



FIRST ANNUAL MEET YER MAKER CENTRAL REGION CHUMPTIONSHIP

Heartland Park
Topeka, KS
22-23 Sep 2012

Revised: 7/10/2012



This is it, this is the event you've shed blood, sweat and tears for. The First Annual Meet Yer Maker Central Region Chumpship!

The "Heaven and Hell" format will feature a single race split over two days. Saturday's segment will be 7 hours and 77 minutes on the 2.5-mile Grand Prix course, and Sunday's session will be 6 hours and 66 minutes with course configuration changes. Total race time will be 15 hours and 23 minutes. The team with the most cumulative laps at the end of the Sunday session is your Regional Chumpion!

Entry by invitation only!

Please read all the way through this Supplemental info. You need to know this stuff!



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Please read the schedule carefully.

Note: Heartland Park will be running a track day/practice day on Friday, September 21. Register directly with the track. Cost: \$200 for the car and first driver, \$50 per additional driver.

Schedule:

Friday:	7:00am	Gates Open
	1:00pm – 5:00pm	Safety, Tech & Theme Inspection
	1:00pm – 5:00pm	Driver's Gear Inspection
	4:00pm – 5:00pm	Novice School

Saturday:	6:00am	Gates Open
	8:00am – 8:15am	Safety/Worker meeting
	8:15am – 8:40am	Mandatory Drivers Meeting
	8:50am	Cars to Grid
	8:55am	Cars on Track (2.5 mile course)
	9:00am	Start Race
	5:17pm	Checker/Black Flag

Cars may proceed directly to pit box or paddock after exiting the course. Standings will be frozen in Timing and Scoring.

Sunday:	6:00am	Gates Open
	8:00am – 8:20am	Mandatory Drivers Meeting
	8:45am	Cars to Grid ¹
	8:55am	Cars on Track (2.2 mile course ²)
	9:00am	Start Race
	4:06pm	Checker Flag
	4:10pm – 4:25pm	Impound
	4:30pm	Awards Ceremony

¹ The Top 10 cars from Saturday's session will be released first, in order from 1 to 10, with the rest of the field falling in line in random order. Green Flag will fall on Saturday's lead car.

²There will be a course configuration change on Sunday. The time will not be announced. The configuration will be announced in the Sunday Drivers Meeting. The Pace Car will enter the course under Full Course Yellow and collect the field while the course is changed and workers move into place. Racing will resume when the Pace Car exits the course and all yellow flags fall.



Many people ask – “What’s the registration process?” Do it in this order-

1. Get your car inspected and your AIV checked at Tech
2. Team captain or representative brings the completed Tech Sheets to registration
3. Team captain (or representative) pays any outstanding fees or charges and received a registration packet that includes your car’s tech sticker, drivers’ wrist bands and other materials
4. Team members can get their gear checked at any time

Don’t wait around and then try to go through tech/registration at the last minute!

If you get to the front of the Tech line and don’t have your tech form filed out and AIV ready, OOPS! you go to the back of the line! Sorry amigo. We have to keep that line moving!



Supplemental Rules:

1. MAKE SURE YOU HAVE READ AND UNDERSTAND CHUMPCAR'S 2012 RULES! If you can't read have a buddy help you out.
2. Do not wait until the last minute to get through Tech. Plan to arrive early. ChumpCar will shut tech down at 5pm!
3. If you miss Tech, Registration or Gear Check on Friday, you may have to wait until the race is underway on Saturday.
4. All fueling and driver changes will be completed in the hot pit lane area
5. Prepare to show your wrist band to the official at Pit Out before entering the track. If you don't have a wrist band, car tech sticker or gear check sticker, you will not be allowed on track.
6. Any hard, intentional or repeat contact between cars will earn you a black flag. Minor, incidental contact is not generally considered an offense unless it's repetitive. That does not mean you can be careless, maintain racing room at all times.
7. Any contact that is clearly intentional will result in immediate ejection of the offending driver.
8. Any contact that results in one or more cars leaving the pavement will result in all involved cars being black flagged, regardless of circumstances.
9. ALL CARS entering Pit Road will stop at Pit In and get a timer. All cars leaving Pit Road will stop at Pit Out. There are no exceptions.
10. Violating the fueling rules or speeding on Pit Road will result in your car being held at Pit Out.
11. Drivers may remain in the car during fueling and driver changes may also be completed. All engines and electrical kill switches must be off during fueling. NO WORKING ON YOUR CAR DURING REFUELING. Note that all crew over the wall during fueling have new clothing requirements. Read the rules.
12. Impound closes 15 minutes after the last car exits the track. Once impound closes the results of the race are final and no protests will be heard.
13. "Sandbagging" – slowing down toward the end of the race to scrub off a few MOV laps under the guise of sudden fuel starvation, mysterious Weatherpak disconnection, etc. is frowned upon in this establishment. Should this happen, be prepared to fully demonstrate or replicate your sudden handicap during impound.
14. ChumpCar requires a minimum of 4 drivers. Use fewer and you are disqualified from the podium.
15. Driver stints are limited to 2 hours maximum.
16. Read the Rules
17. All cars, used or junk parts and anything else you brought with you that the rest of the free world would consider as junk must be taken home with you.
18. See 13. 99% of all questions are answered in the Rules. I promise.



Paddock Assignments: First come, first serve.

Pit Assignments will be given at registration. Don't unpack until you know where you're supposed to pit or you will be required to move.

Fuel: Bring some, there's gonna be a lot of racing going on. Fuel station just outside the main gate

Overnight Camping: Camping in the Paddock is allowed. Overnight security will be provided.

Garages: Contact HPT directly.

Barbecues: BBQ's are allowed in the paddock area provided all BBQ's are supervised at all times, a fire extinguisher is within 20' of the open flame, and all open flames are (at a minimum) 30' from all race cars, fuel containers or other flammable sources.

Weather: Yes, they have some of that in KS. This isn't NASCAR, we're racing, regardless.

For track information, RV, camping, hotel and restaurant Information:
<http://www.hpt.com/>