any questions about the legality of an addition or modification not covered by these rules must be answered by OS officials in writing, and their decision is final.

Ohsweken Speedway reserves the right to alter or amend these rules at any time in the interests of safety, cost control or fair competition. The safety of each racecar and all equipment is the complete responsibility of the driver/owner, and the driver/owner acknowledges this responsibility by participating in any racing activity at Ohsweken Speedway.

1.0 – General Info:

1.1 – This class is intended for people who don't want to spend a lot of time and money to go racing.

1.2 – Races will be run on the 1/4-mile infield track.

1.3 – Any situations deemed unsafe by Ohsweken Speedway officials will result in the race being temporarily stopped with a red flag.

1.4 – Any driver that is considered to be driving in an unsafe manner will be disqualified and not allowed to continue.

1.5 – Rough driving, verbal abuse or inappropriate behavior will not be tolerated. No further warning will be given. If violated, the team may be disqualified. Any driver stopping on the race track to protest will be disqualified for the remainder of the evening, scored last in that event, and forfeit all monies and points earned for the evening.

1.6 – The safety of each car and all equipment is the complete responsibility of the driver/owner, and the driver/owner acknowledges this responsibility by participating in any activity at Ohsweken Speedway.

1.7 – Car claim rule will be established if participants start to over spend for this class.

1.8 – All cars participating are subject to technical inspection.

1.9 – Any cars with illegal non-stock parts will be disqualified and could be subject to suspension or disallowed to race in this class indefinitely.

1.10 – Drivers must be 14 years of age. Under 18 years of age, an insurance document (*parental consent form*) must be signed by both parents and/or legal guardians and filed with Ohsweken Speedway.

1.11 – Drivers or their crews will not consume alcoholic beverages at any time prior to or during an event. Use, sale, or distribution of illegal drugs at any time shall be cause for immediate and indefinite suspension. Participation by a team member in either activity will result in disqualification with all points and earnings toward the year end point fund being forfeited.

1.12 – Helmets ARE RECOMMENDED TO BE WORN anytime the racecar is in motion.

1.13 – If you are not sure of anything on your car check with an official before the race.

1.14 – Any car that is excessively rusted or battered that it is unsafe will not be allowed to compete.

1.15 – No Mobile Devices allowed in cars during competition.

2.0 - Alternates:

2.1 – No Alternates will be used at Ohsweken Speedway to complete a full field. If one or more qualified cars cannot start the feature event, no non-qualified cars will be used to fill those spots.

3.0 - Racing:

3.1 - After drivers have been called to line up for a race, all drivers must be ready and in their proper line up or will start at the tail. If belts come loose, driver must stop by an official to buckle up and will not be penalized. Rows will move straight up to fill voids in the scheduled line up caused by cars scratching or failing to show.

3.1.1 - Yellow flag:

- 3.1.1.1 - All cars that stop on the racetrack or spin bringing out a yellow will go to the tail.
- 3.1.1.2 - During a yellow flag period, no working on the car is allowed on the track or the car will be disqualified.
- 3.1.1.3 - *Cars upon stopping on the race track TWICE during heat races or THREE TIMES during the consi or feature will be disqualified from that race at that time.*
- 3.1.1.4 - First lap restarts; inside or outside row will move straight up to fill a void for a missing car.
- 3.1.1.5 - The Race Director will determine if a yellow flag is needed and will have final say to what any yellow flag was displayed for.
- 3.1.1.6 - *A yellow flag will be displayed for any debris deemed to be in the racing groove and a danger to the competitors. Any car that can be identified as causing a yellow flag for depositing the debris will be charged with the yellow and placed at the tail of the field.*

3.1.2 - Red flag:

Do not pass the crash site. Pull to the topside of the track and stop immediately.

- “CLOSED” red flags only.
- On a closed red, crews will not be allowed on racing surface to work on cars.
- *During consi & feature action, Any car wishing to make repairs may advance to the Pit Area prior to the yellow flag being displayed provided they DO NOT have to go through the accident scene and then only after they are given permission to do so by the RACE DIRECTOR and ONLY at his discretion. Violation of red flag procedures will result in disqualification for the evening and FORFIETURE OF ANY MONIES EARNED.*

3.1.3 - Black flag:

- If the Black Flag is waved for you it means you are disqualified from that race and must return to the pit immediately (*or infield clear of the racing surface*). Scoring will stop for you. Failure to leave the track will result in disqualification from all remaining races for the evening and all points and monies for that evening will be forfeited.

