



THE COLE CUP – COMPETITOR NOTES

Event Schedule:

- 2:30 pm – Pit Gates Open
- 2:45 pm – Draw and Inspection Begins
- 4:00 pm – Draw Closes
- 4:15 pm – MANDATORY Driver's Meeting
- 4:40 pm – Heat in the Engines
- 5:00 pm – Ted's Body Shop DIRTcar Pro Stock Hot Laps
- 5:05 pm – Timed Warm-Ups Begin

Event Rules

- Event will follow Empire Super Sprints / Patriot Sprint Tour / United Racing Club technical inspection rules
- All club tire options are legal
- **All cars are required to run a transponder. Drivers must bring their own transponder for this event.**

Qualifying Procedures

- Drivers will draw for groups for timed warm-ups.
- Drivers will time against only drivers in their group/heat race. Number of groups based on car count
 - Less than 50 cars will mean four heat race events – heats are 8-laps in distance
 - 50 to 65 cars will mean 5 heat race events – heats are 8-laps in distance
 - More than 65 cars will mean 6 heat race events – heat races are 8-laps in distance
- The fastest car in group one of timed warm-ups will draw for heat race inversion of 0, 2 or 4 at the conclusion of time-trials
- Time trials will only be used to determine heat race line-ups. All other mains are lined up based on finishing order in heat race events.

Four Heat Race Format

- Cars finishing in the top five in the four heats will move on to 50-lap A-Main – top 3 will redraw
- Cars finishing in positions six through 10 will go the B-Main based on finishing order
- Cars finishing in positions 11 on back will go directly to the C-Main based on finishing order
- The C-Main will be 10-laps in distance with the top four drivers transferring to the back of the B-Main (spots 21-24)
- The B-Main will be 12-laps in distance with the top four drivers transferring to the back of the A-Main (spots 21-24)

Five Heat Race Format

- Cars finishing in the top four in the five heats will move on to 50-lap A-Main – top 2 will redraw
- Cars finishing in positions five through eight will go the B-Main based on finishing order
- Cars finishing in positions nine on back will go directly to the C-Main based on finishing order
- The C-Main will be 10-laps in distance with the top four drivers transferring to the back of the B-Main (spots 21-24)
- The B-Main will be 12-laps in distance with the top four drivers transferring to the back of the A-Main (spots 21-24)

Six Heat Race Format

- Cars finishing in the top three in the six heats will move on to 50-lap A-Main – top 2 will redraw
- Cars finishing in positions four through six will go the B-Main based on finishing order
- Cars finishing in positions seven through nine will to the C-Main based on finishing order
- Cars finishing in positions 10 on back will go the D-Main based on finishing order
- The D-Main will be 8-laps in distance with the top six drivers transferring to the back of the C-Main (spots 21-24)
- The C-Main will be 10-laps in distance with the top four drivers transferring to the back of the B-Main (spots 21-24)
- The B-Main will be 12-laps in distance with the top four drivers transferring to the back of the A-Main (spots 21-24)

Heats / Mains Procedural Rules

• **24-CARS ARE SLATED TO START THE A-MAIN-EVENT**

- The A-Main will be 50-laps in distance.
- There will be a break between laps 22 and 27 for crews to add fuel and work on cars.
- **ALL CARS ONE-LAP DOWN IN THE FEATURE AT THE MIDWAY BREAK WILL BE PUT AT THE BACK OF FIELD IN PROPER RUNNING ORDER WHILE BEING PLACED BACK ON THE LEAD LAP. ANY CARS THAT TWO OR MORE LAPS DOWN WILL REMAIN 2 OR MORE LAPS DOWN.**
- All original starts are side-by-side until the green flag is displayed. The front row must maintain the pace established by the pace car and will be signaled to do so on the one-way radio, if in the judgment of the Utica-Rome Speedway officials the pace is not maintained a penalty and/or penalties may be issued.
- All original starts (qualifying, D, C and B-Mains and Feature) will be double-file at the barrel at the exit of turn four.
- All restarts in the heat races, D, C, B and A-Main will be double-file with lead lap cars to the front and take place off of turn four at the chalk-line. All restarts will be double-file to the conclusion of the event including the A-Main.
 - After the original start of any event, the leader will fire in the vicinity of the chalk line in turn four
- **ONCE FRONT ROW (ORGINIAL STARTS) AND THE LEADER FIRES (RESTARTS), THE RACE IS RESUMED.**
- If there are two consecutive cautions on the same lap, the restart will be single-file in all events. Once a lap has been scored, restarts will follow double-file procedures.
- If at any time the red flag is displayed and competitors are signaled to stop due to a red flag condition, cars must come to a complete stop as soon as possible. Any car that pits during the red flag period will resume at the tail of the field behind all cars running on the speedway. Any car that continues into the pits once the red flag is displayed will received an instant disqualification from the event.
- One-way radios are mandatory. The frequency is 454.000.
- When the caution is displayed, please get into single-file order, you will be signaled over the one-way radio when it is time to go double-file and/or restart single file.
- Immediately following the conclusion of the event, the top five cars will report directly to scales first before the top three return to victory lane. The top five will remain for technical inspection.

Purse for A-Main

1	\$5,000
2	\$2,000
3	\$1,500
4	\$1,200
5	\$1,150
6	\$1,100
7	\$1,075
8	\$1,050
9	\$1,025
10	\$1,000
11	\$750
12	\$650
13	\$550
14	\$525
15	\$500
16	\$500
17	\$500
18	\$500
19	\$500
20	\$500
21	\$500
22	\$500
23	\$500
24	\$500
Total	\$23,575

Midway Break Procedures

- Cars will stop in Le Mans style on the frontstretch during the competition break. The driver running first stops closest to cone that will be placed in turn one with the running order falling in line in order from that point down the front straightaway. We will give the line-up on the one-way radio prior to stopping the cars on the track.
 - Crews will line-up in the hot pit area and await the go ahead to get on the speedway in turn one. They will enter the track when the airhorn sounds.
 - **ONLY THREE CREW MEMBERS PER CAR ALLOWED ON THE SPEEDWAY, NOT INCLUDING DRIVER**
 - The break will be 10 minutes in duration. Crews are allowed to do anything within the 10 minute period.
 - Crews will be given a FIVE-MINUTE WARNING AND A TWO-MINUTE WARNING via airhorn to clear the speedway and must be past the cone in turn one before the end of the 10 minutes or car will be sent to the rear for the restart.
 - Cars will be staggered after the break via speedway officials and push trucks.
- **Tow money will be \$50 per car. It will be paid via the lap money being raised by the speedway. If more than \$50 per car is raised, the tow money will raised with the total being divided equally among drivers not qualifying for the event.**