

2015 Sportsman Sprint Cup Rules

1. **Common sense will prevail in the interpretation of all rules!**
2. Cars must meet Skagit Sportsman Sprint Rules. Exceptions will be: Edmonton legal cars must run a maximum 1 3/8 restrictor, flat top design no blending above the restrictor. WESCO and Cottage Grove legal cars with cast iron heads and flat top pistons must run a maximum 1 1/2" restrictor, flat top design no blending above the restrictor. Crankshafts must be 3.480 stroke only for all cars.
Exceptions to all track and series rules that will be enforced for this event are:
3. Minimum weight is 1575lbs with driver at any time. Cars underweight will be disqualified for said event.
4. 25 square foot flat top wings with NO wickerbill. 6 square foot nose wing may have a 1" max wickerbill. (wings with top wickerbills must remove or bend them back even or lower than top wing surface.)
5. Injector size optional, must comply with restrictor rules as stated in rule #2. No down nozzles.
6. Hoosier tires only. RR 105/16.0-15 H20, H25 or Medium compound.
7. 95 dB @ 100'. We recommend unaltered large Spin Tech, large oval Flowmaster or Schoenfeld (#14272735) mufflers. If you are loud in qualifying you get one lap at the end and start behind the inversion. Too loud in a race is a disqualification.
8. Methanol fuel only. No performance enhancing additives allowed. We will check.
9. No cockpit adjustable shocks.
10. Traditional and standard style sprint cars only. No weird or stupid looking body styles designed to cheat or get an advantage.
11. All safety rules will be enforced. Gloves, underwear, shoes, helmet, roll bar padding etc.
12. Any driver changes will start at the rear of the event. No car switching.
13. AMB Transponders mandatory (for rent at the track).
14. No driver radios or verbal communications allowed. Raceievers recommended.
15. Refusal to adhere to the rules of Skagit Speedway will result in a DQ for the night.
16. Management reserves the right to add or delete rules as deemed necessary to provide a fair and competitive race for all participants. No Whining or protesting! Management has the final say on everything!

Format

1. Draw for qualifying spot. If you miss your spot by more than two positions, you will get one lap in the end. The best you can start is behind the heat race inversion.
2. Four Heat races will invert four. The top four finishers go to the A main. 8 laps.
3. The top 6 in qualifying that transfer from the heat races will redraw for their starting spot in the front 3 rows of the A main. 25 Laps.
4. B, and C mains will be straight up by qualifying time. B main 15 laps, C main 10 or 12 laps.
5. Four transfer from the B and C main. Transfer cars start at the rear.
6. The promoter may alter the program as deemed necessary.