



MONADNOCK SPEEDWAY
RTE 10 - WINCHESTER, NH
603-239-4067 603-239-8800

"FASTEST HIGH BANK 1/4 MILE IN THE EAST"

2012 YOUNG GUN RULES

The youth division is intended to be a stock 4-cylinder racing division for kids ages 12 through 15. All cars must remain OEM stock with OEM stock production parts. The goal to the division is to give these young drivers an opportunity to gain valuable racing experience while working together as a team and having fun. All members of the race teams must understand the track rules, safety, technical and on track. Safety is the primary concern, as with all of our divisions. The speedway expects all drivers, parents and crewmembers to display good sportsmanship to fellow competitors and race teams. Fighting, rough riding and out of control driving will not be tolerated. Any car that dominates the division is subject to a addition of weight. Eligible Models - Any 1980 to 2002 four cylinder front or rear wheel drive sedan with a stock wheelbase between 87" - 103". No four wheel drives, pick ups, jeeps, mini vans, two seat sport cars or station wagons. NO V-tech or V-4, rotary engine, rear engine, turbo or super charged models. No convertibles. All cars must have VIN #'s visible and readable. Any newer cars are subject to approval prior to racing.

Bodies: Anything not covered in the rules below must remain OEM stock.

1. Bodies must be straight, sound and OEM stock and remain in the original location on the frame. No cutting, chopping, shortening or lowering. No gutting unless permitted in a specific area of the rules.
2. Ornaments - all exterior chrome strips, mirrors, lights and trim must be removed.
3. Upholstery - all interior upholstery must be removed.
4. All mirrors must be removed.
5. Grilles (plastic or metal) must be removed and replaced with screen. Grille must retain original configuration.
6. All interior sheet metal used for patching, covering, or cosmetic purposes must be a minimum of 20 gauge steel. The only cosmetic sheet metal allowed in the driver's compartment will be the dash area and rear firewall. All others must be approved.
7. Dash - may be removed for roll cage installation and must be replaced by sheet metal.
8. Light openings - must be covered, aluminum may be used.
9. Hood and Trunk - latches must be removed and replaced with quick release hood pins. Hinges may be removed and replaced with quick release hood pins. All hatch back cars must be welded or bolted shut.
10. Doors - inner structures, hinges and latches may be removed, doors must be welded securely closed.
11. Firewalls - must be left in OEM stock location. Hatchback cars must fabricate a firewall between driver's compartment and fuel tank. The only alteration allowed is for installation of

roll cage. Must be a 20 gauge steel.

12. Steering Wheel - any steel wheel may be used. Outside steering column casing may be removed. Steel shaft may be used. If casing is removed, the shaft must be mounted with a heim joint. No tilt wheels. Wheel center must be padded. Must meet tech approval.
13. Bumpers - stock OEM bumpers and bumper covers only. Bumpers must be secured with a 5/16" chain.
14. Glass - All glass must be removed, except for the windshield. The windshield may be replaced with Lexan and braced in the center. No cracks or holes in the windshield.
15. Numbers - All cars must be numbered. Number must be painted on both doors and on the roof, 18" minimum height. Roof numbers must be read from the passenger side of the car. Numbers must be contrasting to the car color. No reflective numbers. All cars must have a 6" white number on the upper right hand corner of the windshield.

Engine / Chassis: Anything not covered in the rules below must remain OEM stock.

1. All engine components must remain stock untouched for year, make and model. No aftermarket high performance parts. OEM production parts for make, model and year only. No engine modifications allowed, including mounts and mounting locations. No v-Tech or V-4, rotary engine, rear engine, turbos or supercharged allowed. OEM parts must match VIN model designation.
2. Rev Limiters must be OEM stock and in working order.
3. Only OEM stock air intake and air cleaner

allowed. No cone style air filters. OEM style filters.

4. Battery must be secured under the hood.
5. No reinforcing around the radiator. Antifreeze must be removed. Racing coolant allowed. Overflow tank must remain under the hood.
6. Stock exhaust manifolds only, no headers allowed. Manifold must be stock for year, make and model. All exhaust must exit behind the driver, out the passenger side of the car.
7. Mufflers - are mandatory and must be unaltered. Glass Pack or Lobak 35-12-35 muffler will be the only mufflers allowed.
8. Transmission and rear end or transaxle must be stock for year, make and model. No modifications allowed.
9. Suspension components must be OEM stock for year, make and model. No racing springs or components allowed. Ground clearance is a minimum of 5". Stock OEM springs may be modified to attain proper height.
10. Camber – OEM Stock. May use OEM Camber bolts.
11. Fuel system must be OEM stock. If OEM fuel tank is behind the rear wheels, fuel tank must be protected. Fuel cells allowed. If a fuel cell is used, it may be lowered but must remain 2" above bottom of differential basket or axle beam. It must be mounted center between the rear wheels and a minimum of 8 3/4" from the ground and securely mounted with four 1 1/2" metal straps (two going in each direction). Fuel cell must be protected by 22 gauge steel container. Rollover valve must be installed. Firewall must extend between fuel tank/cell and driver.
12. Brakes - Four OEM working brakes.
13. No drive train modifications allowed.
14. Strut reinforcements and wedge bars are allowed.

