

Northern Vintage Stockcar Racers

Revised 1/1/2023

2022-2023 Rules and Procedures

I Club Purpose

Our purpose is to get together to have fun with our vintage race cars. This is not competition racing and it is not about individual achievements. This club was started to revive vintage car racing and have fun racing in a safe and respectful manner. Membership acceptance is subject to the board of directors for the benefit of the club. All rules and procedures can be changed by the board in the interest of safety and benefit of the club and are reviewed each year.

II Safety Rules

Safety is the responsibility of each car driver and owner. Our club recognizes that all the racetrack rules supersede the NVSR rules. The following rules are all required for participation.

1. Snell SA 2010 or newer approved helmet with face shield and in good condition.
2. SFI rated fire suit, gloves, and shoes in good condition.
3. Approved fuel cell properly mounted in car.
4. Racing seat belts in good condition less than three years old.
5. Six-point roll cage with a two-bar minimum on driver's side.
6. High backed race seat that extends above head.
7. Front window area screened for driver protection.

8. Driver side window nets for full bodies.
9. Banner nets used for head and arm restraints for arms required for modified.
10. Window openings allowing exit from both sides.
11. Batteries mounted secure and away from driver.
12. Electric disconnect switch marked and easy to reach.
13. Electric fuel pumps wired into oil pressure switch.
14. Fuel shut off marked and easy to reach.
15. Drive shafts and weights numbered and painted white.
16. Working brakes for four wheels and one wheel shut off allowed.

III Driver Conduct Rules

Our club is successful because we take care of each other, and we operate efficiently during the racing program. The following rules are used to help the club keep members and spectators at the racetracks safe. Violations can result in fines, probations, and suspensions as determined by the board.

1 Fines-

Conduct fines can be assessed by the board for track incidences. All fines are paid before participating in the club activities.

2 Flags-

All track flags must be followed. If you cause two yellow flags in one race you will retire for the evening.

3 Car Control-

The driver must always keep control of the car or be subject to board discipline and could result in fines or suspension. Do not enter the track without official signals.

4 Drugs and alcohol–

Anyone who is in the pits is prohibited to use drugs or alcohol before or during the race. Any violations will be immediate suspension from the club.

5 Race Car Contact–

The club promotes no car contact by having drivers use a regular racing line and proper spacing. Contact between cars will be reviewed only by the drivers involved and two alternating board members. Any others who get involved will be fined or suspended. Differences in opinions will require the board to make decisions and issue fines and or suspensions. Any disputes with the board decision are grounds for suspension. Verbal or physical threats are not allowed and will result in disciplinary actions. Conflicts are not to be relieved by members and settled the night of the incident.

6 Disqualifications–

The membership of the club can be revoked at any time and fines must be paid before resuming in club activities.

7 Passing cars–

Passing a slower car is done in a safe manor and not done before the start of the race. It is the responsibility of the passing driver to make a good pass and not disrupt the fun of the other drivers. If it is not possible to make a good pass, wait until it is possible.

Slower cars are to maintain a line on the track for the passing cars to plan and execute a good pass. These rules are for the safety and comfort of all the drivers and can result in disciplinary actions if not performed correctly.

8 Finishing first-

The club wants each driver to have a chance to finish first. This requires that each of the drivers share their turns to win. **2 to 3** Feature Wins in a season is enough for any Driver. If a driver wins too much the board will take action to change the race results. Drivers will be fined \$100 and face disciplinary actions if they win both races in the same event. If a driver wins the Heat; they are not allowed to finish past third in the feature. If there is any competitor that is consistently beating the competition by a lot (lapping the field, or just way faster than everyone else on the track on a consistent basis) the club reserves the right to slow that car down in manners to be determined to be even with the rest of the field or get a few races off to think about if they really want to club race. We are guests of the track and promoter and we're there to put on a competitive fun show for the fans. Remember, the idea of this club is to have fun! We are racing entertainers, nobody, including fans and promoters, wants to see the same driver win every race. If that isn't your goal, please find a different hobby more suitable to your needs.

IV Vintage Racing Procedures -

A membership is required to be able to participate in each race or event.

Memberships are available for the season in March and good for the entire

season for \$40.00 And will increase to \$45.00 after June 1st. Each Membership gets the Driver and two Pittman in free (At most Tracks) and must be with car when signing in.

All Drivers must attend the Drivers Meeting before every Race Event.

Facebook and Our Website page are forms of communications for race schedule, cancellations or additions, and news

Any new NVSR drivers will start in the rear for Heat and Feature the first night.

The club uses the following list of activities to keep the events safe and organized.

1 Line up-

The club uses a sign up and random drawing to place cars in each class in their positions for each race. A driver can request a position in the back but must determine this at the time of drawing. The driver must be on time and register to be able to participate and a white board and announcer sheets are used to show the line-up that is used for each race.

2 Race time-

Each track will have a time for the club to be on the track. The numbers of cars will determine the number of races and the lap counts. It is requested to have 8 to 10 laps for the heat races and 10 to 15 for the features. Some tracks will allow for hot laps. Track officials can cancel or end a race due to weather or time constraints.

3 In the event of a caution-

Full Bodies only will line up with the Delaware start. (Side by side with front car by themselves).

V Race Car Rules

Cars Currently racing or have competed in the last 2 years in a sanctioning body (Wissota, Imca etc.) will not be allowed....

Each car is inspected by a Board Member for the required safety rules and for the following club rules before allowing them to race. Each member is encouraged to contact the board before building or buying a car.

Car type-

Full body and Coupe

1 Bodies–

Bodies must resemble and be appropriate to them classes that were raced pre-1976. Aftermarket bodies are not allowed, No Aluminum or Fiberglass.

Car must appear neat and clean with no obscene graphics. A mirror is allowed for safety.

2 Spoilers-

Spoilers that came factory on your body, are allowed.

3 Chassis–

All frames must have roll cages mounted to them and tied to the suspensions.

4 Suspensions–

Any type allowed except for rear steer types in good condition.

5 Engines–Any engine that has wet sump oiling can be used with gas or alcohol. Engine must be carbureted.

6 Transmissions–

Any transmission that uses a clutch, forward and reverse while running.

Automatics allowed and no in and out boxes allowed.

7 Wheels-

Maximum size is 14 inches wide and must be in good condition. Up to 15-inch-wide tires and must be in good condition.

Car type-

Modified

1 Bodies-

All bodies must have a roof and access holes. Fabricated bodies are subject to board approval and sprint car tails not allowed.

2 Spoilers-

Wings with approved dimensions are allowed for tops with maximum 10-degree angle only.

3 Chassis-

Steering is set in the center of the frame and must use a straight axle in the front with a minimum wheelbase of 90 inches. Down tube cars are not allowed.

4 Suspensions-

Any type allowed and in good condition. 5 Engines-

Any engine that has wet sump oiling can be used with gas or alcohol and must be carbureted-no injection of any type.

6 Transmissions-

Any transmission that uses a clutch, forward and reverse while running.

Automatics allowed and in and out boxes not allowed.

7 Wheels-

Maximum size is 14 inches wide and must be in good condition. Up to 15-inch-wide tires and must be in good condition.