4.0 Points:

- 4.1 – The championship Point System is designed to reward loyalty and consistency to the drivers who support Ohsweken Speedway on a regular basis. Anyone wishing to collect Championship Points must be a member, with a valid Track Membership, in good standing of Ohsweken Speedway

5.0 Registration:

- 5.1 - All drivers must complete a Registration form before being allowed to compete (whether they intend to become a member or not). A Track Membership (\$60.00 up until practice night, \$100.00 after then) is required to accumulate points toward the season championship. Season Passes are not Memberships. Points accumulated will be awarded to the driver.
- 5.2 - Drivers may compete in more than one division in a night. But will only allowed to participate in one sprint car division per night. They must pay a pit gate admission price at the sign in window for any additional classes they wish to enter. Driver may buy a membership in additional divisions to utilize cheaper sign in. Driver may collect points in one division/night. They must declare which division when signing in.

6.0 Year End Points Fund Distribution:

- 6.1 - Will be awarded to the top ten drivers who have participated in 80% of all scheduled point events during the race season.
- 6.2 - To collect year end points fund , driver must be present at year end banquet.

7.0 Team or “co-drivers”:

- 7.1 – Teams will not collect unified points.
- 7.2 – Teams will be allowed to race and qualify for the free perfect attendance card at the year ends banquet. One of the two drivers in the team are eligible for the free pass. This pass will go to the driver who drove the majority of races. If both drivers participated in the same amount of races, then the team can pick who qualifies.
- 7.3 – A team will consist of no more than 2 drivers.

8.0 – Championship Points

Championship points will be awarded to member drivers per the following scale.

- 8.1 - Championship points will be awarded to member drivers per the following scale.
 - 8.1.1 - Championship points will be awarded to MEMBERS ONLY.
 - 8.1.2 - No Points will be awarded to any member driver who is scheduled for any race and fails to start.
 - 8.1.3 - 25 Points will be awarded to all member drivers that compete in the consi but fail to transfer to the feature.

Feature

1. – 85	5 – 74	9 – 66	13 – 58	17– 50
2. – 81	6 – 72	10 – 64	14 – 56	18 – 48
3. – 78	7 – 70	11 – 62	15 – 54	19 – 46
4. – 76	8 – 68	12 – 60	16 – 52	20 – 44

9.0 Final Point Tabulation

- 9.1 - Following the conclusion of the evening’s racing program on Friday, September 2nd, the 2017 Point Champion will be awarded to the driver who has accumulated the most points over the season.

10.0 Handicapping:

The intent of any handicapping system is to provide a fair and consistent way of assigning heat and feature event starting positions.

THIS SYSTEM WILL BE UTILIZED FOR ALL POINT PAYING EVENTS FOR THE Bomber Division in 2017.

- 10.1 - HANDICAPPING POINTS DISTRIBUTION:
 - Handicapping points will be awarded to MEMBERS ONLY based on their feature finish for the car they were driving. All non-members will be treated each week as new drivers.
- 10.2 – Nightly Entry Declaration for Handicapping:
 - Cut off time for handicapping is Thirty (30) Minutes before scheduled race-time. After that, cars will be placed to the rear of the heats and considered as any

other non-member car for heat race purposes. If they are able to finish their heat in a qualifying position they will retain their handicapping position for the feature event.

- 10.3 – Line Up Procedure:

- OPENING NIGHT & Week #2:

- All drivers will draw for heat race starting positions. Drivers who qualify through the heat race will redraw for Feature starting positions.

- If more than 24 cars are present:

- Top four to redraw from each heat-3 Heats.
- All cars will qualify from each of the three heats. Remaining heat racecars will start straight up behind the redraw cars the way they finish the heats
- Any other cars not finishing their heat will be added to the tail of the feature field.

- If 12 to 23 cars are present:

- Top six to redraw from each heat-2 Heats. All cars will qualify for the feature.
- Remaining heat racecars will start straight up behind the redraw cars the way they finish the heats.
- Any other cars not finishing their heat will be added to the tail of the field.

