

Northern Vintage Stockcar Racers



2010 Rules



The purpose of this group is to have fun racing vintage looking racecars. This is not competition racing! The word “group” is about more than one person or car. It is not about individual achievements. This group, in particular, was started to revive vintage car racing and have fun doing it.

All these rules will be reviewed at the end of the season. The board reserves the right to change, or modify these rules at any time in the season, if it is in the best interest of the group, or in the interest of safety.

Car Rules

1. Full bodies are to be pre-1974. Any steel, fiberglass, or aluminum hand made bodies allowed, **as long as they look like a vintage racecar**. No aftermarket camaro bodies. Super Mods must have a roof or Edmunds style with access hole in center only. No sprint car tails allowed.
2. Any carburetion combinations allowed. May run gas or alcohol.
3. Super Modifieds are allowed to run wings. Full bodies are allowed to run spoilers, **ONLY** if there is not an original spoiler from the car model. Please see the attached diagram for the specifications. No nose wings allowed.
4. Any make motor or size allowed. However, they have to be wet sump oiling motors.
5. Any type suspension allowed for full body cars. Modifieds must use a straight axle in front and a minimum of 90 inch wheelbase. Modifieds must be center steered in frame. No down tube frames.
6. Mirrors allowed for safety. If you use them to block someone you may be fined, suspended, or both.
7. All unibodies must have front and rear frames and or suspension tied together. Roll cages must tie into the built frame. They **CAN NOT** be mounted to the tin floor only.
8. Any transmission that uses a clutch, forward and reverse while running. Automatics allowed. No in and out boxes allowed.
9. Must have nice and clean appearing cars. Appearance will be left up to the judgment of the board.
10. Maximum engine set back in full bodied cars will be 10 inches from the center of the lower ball joint to the front or #1 spark plug.
11. No wheels over 14 inches wide.

Car Safety Rules

1. All track safety rules supersede NVSR rules. If they look at your car and say it is unsafe to race, we will have no choice but to agree with them. All tracks require having a Snell approved helmet, flame retardant driving suit, (not coveralls) and fuel cells. No G.I. cans, any metal boat tanks, any air tanks, stock car or truck gas tanks, and no beer or pop kegs. New plastic style boat tanks will be allowed if they are securely mounted and shielded. No single hoops or cageless cars allowed.
2. NVSR rules are strongly recommended. All track rules supersede ours.
 - a. Snell SA-2000 or newer approved helmets.
 - b. SFI rated fire suits required.
 - c. 6-point roll cages with at least two door bars on drivers side.
 - d. Fuel tanks and batteries in full bodies mounted in trunk only. Coupes and Super Mods may be mounted in trunk area or behind/below driver.
 - e. Electric fuel pumps must be wired into oil-pressure switch.
 - f. All weights and drive shaft must be painted white and have car number on them.
 - g. Must have four wheel brakes. Super Mods allowed three wheel brakes.
 - h. One or more working taillights in rear of car are optional.
 - i. All tracks are requiring window nets with quick disconnect. We would like to see them in all cars on drivers' side. Banner nets will be fine in Super Mods, only if you also use arm restraints. You should have entire windshield area screened. At the least, half-way.
 - j. You must have a high-back aluminum seat. No passenger car, fiberglass, or home-made seats. Seat must extend up back of head.
 - k. Racing seat belts only. Not over five years old, if in good condition.
 1. Window openings must be clear on both sides of car. If needed you must be able to exit and enter from both sides of car.
 - m. Must have a separate shut off for both the battery and fuel.

Driver Conduct Rules

1. Spin out will result in \$5.00 fine payable to NVSR, for the first 3 times you spin out. If you spin out more than that, the fine will be higher and determined by the board. If you spin out and go into the infield, you will be required to stay in the infield until a yellow flag comes out. After the yellow is displayed you may proceed with caution to the rear of the pack for the restart. If no yellow is displayed, you must stay in the infield until the race is over. If you pull up to the edge of the track and cause the yellow to be thrown, you will be disqualified for the balance of the evening and possibly the next race event. If you cause two yellow flags, you will retire to the pits for the night.

2. All contact will be under strict review by the board members. If contact happens all drivers involved will be confronted. If the drivers can work out the problem and put it aside, the board will not intervene. If and when there is a problem, the board will discuss it in private, and then issue warnings, fines, suspensions, or possibly all three. This is a non-contact racing group! If there is a fine imposed, the fine is to be paid to NVSR. -If the board decides one of the parties is a victim, then 1/2 of the fine will go to the victim. If anyone disputes the judgment of the board, they will be suspended. All fines must be paid before you can race again.

3. If involved in an incident you should talk to one, or all of the board members present. Only the drivers involved will be allowed in the discussion. Any crew members or third parties who get involved will be fined, suspended, or both. **THESE INCIDENTS ARE NOT TO BE RELIVED!**

4. Any alcohol or illegal drugs will not be allowed at any track before or during all racing events. If you are found to be in violation it will result in immediate suspension.

