



Nashville Fairgrounds Speedway  
625 Smith Avenue  
Nashville, Tennessee  
smenlen@ddeventsinc.com

## RACE FORMAT

### Local Racing – November 20, 2021

*Updated on Monday, November 15, 2021 at 10:45am*

#### LEGENDS

**Qualifying** will be conducted in groups of no more than six cars. Groups will be determined by practice times, with the fastest cars in the first group. Each group will receive five laps on the clock. Cars may only make one qualifying attempt. An attempt is officially made once the car takes the green flag. Cars must qualify in their assigned group. If a car misses their group, car may not start within the top half of the feature. The fast qualifier will draw for a feature invert four through eight. The invert will never be greater than half the field.

**Last Chance Race** – If there are 26 cars or less, all cars will start the feature. If there are more than 26 cars, the top 18 cars in qualifying will be locked into the feature. There will be one last chance race with the top 2 finishers transferring to the feature. If there are 34 cars or more, there will be two last chance races with the winner of each last chance race transferring to the feature. The last chance race(s) is 10 laps. Feature starting positions 21-24 are provisional starting positions awarded to the highest drivers in NFS Championship Point Standings who have not transferred into the feature through qualifying or the last chance race. Additional starter may be added.

#### BANDOLEROS, STREET STOCKS, PURE STOCKS, FRONT RUNNERS

**Qualifying** will be conducted in groups of no more than six cars. Groups will be determined by practice times, with the fastest cars in the first group. Each group will receive five laps on the clock. Cars may only make one qualifying attempt. An attempt is officially made once the car takes the green flag. Cars must qualify in their assigned group. If a car misses their group, car may not start within the top half of the feature.

**Feature Starting Field** – The fast qualifier will draw for an invert four through eight. The invert will never be greater than half the field.

#### LIMITED LATE MODELS

**Qualifying** will be conducted two cars at a time. Each car will receive two laps on the clock. Cars may only make one qualifying attempt. An attempt is officially made once the car takes the green flag. Cars must qualify in the draw order. If a car misses their proper draw position, car may not start within the top half of the feature and will only receive one qualifying lap. In the event a caution is displayed during a qualifying attempt. The car causing the caution will forfeit that lap.

**Feature Starting Field** – Top twenty fastest qualifiers are locked into the feature. The fast qualifier will draw for an invert three through six. The invert will never be greater than half the field.

#### Championship Tiebreak (All Divisions)

A points tiebreak will be determined by number of wins. The driver with the most wins will be awarded the Championship title. If points are tied and the number of wins are the same, the tiebreak will be determined by the driver with the highest next place finishes i.e. most second place finishes, third place finishes, fourth and so on. If points are still tied, the tiebreak will be determined by highest non-transfer finishing positions in B-Mains. If points are still tied, the tiebreak will be determined by most fast qualifier awards.

#### Weather Provisions (All Divisions)

Track officials may use practice times to determine starting lineups if qualifying cannot be conducted due to weather/delays. If practice and qualifying is not complete due to weather/delays, officials may use current point standings to determine starting lineups.



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## LEGENDS & BANDOLERO RACE PROCEDURES (November 20, 2021)

**Pre-Race** - Cars that are not staged in their correct position on the grid by the time the field rolls onto the track, will be placed at the tail of the field. The starting field will not cross-over. If a car drops out or to the tail, that line should move forward one row. Once the field has been gridded, any car that goes to the pits will restart at the tail of the field.

**Starting a Race** - All starts and restarts will take place at a consistent speed, with cars side-by-side in rows of two throughout the field. The green flag will be displayed when the leader reaches the start line in turn four. In the event that an initial start or restart is called back, the front row will be assessed a warning. If another start infraction occurs, car(s) will be sent to the tail of the field. After three attempts at a start or restart, the field will be realigned and started single file. On the initial start, the leader must start on the inside front row.

**Yellow Flag** - There will be no racing back to the caution. When the yellow flag is displayed, all cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. All cars must get single file and stay single file until instructed to double-up by race control. If a yellow or red flag is thrown once the leader has taken the white flag, there will be a green, white, checker restart.

**Restart Line-up** - The field will be realigned according to the last completed lap. Lead lap cars will always be realigned ahead of lapped cars. All restarts will be double file with the odd position running cars on the inside and the even position running cars on the outside. Cars do NOT have lane choice. After two failed attempts at a restart, the ensuing restart(s) will be single file. Any disputes in track position will be resolved by a call from race control. Failure to lineup in proper position immediately may result in disqualification.

**Cause of the Caution** – Only the car(s) directly involved in bringing out the caution will be asked to accept responsibility for the incident. If one car ‘taps’, the other car will realign in their spot according to the last completed lap and the car that ‘tapped’ will restart at the tail of their lap. If neither car ‘taps’, both cars will restart at the tail of their lap. Rough driving can result in penalties including being sent to the tail of the field or possible disqualification from the event. Any car causing the caution twice can be parked for the remainder of the race. The car(s) causing the caution on the start or restart will be sent to the tail unless the caution is for a restart infraction. Cars stopping on the track to create their own caution will receive a two-lap penalty.

**Pitting** - Cars that go to the pits under a caution period for any reason, unless instructed by race control for an inspection, will be placed at the tail of the field upon re-entering. All work on race car must be done within a pit stall on pit road. If car returns to the trailer or work is done on the car outside of pit road, that car will be done for the race. Track officials will not work on race cars.

**Pit Road Speed** - Pit road speed limit is 30 mph. If a car exceeds the limit, they may be black flagged for a stop and go penalty or required to restart at the tail of the field. Cars may not pass the pace car at any time, unless directed to do so by race control. Driving dangerously through any pit area may result in immediate disqualification.