- If 11 or less are present:

- Top five to redraw from the 1 Heat. All cars will qualify for the feature.
- Remaining heat racecars will start straight up behind the redraw cars the way they finish the heat.
- Any other cars not finishing the heat will be added to the tail of the field.

- WEEK #3 & BEYOND:

- If less than 12 cars:
 - There will be 1 heat with all cars qualifying.
 - All cars will be handicapped for the feature.
 - Cars not completing their heat will line up behind cars that did.

- If there are 12-23 Cars:
 - There will be 2 heats with 6 qualifying from each heat. All cars qualify.
 - The remaining cars will line up behind the top 12 heat qualifiers heads from their heat finish, only if they complete it.
 - Non heat finishers will fill the back of the feature field.
 - If there are more than 24 cars:
 - There will be 3 heats with 4 qualifying from each heat. All cars qualify.
 - The remaining cars will line up behind the top 12 heat qualifiers heads up from their heat finish, only if they complete it.
 - Non heat finishers will fill the back of the feature field.
 - Heats will be lined up based on Item 10.5.
 - Member drivers will be placed equally in each of the scheduled heats with non-member drivers also equally divided among the heat races.
 - The feature will be lined up based on handicap points (*lowest to highest*) however member drivers must qualify in their heat race to maintain their handicap starting position.
 - Non-member drivers will line straight up behind all member drivers per their heat race finish.
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- 10.4 – New Car Handicapping Points:
 - 10.4.1 – New cars will start behind all handicapped cars.
 - 10.4.2 – Following completion of one week in competition handicapping points for the week of competition will be used. In addition, one or two weeks of MAXIMUM handicapping points will be utilized as required for placement purposes on the handicapping list provided a membership is secured by the driver.
- 10.5 – Heat Race Lineups: (*night #3 and Beyond*)
 - 10.5.1 - Heat race line ups will be determined by the number of entries on each night.
 - 10.5.2 - Current points will be used to set the heat race starting orders.
 - 10.5.3 - Drivers with points will be divided equally in two, three or four groups (lowest points; mid group; and highest points) and lined up with the lowest point driver from each group on the pole.

- 10.5.4 - Member drivers who register after the closing time will be treated as non-member drivers for heat race positioning. They must finish in a qualifying position to retain their handicap positioning for the feature line up.
 - 10.5.5 - Non-member drivers will be added to the back of the heats evenly as they register for the night's events. (i.e. – 1st non-member to register will line up first behind all point drivers in heat race number one; 2nd non-member will line up first behind all point drivers in heat race number two; and so on.
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- 10.6 - Following the conclusion of the evening's racing program on Friday, September 2nd, the 2017 Point Champion will be awarded to the driver who have accumulated the most points over the season.

11.0 - Rookie of the Year Eligibility

- 11.1 – “Rookie of the Year” candidates will be limited to drivers who have competed in a Bomber car five times or less in any previous year. The rookie driver who finishes highest in total points will determine the “Rookie of the Year”.

2017 Bombers

Official Car Specifications

1.0 – Safety

- 1.0 - An approved Snell SA 2010 or newer full-face helmet must be worn in all race events.
- 1.1 - Helmet must be in good condition.
- 1.2 -Approved racing helmet must have proper identification, and have no signs of previous damage. No open face helmets allowed.
- 1.3 - 4-Point racing belts in good condition mandatory.
- 1.4 - 5 point racing belts recommended.
- 1.5 - Entrants must wear an SFI 3.2A -1 or better fire retardant racing suit.
- 1.6 - Fireproof gloves SFI 3.3/1 mandatory.
- 1.7 - Window net with quick release mandatory.
- 1.8 - All cars must have a push off pull on type switch to shut off electric fuel pump mounted on the roof.
- 1.9 - Roll bar mandatory. Roll cage recommended. Door bars recommended.
- 1.10- All cars must have a charged fire extinguisher securely mounted.