5. During all races, if you run up to a lap car, you are to use safe passing techniques. There will be no three wide racing through the corners. If two cars run up to a lap car and the lap car is in the high lane, the car in the high lane will back off and follow the other car in the low lane to pass. If lap car is in the low lane, the car in the low lane must back off and follow the other car in the high lane to pass. On the straight-aways you may pass three wide if there is room for both lead cars to go high or low only. No splitting lap cars any more. If you do not follow this rule and the board gets complaints from other drivers, you may be fined or suspended. This rule is spelled out because too many cars have not passed the slower cars without making them feel uncomfortable.

6. Everyone who wants to win a race will be given that opportunity. Guys that do not care about running up front will be the only exception. **There will not be a win limit rule unless some one is winning too much!** This is left up to the discretion of the board members. No sand bagging and then racing through the field and then backing off. Come to race for fun, not for competitiveness. If you clean sweep any night you may be suspended and fined.

7. Anyone not having fees or fines paid by the start of the year will not be allowed to race until everything is taken care of and the board has cleared them to race.

Racing Procedures

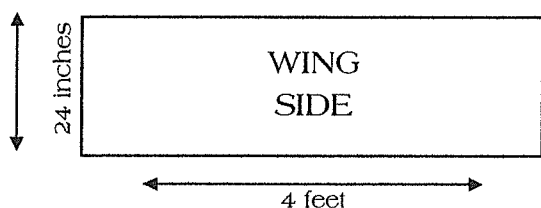
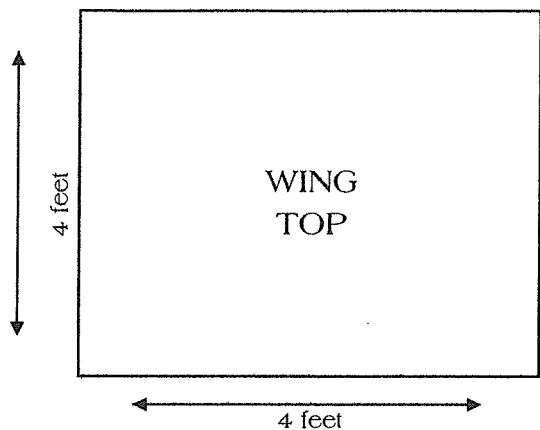
1. A random drawing is used for the race line up and it's the driver's responsibility to sign in and draw for position. You must see a board member at each track and register. Unless you have a mechanical problem you will start in your position. If you are not ready for your race, you will be out until the feature race. If you do not register you will not be announced, and will start in the rear all night. You will also not be allowed to win. If you are late, call some one if possible. You should arrive 1 1/2 hour before the race starts. The second race will have a redraw for line up. Only one feature will be run if there are less than fifteen cars. If you want to race only with your class of cars, then help us get more cars at the tracks.
2. We have a limited amount of time to race. The less spin outs and/or accidents, the more laps you will get.
3. You must be a paid member to race any NVSR racing event. Only members are allowed to race. Membership will be \$25.00 for the season. Memberships expire on March 31st of every year. The board, as a whole, can refuse anyone from being a member, or suspend a member if the board thinks that individual may hurt, or has hurt the group, as a whole.

If you have any questions on these rules, please contact one of the board members.

Thank You

Board Members:

Dan (Bear) Herold	715-673-4399
Ricci Lepinski	715-246-3548
Kevin Lipsky	715-246-7640
Rick Heber	651-388-0414
Mark Peine	612-237-4513

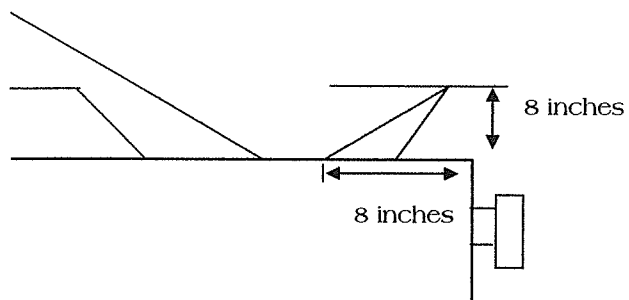


WING SPECIFICATIONS:

1. Aluminum only.
2. Must mount to the row bars in a minimum of three spots.
3. Allowed on Super Modifieds only.
4. Side boards centered on wing.

SPOILER SPECIFICATIONS:

1. Aluminum, steel or lexon -- not plastic.
2. 8" off deck -- not to extend past the bumper or the outside of the car body.
3. Side pieces on spoiler can only be 8 inches long.
4. Allowed on Full Bodies only, AND only if the car model does not have an original spoiler.



If you have any questions, please contact one of your board members.