<u>IMPORTANT</u>: Before you show up, purchase or start to build one of these beauties it is <u>highly</u> advised that you contact your division leader!

Rules & Regulations for the Outlaw Division

The Outlaw Class of Wicked Good Racing is for the sole purpose of preserving the history of auto racing, honoring the people who made it what it is today, to restore antique race cars and to display at racetracks, sporting events, auto shows and similar events.

- 1. Cars must be restored or be a replica of a race car that ran in 1979 or before.
- 2. Bodies must be American made, 1979 or earlier, OEM steel bodies only. No fiberglass or aluminum replicas.
- 3. Frames must be safe, not rusted out.
- 4. Drivers' doors must have a minimum of three (3) bars.
- 5. Fuel systems must have a shut off valve within the drivers' reach, clearly marked and in good working order.
- 6. An on and off main battery switch must be mounted within drivers' reach, clearly marked and in good working order.
- 7. All cars must be equipped with racing type safety belts, no older than five (5) years from the date produced, firmly secured to the chassis only (not body) or subject to tech inspection.
- 8. Cars must have a rear-view mirror.
- 9. Mufflers are mandatory.
- 10. An overflow catch can is mandatory. (NO anti-freeze is allowed).
- 11. Batteries must be firmly secured and in a safe location.
- 12. Fire extinguishers must be firmly secured and in a safe location.
- 13. Tires and wheels must be in good condition. 10" of 15" may be used.
- 14. Engines must be the type of engine used in 1979 or before.
- 15. No plastic or glass fuel filters allowed.
- 16. Fuel cells are mandatory.
- 17. All cars are to be equipped with dual throttle return springs mounted in separate locations.
- 18. Cars must have drive shaft straps.
- 19. Drive shafts and lead weight must be painted white.
- 20. A racing type seat is mandatory, and it must be aluminum.
- 21. NO electric fuel pumps.
- 22. All cars must have four-wheel brakes in good working order.
- 23. Steel brake lines only. NO copper tubing.
- 24. Cars must have forward and reverse gears and start under their own power.

- 25. Safety hub on right front wheel or equivalent is mandatory. NO aluminum spindles.
- 26. 1" lug nuts and 5/8" studs on all wheels are mandatory, at least on the right side.
- 27. Rack and pinion is okay.
- 28. Cars without floater type rear ends must have racing axels at least on the right rear with 5/8" studs.
- 29. ALL CARS MUST PASS A TECHNICAL INSPECTION.

OUTLAW RULES FOR TRACK PROCEDURE

- 1. Drivers must wear helmets at all times on the racing surface.
- 2. Drivers must wear seat belts at all times on the racing surface.
- 3. Fire-proof suits, gloves, shoes and head/neck restraints are **Mandatory** for on track activity.
- 4. **Optional:** Race receivers allowed on a case-by-case basis.
- 5. Cars are to be driven only by active members who have a current membership application on file. Any non-member is allowed ONE race.
- 6. Absolutely NO person without a valid state driver's license or a person under 16 years of age may drive a car at any event.
- 7. At NO time shall any type of match race or display of excessive speed take place at any event.
- 8. Any member who participates in any of the events mentioned in Rule #7, shall do so at personal risk and does so without the authority or implied consent of Wicked Good Racing.
- Race cars are permitted to participate in on track activities in a reasonable and controlled manner with limited speeds. The Division Director will remove any car driven at excessive speed at once from the track.
- 10. Three-wide racing will NOT be allowed unless an emergency situation occurs. The Division Director will remove from the track any car(s) participating in three-wide racing.
- 11. The Division Director is in total control of all activities and may remove any car and driver or crew member from the event for unsportsmanlike or unsafe conduct.
- 12. Race line-ups will be determined by draw prior to the race. The top 3 from the previous feature race will be placed at the rear of the feature line-up. To ensure fairness, each driver will be allowed a total of 2 Firsts, 2 Seconds, and 2 Third place finishes throughout the year.
- 13. New cars or drivers will start at the rear for the first week.
- 14. Race cars will be permitted to participate at a more unlimited speed during practice and heats if reasonable and safe.

15. Any car used in weekly competition will not be allowed to participate in Wicked Good Racing events.

Please consider this... Make an effort to fulfill your commitment to your division. If you fail to fulfill your commitment it leaves the rest of the division hanging and could even result in the cancellation of the Hobby Race because of lack of cars. If you make a commitment to race at one or all of the events but something prohibits you from attending, you must call and communicate this to your division leader ASAP!

Contact:

Doug Pickard (207) 841-0516 Tim Reynolds at (207)944-4199

Safety Regulations

ALL CARS:

- 1. Must have a fire extinguisher within the reach of the driver. 5 lb. minimum. State dated tag or gauged style indicated.
- 2. Must be dated seat belts (5 years from manufacture fate or build) 4 point minimum to secure cage, no chains and must be mounted no more than 2" below driver's compartment.
- 3. Must have a full firewall, front and rear, and floorboard in driver's compartment.
- 4. Must have full cage, minimum 8-point system. 3 bars minimum LH side, steel plate on LH side, 2 bars minimum RH side. Inspection of originals-vary-should be padded
- 5. Must have a racing seat only. No fiberglass seats. Secured to roll cage with minimum of six (6) bolts.
- 6. Must have at least ½ windshield with brace. Lexan OK. No other window glass.
- 7. Must have a window net on the driver's side front window.
- 8. Must have hoods and truck lids bolted, pinned or strapped securely. Doors welded or bolted. No loose body parts, bumpers, pipes etc.
- 9. Must have bumpers on front and rear.
- 10. Must have wheel studs that protrude from the wheel nuts, 1" racing nuts.
- 11. Must have an electric shutoff with a main disconnect and a fuel shut off in reach of the driver. No electric fuel pumps.
- 12. Must have a minimum of 2 mirrors.
- 13. Must have brakes, 4 wheel (no leaks) No compression fittings No copper line.
- 14. If battery is inside the car it must be secure and covered (not on the floorboards)
- 15. Fuel tanks must be a fuel cell only and be secured in trunk area only.
- 16. No glass fuel filters unless stock on fuel pump (covered)
- 17. Radiators, no antifreeze (1 gallon overflow minimum)
- 18. Must have 2 return springs on carburetors opposing.
- 19. Must have all suspension parts in good condition.
- 20. Must have nothing sharp in the car.
- 21. No exposed fuel lines. If in the car they must be enclosed. No rubber fuel lines more that 12 inches long. NO leaks.

ALL DRIVERS MUST HAVE AN AUTOMOTIVE TYPE HELMET. RACING FIRE SUIT SFI 2.3A/1 OR BETTER. RACING GLOVES AND RACING SHOES!

All cars will be inspected for safety at the beginning of the racing season. The division safety inspectors will schedule these inspections with the drivers.

If any minor problem is found on the car it can race that day, at the discretion of the Division Safety Director. The problem MUST be repaired before the next race.

Safety inspectors are: Kevin Waterhouse 890-8540

Brian Hughes 650-4078



Wicked Good Vintage Racing Association

Driver's Rules

- 1. You must retain membership to WGVR \$25.00 annually.
- 2. You must attend at least one meeting between December and May: The Rules meeting or one regular meeting. It would be preferred if you attend more than just one meeting, your attendance is what makes this club work.
 - A. If a new or old member cannot make a meeting, they must make an arrangement before the practice of the first race they attend with the division director (s) to talk about the rules, or you will not race. No exceptions
- 3. All drivers need up to date helmets SA2020, SFI 1 rated race suits minimum, SFI 1 gloves minimum, race shoes SFI min, head and neck restraints mandatory (Outlaw Division) suggested for all. Up to date seat belts. And a fire extinguisher.
- 4. No in car radio communication. Lap counters are allowed.
- 5. All Outlaw Drivers must have a valid State issued Driver's license. All others must have some sort of racing experience. Karts, Minis or go to a track and have a division director or a fellow Wicked Good driver watch you practice.
- 6. All the new drivers will start at the back of the field for their first race and stay there so you can see how the rest of us race and so we can watch you. If you attend only one Wicked Good event a year you may not place higher than fourth position.
- 7. Race directors will line up cars on race day as they (the race director) see fit.

- 8. Your race car must have a valid inspection sticker. Make arrangements with the Safety inspector in your division before you race. No sticker = No racing. It is your responsibility to obtain an inspection sticker annually.
- 9. If you have racing issues with anyone or racetrack, bring your concerns to your division director or at the drivers meeting so it is addressed immediately. Do not address problems on your own. Incase the division director is involved the rest of the division will decide what to do. The discussion / decision will be made by the end of the day of the incident.
- 10. We all must make Safety our top priority for all of us, race track officials, and our spectators.
- 11. Call your division director on the Tuesday before the upcoming race to let them know if you <u>are</u> racing or if you are <u>not</u> racing. No call / you pay your admissions fees.
- 12. Remember the Division Directors have total control of their division at all race events, shows etc. They have the say on if you race or if you don't. For one race or a season of races depending on how the rest of the division feels on your offense, this could mean no racing in that division again. There is zero tolerance for any driver's misconduct, problem's in the pit area or on the racetrack against any member, spectator, or track officials etc.
 - A. If you don't want to scratch or dent your car leave it on the trailer! None of us want our cars wrecked, but it could happen. If you can't accept that don't play. There will be no fighting or car bashing by this group. It will not be tolerated.
- 13. We try our best to create a great atmosphere of fun and safety amongst our members, but racing is a dangerous sport, and we must be proactive in all aspects when the safety of our members, officials and spectators could be at risk. This is a Vintage Racing club. This is about a *Wicked Good* times with your good friends, with what you can afford to do it with to make the fans want to see the group race. We are <u>Not</u> about the fastest car. It is about all the cars and putting on a rememberable show for the fans.
 - A. We are here for Fun, Fans and Fellowship. If you only want to win a race every week: race a weekly program at your local track.
 - B. If we are racing 20 laps you do not have to have to go from 18th place to 1st place in 3 laps. There is plenty of time and lots of races. Racing the car beside you for a lap or two may be fun for all.

so.	
I have fully read and understand the Wicked Good agree to comply with them.	Vintage Racing Association Drivers Rules and I
Signed	-
Date	-

C. We are all friends. Race that way. Give each other room. There will be no pushing or

banging. Stay in your lane. Watch the flagger. Watch for driver signals. If your car is slower than others, move over and give the others room. Think! We are here for Exhibition Racing and to keep old style racing alive. If you want to race hardcore find somewhere else to do