2.0 – Cars Permitted

- 2.1 - 1984 and newer STOCK 3, 4, 5 or 6 cylinder cars.
- 2.2 - MAXIMUM ENGINE SIZE 3.1 LITERS.
- 2.3 - Any 2 door, 4-door sedan, hatch back or wagon.
- 2.4 - Must be over 90" wheelbase.
- 2.5 - 5 and 6 cylinder cars must have automatic transmission.
- 2.6 – No turbo cars, no super charged cars and no rotary engine cars.
- 2.7 – No vans, trucks, or convertibles.
- 2.8 – 4 wheel drive cars will only be allowed with the rear drive shaft removed.

3.0 – Body

- 3.1 - Body appearance must be neat (dents encouraged to be banged out weekly).

- Battered cars that have been run in demo derby type events will not be allowed. Discretion will be left to technical director(s).
- 3.2 - Doors must be welded, bolted, chained or wired shut.
- 3.3 - Hood can be wired, chained or bolted shut. Hood pins are allowed.
- 3.4 - Hood must have a minimum 15" hole if no hood pins are used for quick access.
- 3.5 - No gutting of hood, roof or any interior metal.
- 3.6 - Sunroof must be replaced with metal.
- 3.7 - Bumpers can be from another car but cannot be wider than original bumper (no sharp edges). No homemade bumpers. Must start with front bumper rear bumper is optional. Rear bumper must be chained or wired so it won't fall off.
- 3.8 - Hatch or trunk lid can be removed.
- 3.9 - Wheel arches can be trimmed for wheel clearance.
- 3.10 - All glass and flammable material must be removed with the exception of:
 - 3.10.1 - Stock type driver's seat, headrest mandatory. Racing seat allowed. No fiberglass seats.
 - 3.10.2 - Dashboard can be removed or can remain.
- 3.11 - Stock steering column only.
- 3.12 - All taillights headlights, trim, door handles must be removed.
- 3.13 - Paint and Numbers must be neat. Clear sharp numbers with contrasting colors (no messy spray bomb numbers). NO VULGAR Writing or Pictures allowed.

4 – Roll Bar

- 4.1 - A minimum two-point roll bar mandatory. Must be minimum 1 3/4" X .095" round or square tubing welded to 6" X 6" X 3/16" plate welded or bolted to floor with minimum four 7/16" bolts with large washers on top *and 6"x6"x1/8" plate under the floor pan. A 2" bar running horizontally between the uprights approximately 3" above the floor is recommended to provide lateral stability.*
- 4.2 - A horizontal bar must welded or bolted to the left doorpost and right doorpost and must be welded or bolted to the roll bar.
- 4.3 - Four door cars can weld or bolt the horizontal bar to the left rear door panel and right doorpost and must be welded or bolted to the roll bar.
- 4.4 - One driver's door bar a minimum of 1-3/4" x 0.095" is MANDATORY or a minimum 8" x 1/4" door plate bolted with a minimum of 8 bolts or a 1" x 2" x 3/16" rub rail bolted with a minimum of 8 bolts. Bolts must be a minimum of 7/16" or 1/2" carriage bolts. Must be bolted tightly to the body with large washers included. Rub rails are also allowed on the passenger side doors.

5 – Roll Cage

- 5.1 - Roll cage allowed and recommended.
- 5.2 - Two horizontal bars to protect the radiator are allowed. Maximum 2" tubing with two vertical supports. Bars must be under the hood or bumper. No bracing forward or back. No other bars are allowed forward of the front firewall.

6 – Windshield

- 6.1 – Complete windshield area must be replaced with 1" heavy gauge mesh.
- 6.2 - With minimum of one 1" solid bar or minimum 1 1/4" x 0.095" tubing or 1 1/2" x 3/16" flat bar in the center of the windshield area.

7 – Battery

- 7.1 - Can be moved and must be securely mounted to floor.
- 7.2 - Must be in a spill proof container.

8 – Fuel Tank

- 8.1 - Original gas tank in original position under rear floor allowed. Must have secure straps and no leaks.
- 8.2 - Gas tank that is under trunk floor must be replaced with a steel fuel tank with a maximum capacity of eight gallons or racing fuel cell.
 - 8.2.1 - Must be placed in trunk.
 - 8.2.2 - Must be securely mounted with a minimum of two straps 1" x 1/8" bolted to trunk floor.
- 8.3 – No stock tanks in trunk.
- 8.4 - Rubber fuel line cannot run inside the car interior.
- 8.5 - No leaking fuel lines.
- 8.6 - Steel fuel filters only (*no plastic filters*).