Wheels / Tires:

1. No racing wheels, wheel spacers or adaptors allowed. 13", 14" or 15" factory style wheels only.
2. Wheels may be reinforced only to prevent loss of wheel while competing.
3. Tire must be Bridgestone Fuzion HR (size 195/60/14 or 195/65/15). Tires are available at your local Pete's Tire Barn at a discounted price (when ordering tell them you are a Young Gun competitor)

Weight:

1. All cars must weigh a minimum of 2150 lbs at the completion of the race with driver strapped in. Weight subject to change.
2. Weight added must be no less than 5lb blocks and securely mounted with no less than two 1/2" bolts. All weights must be mounted inside the

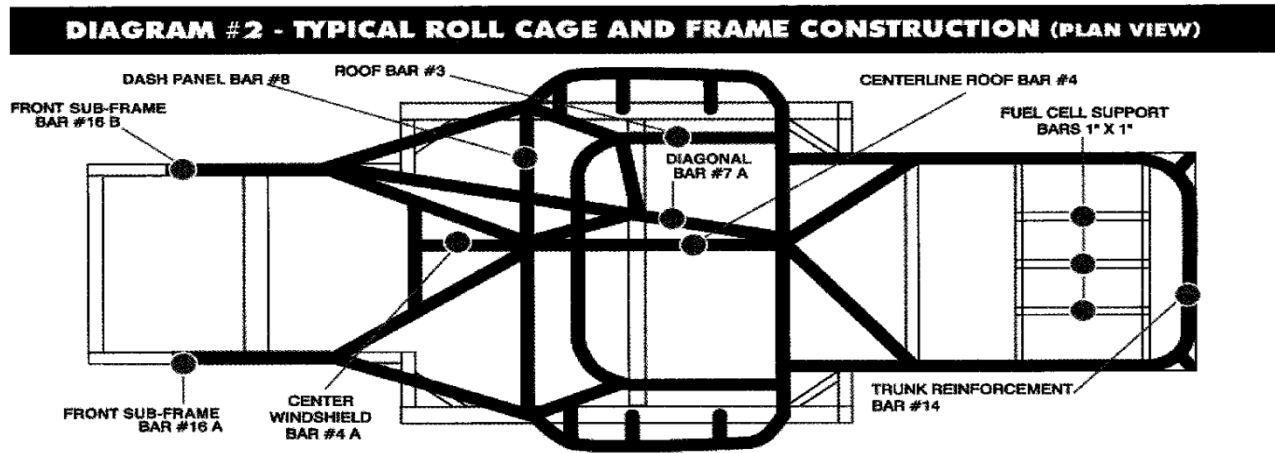
frame rails and shall maintain a 6" ground clearance. No added weight is allowed in driver's compartment. All added weight must be painted white and marked with car # and division.

Safety: the number one priority! Tech Officials will do a complete safety check before allowing competitor to compete! Please build the car with safety in mind.

1. A full tube Roll Cage is mandatory! Four bars minimum on driver's side door. Tubing must be 1 3/4" OD unless car has been built and raced prior with 1 1/2" OD, with a minimum wall thickness of .095. All bars within the driver's reach must be covered with roll cage padding. Roll cage must have 2x2 plates welded at mounting points. Roll cages should be professionally installed. See illustration.
2. Seat - racing seat is mandatory and must be securely mounted to roll cage only. Headrest portion must be securely fastened.
3. Seatbelts - must be a five point quick release racing harness with a 3" minimum belt width. Must be securely mounted to the cage. Must be 5 years or newer with no tears or extreme wear. Belts must be to obtain proper tightness to hold driver securely.
4. Fire Suits - mandatory.
5. Helmets - mandatory SNELL SA rated helmet.
6. Window Net - mandatory, must have quick release latch and be visibly marked on outside of car.
7. Neck collar is mandatory.
8. Racing gloves and shoes are highly recommended. If not using racing shoes, the shoes must be leather.
9. Fire Extinguisher - mandatory, must be securely fastened and within reach of driver. Driver must have knowledge in the use and procedure in regards to a fire.
10. Ignition kill switch highly recommended.
11. One way race radio communication from the tower is mandatory. Two way radios are not permitted. (one way radios are available from the speedway for purchase).