**Red Flag** - All cars must stop as quickly and safely as possible when the red flag is displayed. Drivers may go to the pits for crews to work on their cars, but only after the officials have given them permission to do so. Request to go to the pits should go through the spotter and spotter official. All cars that go to the pits under red must re-start at the tail of the field.

**Black Flag** - Cars that receive the black flag must go to the pits immediately. Cars that do not go to pits within the first three laps of the black flag being display, will no longer be scored.

**Slow Cars** - Slow cars must stay on the bottom in the presence of lead lap cars during the race. Lapped cars that create problems for lead lap cars may be penalized. Lapped cars should let the leaders go by on the outside and then resume racing. Cars fighting to stay on the lead lap are not forced to yield to the leaders until they have been passed by the leader.

**Free Pass** - The first car one lap down will receive the free pass, earning a lap back. Free Pass car will always restart at the tail of the field. No free pass will be awarded within the last five laps. Caution cars are not eligible for the Free Pass.

**Race Radios** – Driver must always have the ability to listen to race control via a standard electronic scanner during the event. The frequency is 454.0000.

**Post-Race** - Instructed cars must report to the scales immediately following the race. The top three finishers in feature must report to victory lane. Crews may touch the cars only when directed to by track officials.

**Scoring** - Transponders will be used for scoring in addition to line-scoring backups. Teams must return rental transponder prior to receiving race earnings. There is a \$200 fine for failure to return transponder and/or damaged transponders. Rental transponders must be mounted in an orange transponder mounting pouch.



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## LIMITED LATE MODEL, STREET STOCK, PURE STOCK, FRONT RUNNER RACE PROCEDURES (November 20, 2021)

**Pre-Race** - Cars that are not staged in their correct position on the grid by the time the field rolls onto the track, will be placed at the tail of the field. The starting field will not cross-over. If a car drops out or to the tail, that line should move forward one row. Once the field has been gridded, any car that goes to the pits will restart at the tail of the field.

**Starting a Race** - All starts and restarts will take place at a consistent speed, with cars side-by-side in rows of two throughout the field. The green flag will be displayed when the leader reaches the start line in turn four. In the event that an initial start or restart is called back, the front row will be assessed a warning. If another start infraction occurs, car(s) will be sent to the tail of the field. After three attempts at a start or restart, the field will be realigned and started single file. On the initial start, the leader must start on the inside front row.

**Yellow Flag** - There will be no racing back to the caution. When the yellow flag is displayed, all cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. All cars must get single file and stay single file until instructed to double-up by race control. If a yellow or red flag is thrown once the leader has taken the white flag, there will be a green, white, checker restart.

**Restart Line-up** - The field will be realigned according to the last completed lap. Lead lap cars will always be realigned ahead of lapped cars. All restarts will be double file. Cars may choose the inside or outside lane as they approach the choose cone. If a car strikes the choose cone, that car must restart at the tail of the longest line. Caution cars are NOT eligible to choose at the cone. Cars may not change lanes after passing the choose cone. Any disputes in track position will be resolved by a call from race control. Failure to lineup in proper position immediately may result in disqualification.

**Cause of the Caution** – Only the car(s) directly involved in bringing out the caution will be asked to accept responsibility for the incident. If one car ‘taps’, the other car will realign in their spot according to the last completed lap and the car that ‘tapped’ will restart at the tail of their lap. If neither car ‘taps’, both cars will restart at the tail of their lap. Rough driving can result in penalties including being sent to the tail of the field or possible disqualification from the event. Any car causing the caution twice can be parked for the remainder of the race. The car(s) causing the caution on the start or restart will be sent to the tail unless the caution is for a restart infraction. Cars stopping on the track to create their own caution will receive a two-lap penalty.

**Pitting** - Cars that go to the pits under a caution period for any reason, unless instructed by race control for an inspection, will be placed at the tail of the field upon re-entering. All work on race car must be done within a pit stall on pit road. If car returns to the trailer or work is done on the car outside of pit road, that car will be done for the race. Track officials will not work on race cars.

**Pit Road Speed** - Pit road speed limit is 30 mph. If a car exceeds the limit, they may be black flagged for a stop and go penalty or required to restart at the tail of the field. Cars may not pass the pace car at any time, unless directed to do so by race control. Driving dangerously through any pit area may result in immediate disqualification.

**Red Flag** - All cars must stop as quickly and safely as possible when the red flag is displayed. Drivers may go to the pits for crews to work on their cars, but only after the officials have given them permission to do so. Request to go to the pits should go through the spotter and spotter official. All cars that go to the pits under red must re-start at the tail of the field.

**Black Flag** - Cars that receive the black flag must go to the pits immediately. Cars that do not go to pits within the first three laps of the black flag being display, will no longer be scored.

**Slow Cars** - Slow cars must stay on the bottom in the presence of lead lap cars during the race. Lapped cars that create problems for lead lap cars may be penalized. Lapped cars should let the leaders go by on the outside and then resume racing. Cars fighting to stay on the lead lap are not forced to yield to the leaders until they have been passed by the leader.

**Free Pass** - The first car one lap down will receive the free pass, earning a lap back. Free Pass car will always restart at the tail of the field. No free pass will be awarded within the last five laps. Caution cars are not eligible for the Free Pass.

**Spotters** – Spotters must always have the ability to listen to race control via a standard electronic scanner during the event. The frequency is 454.0000.

**Post-Race** - Instructed cars must report to the scales immediately following the race. The top three finishers in feature must report to victory lane. Crews may touch the cars only when directed to by track officials.

**Scoring** - Transponders will be used for scoring in addition to line-scoring backups. Teams must return rental transponder prior to receiving race earnings. There is a \$200 fine for failure to return transponder and/or damaged transponders. Rental transponders must be mounted in an orange transponder mounting pouch.