9 – Brakes

- 9.1 - Brakes must be working.
- 9.2 – No brake shut offs.

10 – Firewall

- 10.1 - Cars must have a minimum 22-gauge steel rear firewall if gas tank is in the trunk area.
- 10.2 - Holes in front firewall must be patched with minimum 22-gauge steel.

11 – Wheels and Tires

- 11.1 - Any steel or aluminum rims, within 1" of stock offset, maximum 7" measured bead to bead. 55; 60; 65; 70; 75 or 80 series DOT Street tires only.
- 11.2 - Ice Tires and snow tires allowed.
- 11.3 - Temporary spares allowed.
- 11.4 - Inner tubes allowed.

- 11.5 - No solid tires.
- 11.6 - No racing tires.
- 11.7 - No tire shaving, grooving or sipping.
- 11.8 - Hubcaps and wheel weights must be removed.

12 – Suspension

- 12.1 - Springs, shocks, steering, and bushings must be stock or stock replacement.
- 12.2 - No spring spacers.
- 12.3 - All suspension must be stock with no modifications or racing parts.

13 – Cooling System

- 13.1 - No anti-freeze. WATER ONLY.
- 13.2 - Cooling system must be flushed with water.
- 13.3 - Any automobile radiator allowed.
- 13.4 - Any electric fan allowed.

14 - Engine

- 14.1 - Must be stock.
- 14.2 – No modifications.
- 14.3 – No performance upgrades.
- 14.4 - 4 valves per cylinder allowed.
- 14.5 - No turbos, superchargers or rotary engines.
- 14.6 - Must have air filter element.
- 14.7 - Aftermarket performance filters and cone type filters allowed.

15 – Transmission

- 15.1 - Stock transmission only.
- 15.2 - 3 and 4 cylinder manual or automatic transmission.
- 15.3 - 5 and 6 cylinder automatic transmission only.

16 – Differentials

- 16.1 – Open only for front wheel drive cars.
- 16.2 – Locked rear ends allowed on rear wheel drive cars.
- 16.3 – Factory limited slip allowed.
- 16.4 – Factory Posi – Track differentials allowed.

17 – Technical Inspection:

- 17.1 –Ohsweken Speedway reserves the right to perform technical inspection on and car at any time.
- 17.2 – Post Race Technical inspection carried out within the confines of the Tech Barn will be completed under the following guideline
- 17.3 – Cars to be inspected MUST proceed immediately to the Tech Inspection area after exiting the race track
- 17.4 – No team members are allowed to touch or remove any part of the race car without receiving prior approval of the Head Tech Official; (remember the area between the tech barn and the turn two exit is restricted)
- 17.5 – Cars (with Driver) must enter the tech area as instructed by inspectors. Drivers must move their racecar onto scales or be assisted by track officials only if needed.
- 17.6 – Access in the tech barn will be restricted to the car driver and two crewmembers.
- 17.7 – The team is responsible for preparing only the area(s) of the race car for inspection as requested by the HEAD TECH OFFICIAL in a timely manner;
- 17.8 – Any participant (team) who refuses to allow tech officials to inspect their car at any time or follow inspection directions and procedures will be subject to the following:
 - Immediate disqualification from the event.
 - Loss of points and prize money for that event.
 - Credited with a feature win for handicapping purposes (*if applicable*).
- 17.9 – Participants found to be illegal and disqualified during technical inspection shall be subject to the following:
 - Disqualification from the event.
 - Loss of points and prize money for that event.
 - Credited with a feature win for handicapping purposes (*if applicable*).
 - If found illegal on a double feature night, the car will be declared illegal for both races and will not receive points or prize money for either.
- 17.10 – A second infraction for deemed illegal or technical issues will result in the following:
 - Disqualification from the event.
 - Loss of points and prize money for that event.
 - TOTAL LOSS of ALL ACCUMULATED POINTS to DATE. (*Attendance record will not be affected for year-end perfect attendance award*)

Any Questions please contact Mike Miller-Tech Director Ohsweken Speedway

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