The above safety rules are to be used as a mandatory requirement however, competitive racing can result in injury and/ or death. No expressed or implied warranty of safety shall result from this publication of, or compliance of these rules and/or regulations. The above guidelines are intended for the conduct of the sport and are in no way a guarantee against injury and/or death to participants, spectators or others.

ROLL CAGE ILLUSTRATION (ALL ROLL CAGES SHOULD BE INSTALLED BY A PROFESSIONAL)



ALL RULES ARE SUBJECT TO CHANGE

Illegal Parts- Absolutely no modifications, alterations, covering or removal of any logo, casting, or identification number from any part on the racecar. To do so will make the part illegal. All illegal parts will become the property of Monadnock Speedway. Any parts having passed through inspection unobserved shall not be considered legal. All reference to steel must be magnetic steel. Everything must remain OEM Stock unless otherwise noted.

Young Gun Division Competition Rules

The youth division is intended to give the opportunity for young drivers to gain valuable racing experience while having fun. The management expects all competitors, parents and crew members to show good sportsmanship towards fellow race teams. Fighting, disrespect, rough riding and out of control driving will not be tolerated!

1. All young guns are to park near the wood-line closest to the race track entrance. At every event, each young gun competitor must check in at the handicap tower located in the pit area before they go out to practice.
2. Practice Sessions: Young guns will have two practice rounds, when your division is set to practice be sure you are ready to go and in line when called. **Practice session are for practice only, competitors are not to race each other.** Competitors may pass slower cars during practice as long as it safe to do so. At the end of practice, take one cool down lap.
3. At each event, line up will be determined by draw. New and/or inexperienced drivers will start in the rear of the field until the Young Gun director states the competitor is ready to start in the position drawn. The winner from the previous event will start at the rear of the field at the following event they compete in. Competitors who feel more comfortable starting in the rear of the field can do so by letting the handicap tower know. Competitors who win three feature events will start in the rear (in front of the previous week's winner if different)
4. **All Young Gun competitors must have a one way radio.** The Young Gun director will communicate with the drivers during practice and feature events. The communication is for safety purposes, the director will let competitors know if another competitor is passing on the outside or the inside and to hold your line. This communication is not be used for "blocking" another competitor from passing. The director may also use the radio to let the competitor know if they are over-driving and pose a threat to the rest of the field, if that is the case the competitor must obey the director and gain control of the car or be black flagged. The director will also use the radio if a competitor has something mechanically wrong with the car and you will be black flagged. If there is a mechanical problem, the director will let you know to park in the infield or if you can safely go into the pit area.
5. Entering the race track for practice and features, the competitors must stay in single file. In the beginning of the season, features will start as a single file start (the flagman will hold one arm up to signal single file). The director will decide and let all competitors know prior to the feature when the field is ready to start side by side (the flag man will signal "double up" by forming an X with is arms or flag).
6. If there is a caution the lights on the front stretch and back stretch will be yellow and the flag man will be waving the yellow flag. At all cautions, all competitors must slow down safely and form into a single file. The director will line you up using the radio for the restart.
7. Pit Stops will be permitted under yellow flag conditions only. The competitor must go into the pit area at a **safe speed. If a competitor goes through the pit area erratically or at a high rate of speed deemed unsafe, the competitor will not be allowed to enter back into competition. There are no courtesy laps. If there are too many competitors driving too fast to reach the pit stall, the speedway will not permit pit stops for any competitor.**
8. If there is a red flag, all competitors are to stop safely and not move until directed to.
9. On a restart, the director will communicate when the race will start.
10. When the flagman waves the white flag, there is one lap to go in the feature race.
11. When the checkered flag waves, the feature is completed. All competitors must take one cool down lap around the track. The top three will be instructed to stay trackside. All competitors who are in the top three will stop by the start /finish line and stay buckled in their car until the flagman or director states it is safe to get out of the car.

12. Exiting the race track surface, when the practice or feature is complete the competitors must exit the track to the pit area in a slow and cautious manner and return to your pit stall. All competitors need to be aware of the people and cars moving in the pit area and follow the flow of traffic (see the pit parking illustration).

13. Most Important (besides safety) is to HAVE FUN!!

Flag Rules

Green Flag – Start or restart of race. All cars must hold their position until they pass the start/finish line. On restarts you may pass when the green flag is displayed on the outside of a competitor. If you “jump” a restart, you will be penalized the amount of positions gained at the next caution or at the end of the race.

Caution Flag – (Yellow). The yellow flag and lights will be displayed. Cars are too slow down safely, hold their position and form into single file. LAP CARS ARE TO FALL BACK TO THE REAR OF THE FIELD. Competitor intentionally causing a caution as a single car spin may go a lap down. Any competitor causing a caution for a flat tire, will receive no courtesy laps. If a competitor is involved and or causes three cautions, the competition director may elect to have the competitor black-flagged.

