

# **15 Hours of Hastings Night Enduro (Endurance) 2010 Guidelines for Participation**

The purpose of the 15 Hour night event is to provide area dirt track drivers an interesting new venue for their stock cars and also regional asphalt road course drivers an event for endurance participation. This type of event was proposed in 2004 when MPH was initially designed and then later built and was specifically referred to as the 12 Hours of Hastings. In 2005 we had our first similar event on Dirt with two one-mile long courses. With the beginning of the asphalt MPH ET pursuit in 2009 participants expressed interest in bringing back the longer event so multiple drivers could participate in a single vehicle. To keep it affordable drivers requested a limit be set on the fair value of the vehicles and a random limit was set at \$500.00 without safety improvements and a claim much like some dirt race venues was established to keep teams as equal as possible.

Many of our participants have driven MPH and experienced it during daylight hours but not at nighttime. To help ensure compliance with our night safety guidelines a **mandatory** new driver's familiarization session will be provided on Sunday Aug 22nd from 4PM to 10PM. All new drivers will be provided lead-and-follow track time prior to and after dark to familiarize themselves with the Track's night event markings and safety corner station procedures. This session is mandatory for all new participants.

Only cars meeting MPH safety guidelines will be allowed in the event. This includes roll bars and other basic safety equipment required in most asphalt auto racing and dirt track car racing venues. Due to the diversity of the current types of dirt and asphalt certified vehicles you must have the track verify your vehicle qualifications prior to the event. Tech will be mandatory on Wednesday August 25th.5-10PM and the Track will mark the vehicles that have passed this initial safety session. Driver qualifications go back to the diversity of the different venues and backgrounds of the participants. Team vehicles and qualified drivers will receive their individual approvals from the track based on these experiences. The track decisions are final in all cases. Cars that ran in the First Round of the 15 Hours will also need to be here for Tech inspections.

The idea behind a night endurance event is not so much speed, as it is consistent driving skills to ensure the team's vehicle finishes the full 15 hours while maximizing their completed distance. MPH is approximately 2.15 miles in length with three maximum straight away lengths of 1200' to 1500' and fourteen turns (6 lefts and 8 rights).

Running after dark requires each vehicle to be equipped with adequate front headlights (two) and visible Red taillights (two) and working brake lights (two). Other than an interior factory light no other lights are allowed on or in the vehicle.

Vehicles deemed as running too slow or leaking fluids or any other situation the track deems, as a detriment to the event, will be Black-flagged. Black-flagged vehicle status will be defined in the mandatory drivers meeting at the event. Make a mistake we don't approve of and you will get a TIME OUT, which will also be defined at the driver's meeting.

## The 15 hrs of Hastings (3rd Round) 8/28/10

### Guidelines:

#### COST:

Price to Enter for Qualified Teams *if paid by 8/22/10*

\$100 Car

\$100 Per Driver (Each Team must have a minimum of three drivers)

\$25 Hot Pit Crew Pass (Non-Driving Crew). (Maximum 10 Crewmembers per team including drivers)

\$10 Paddock Pass (any person entering facility that isn't a Driver or Hot Pit Crew)

#### Important Information:

- **Racing is a dangerous sport.**
- **Your vehicle can be damaged at any time**
- **The Track's decisions are final and Rules can be changed at any time.**
- **Any unsafe car or driver (as determined by the Track) can be removed from the event at any time.**
- **If these rules do not mention the modification you are considering it's probably not legal.**
- **The Race can be postponed or canceled due to weather at the Tracks discretion.**
- **Each driver and car are required to participate in tech inspection and pre race driver training**
- **Only car's valued \$500 or less are allowed to participate. The Track will determine if the value is in question.**
- **At the end of the competition the track may elect to claim your vehicle for \$500. The claim does not include any added safety equipment.**
- **The vehicle which that completes the most laps places first on down to 4<sup>th</sup> place. *For Race three you must finish the entire race to be parts of the purse and have an official finish position.***
- **Laps will be counted electronically by use of AMB timing system.**
- **All teams will be required to have a jack with jack stands or blocks to hold car up if working under the vehicle in the Hot Pits.**
- **Each team is required to buy fuel and transport fuel from track tanker to their Hot Pit box. Maximum allotment at one time is 5 Gallons. All fuel for the event must be prepaid at registration. You must calculate how much fuel you will need and purchase in advance. No refunds.**

#### 2: ELIGIBILITY

- The Racetrack determines vehicle eligibility.
- Vehicle has value must be \$500 or less as determined by the Racetrack.
- All drivers must have a valid driver's license and be at least 18 years of age.

- Only dot tires can be used

### 3: SAFETY

- **All safety equipment and installation is subject to approval by the Track. If you have questions call the Track before the race.**
- A roll cage is required. Follows roll cage rules for other sanctioning bodies or contact the Track.
- A racing seat is recommended but not required
- A fire extinguisher must be located within reach of the driver.
- Padding of all metal objects in the cockpit is required.
- No sharp edges in the cockpit area allowed.
- An SFI SA rated safety helmet is required. . Recommend using SA2000 or newer rated helmet.
- Five point Racing seat belts are a minimum requirement. We recommend belts that are less than two (2) years old. Arm restraints are required vehicles with moon roofs removed or T-Tops.
- An SFI fire rated driving suit is mandatory for drivers when in the vehicle and Crewmembers fueling the vehicle in the Hot Pits. No Hot Pit Entry without proper apparel.
- Headlights and Taillights:
  - Two rear brake lights must be in working order at all times to compete.
  - Two front headlights must be in working order at all times to compete.
- Mufflers are required at all times. Our sound limit is the cars must be quiet like streetcars with full mufflers. The officials will determine if you are within the rules. Exceed the limit during this night event and you will be immediately Black Flagged until corrected.
- Battery must have the positive terminal insulated and be securely mounted.
- Cars must be numbered and have a transponder (provided by MPH) at all times. The numbers must be in contrasting colors to the body and be clearly readable by timing and scoring, as well as your pit crew. Warning! We are racing at night. Make sure your numbers are readable from all four sides of your car. Creating a unique signaling method between driver and pit crew will be helpful for pit stop communications. All signaling or signing must be done from your pit box.
- The fuel tank will be completely separate from the interior of the vehicle.
- **No oil, fuel or cooling lines can pass through the interior of the vehicle.**
- No antifreeze or water wetter is permitted. You must run water only in the radiator and cooling system if the engine is water-cooled.
- No fuel tanks larger than the OE tank that came with the car.
- A maximum of 5 gals of fuel can be stored in the pit box crew area behind the two rail Guardrail. You may only put a maximum of 5 Gallons in your tank each Pit Stop.
- Tow points clearly labeled on the front and rear of car are required. You will not be allowed to run in this Night event without a front and rear-towing hook for the track to use to pull you off the track.

#### Rules of the road while participating:

- No bumping or contact is allowed.
- Not following official's directions will result in a TIME OUT. ( TIME OUTS are assessed by The Track's Race Control and can be any duration in length)
- If your car stops on the track for any reason, **DO NOT GET OUT OF YOUR CAR EVER!!!!!!(unless on fire)** until MPH safety arrives to help you and light the area. Your car will be towed back to your pit box and you may repair it and get back on the track.
- Your car must stay on the racing paved surface at all times or you may be subject to a TIME OUT.
- If you damage racetrack property in any way you are responsible to pay for the replacement of it.

**Schedule for the Event: TBD**