Single File Signal – Flagman will extend his arms with one arm bent towards the sky.

Double File Signal – Flagman will cross two flags over or use a crossing over motion with his arms.

Passing Flag – (Blue with diagonal colored strip) This flag will be displayed when faster traffic is approaching a competitor. The competitor who receives the passing flag is to slow down and remain in the inside of the track to allow the faster traffic to pass safely on the outside. If a competitor disobeys a passing flag and races the leaders, they will be black-flagged.

Red Flag – When the red flag is displayed all competitors must come to a full stop safely. Do not stop abruptly by “slamming” on your brakes. All cars must remain stopped unless directed by an official. Repairs may not be done on the race surface during a red flag period. However, repairs may be done in the pit area under red flag conditions.

Black Flag – This flag is displayed for several reasons; smoke, fluid loss, visible damage, safety hazard, delay of race, flat tire or rough riding. If a competitor is blacked flagged for a mechanical problem, visible damage or a flat tire and can resolve the problem in the pit area through consultation with the technical inspector, the competitor will be allowed to re-enter competition on the next caution. If a competitor is blacked-flagged for unacceptable conduct or considered a safety hazard on the race surface, the competition director will make the decision whether the competitor will be allowed to re-enter into competition. Failure to obey the black flag, the scorers will stop scoring after three laps of being black-flagged.

White Flag – The flag is displayed at the start of the last and final lap of the race.

Checkered Flag – The flag is displayed when the leader is about to cross the start/finish line. If there is a caution on the last lap, the race may finish under a yellow/checkered display in which no passing for position is allowed or may be restarted with a white/yellow/checker finish. It will be under the judgment of the competition director. After the completion of race or practice, **all competitors must take one cool down lap and safely enter pit area.**

There are no points awarded in the youth division. The management’s decision not to award points is based to alleviate pressure from the young competitors and give them an opportunity to take part in other activities outside the track that may be scheduled on a race night.

The feature events will be 15 laps. There are no heats. The field may be split into two groups depending on the number of competitors entered to compete, if we have two fields the feature will be 10 laps. .

All competitors who compete ¾ of the events will receive an award at the end of the year awards banquet. If a competitor moves into a higher division and competes at Monadock Speedway, they will receive a Young Gun Award.

If you have any issues or questions, please go to the Young Gun director or Michelle Cloutier.

MONADNOCK SPEEDWAY 2012 YOUNG GUN LICENSE

Due to the insurance policy every Young Gun Competitor must hold either a Monadnock Speedway Young Gun license or a NASCAR Learner's Permit License. The NASCAR Learner's Permit license is only applicable to youth drivers 14 years or older (if you choose that option). If you choose the NASCAR Learner's Permit License, the fee is \$90.00 and applications are available at the speedways office. Young Gun License is \$50.00. Either license will offer the Young Gun competitor a discount in the back gate pit fee for each event. Licensed Young Gun Members are only \$20.00.

With the Young Gun License the competitor will receive four Young Gun crewmembers licenses (parents, siblings or anyone who attends to help work on the competitor's car - limited to four individuals) on **Young Gun Race teams** which would extend the back gate discount of \$20 per event. The crewmember Young Gun License is only extended to individuals who do not work on or compete in any other division at the speedway.

License Application (\$50.00 Fee)

Competitor Information

Competitor Name: _____ Birthdate: _____

(If this is the competitor's first year in the Young Guns, a copy of a birth certificate must be submitted)

Mailing Address: _____

City: _____ State: _____ Zip Code: _____ Phone: _____

Crewmember Licenses

Crewmember Name: _____ Crewmember Name: _____

Crewmember Name: _____ Crewmember Name: _____

Car Information: Car Make/Model: _____ Car # (1st choice): _____ (2nd choice) _____

Main Sponsor: Sponsor's Name: _____

I understand have read the Young Gun Division Rules. I understand and agree to the release and waiver liability and indemnity agreement signed at each event when entering the pit area. I understand the risks associated with auto racing and injuries that may occur while participating in events. I will abide by the Young Gun Technical Rules, Race Rules and will follow all regulations of Monadnock Speedway.

Competitor Signature: _____ Date: _____

Parent / Guardian Signature: _____ Date: _____

All Minor's (Age 18 and under) must have a signed Minor's Release by a parent or legal guardian prior to competing or entering the pit area. The form is available at the speedway and only has to be signed once. At each event, the Young Gun competitor must have a parent or legal guardian in attendance at the event in the pit area. Application may be sent with payment to: Monadnock Speedway - P.O. Box 27 Winchester, NH 03470 or brought to the speedway on either practice date.