

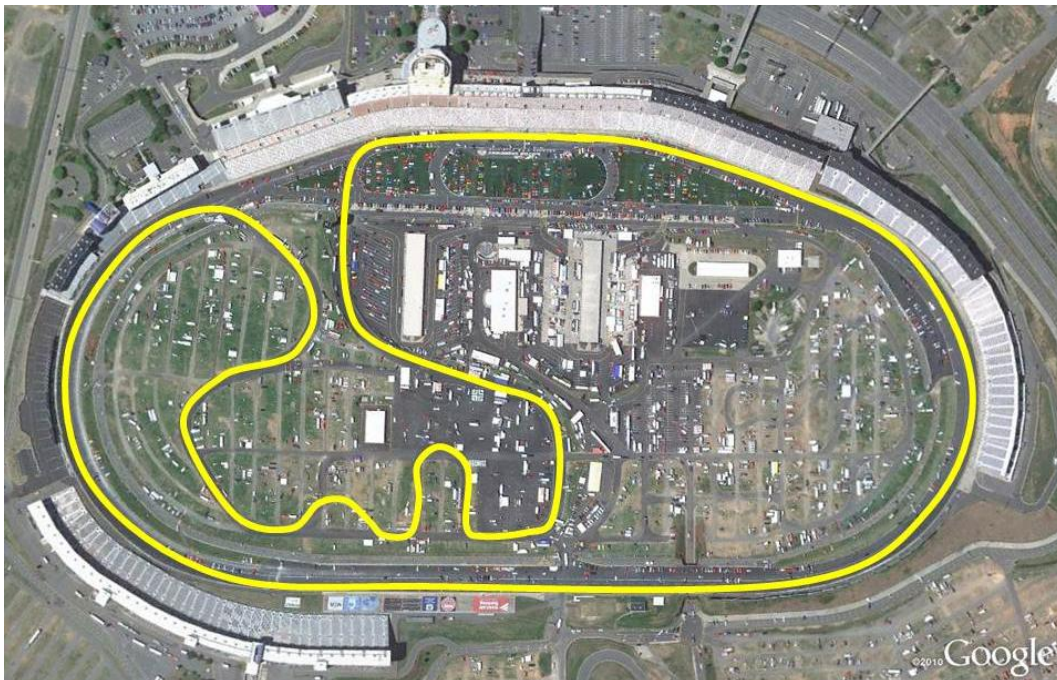


The Optima Batteries ChumpCar World Series
Proudly Presents

“The ChumpCar Challenge Cup”

Enduro and Sprints on the ROVAL at Charlotte Motor Speedway
Concord, NC -- 22 June 2013

ChumpCar will be holding a single-day of racing on the CMS oval + road course... the ROVAL.
Ten hours of endurance racing followed by four (4) 45-minute sprint races. A first for ChumpCar!



“The CCC” Friday Schedule:

Friday:	12:00pm – 6:00pm	Enduro Registration
	12:00pm – 6:00pm	Enduro Safety, Tech Inspection
	12:00pm – 6:00pm	Driver’s Gear Inspection
	5:00pm – 6:00pm	Driver’s School

Garages are available for ChumpCar teams – first come reservations @ \$100 per car. E-mail michaelc@chumpcar.com for a reservation. **NO FUEL IS TO BE STORED IN THE GARAGES!** Fuel must be stored in the Cold Pit or with your transporter.

All teams MUST bring their cars to the track with headlights and taillights installed and operational. Teams may aim headlights Friday night (after dark). There will not be any enduro Tech Inspection on Saturday. **Teams must print all Safety & Tech Inspection forms before arrival and fill-out all forms before entering the tech line or you’ll be handed the paperwork and sent to the back of the line.**

“The CCC” Saturday Schedule:

Saturday:	6:00am	Gates Open
	7:00am	Enduro Drivers Meeting
	8:00am	Start Endurance Race
	3:00pm – 6:00pm	Sprint Tech
	6:00pm	Checker Flag Endurance Race
	6:30pm	Sprint Drivers Meeting
	7:00pm	Sprint race #1 (45 minutes)
	8:00pm	Sprint race #2 (45 minutes)
	9:00pm	Sprint race #3 (45 minutes)
	10:00pm	Sprint race #4 (45 minutes)
	11:00pm	Awards Ceremony

Sunday: No on-track event activity on Sunday

Support Our Sponsors!



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FOUNDATION



Entry Fees for this Event:

- /// Enduro ONLY: Racing from 8:00am – 6:00pm (10-hours).....\$500
 - Entry Fee includes car + 2 drivers (which is the MINIMUM for this event)
 - Each additional driver \$50
- /// Sprints ONLY: 4 Races @ 45 minutes each (total 3 hours).....\$400
 - Racing from 7:00pm – 10:45pm
 - Entry Fee includes car + 1 driver
 - Each additional driver \$50
- /// The “Super-Combo Package”: BOTH the Enduro and the Sprints.....\$800
 - Entry Fee includes car + 2 drivers for the Enduro
 - Entry Fee includes up to 2 drivers for the Sprints
 - Each additional driver \$50
 - Yes, it’s true... if a car owner split the cost of the enduro (\$250) with one other driver (who got 5-hours of seat time for \$250!) and that car owner then ran all 4 sprint races by him/herself, that’s 8-hours of solid seat time for only \$550. Try and beat that deal anywhere. That’s Chumpcar!

Sprint Race Details:

- Cars run with no penalty laps.
- Cars will be run in five different classes based on engine displacement:
 - C1: 0 – 1.70L
 - C2: 1.71 – 2.30L
 - C3: 2.31 – 3.0L
 - C4: 3.01 & up
 - CU: Open/Unlimited
- All cars will race at the same time with cars staged by class, largest displacement to smallest.
- Winning car in each class will start the next race at the rear of their class staging.
- Points will be awarded based on finishing position each race. Highest cumulative point total after four races wins the class.
- Black flags for poor driving will still be in effect.
- Points system and prizes to be announced.

Charlotte Motor Speedway Supplemental Rules:

Driving and Track Supplemental Rules:

- /// SR1 – “The CCC” will feature a chicane on the back straightaway. The lane reduction will be identified by **something big and hard**.
- /// SR2 – Any car(s) that alter the chicane from its original form or position shall incur a penalty.
- /// SR3 – Pit Lane Speed Limit is 35mph. (That’s about 2,000 RPM in second gear for most cars.) The speed limit shall be in effect for the entire length of the outer pit wall.

Pit, Paddock and Garage Supplemental Rules:

- ⚡ SRPP1 – Pit lane spaces will be assigned.
- ⚡ SRPP2 – No crew members are allowed over the wall until the team car has come to a complete stop in the pit box.
- ⚡ SRPP3 – The Hot Pit Lane will be the exclusive fueling area. Fueling of race cars shall be completed by use of 5-gallon plastic jugs and funnels, hoses or other fueling adapters as specified in the BCR. Jugs must have sealable lids/caps. Metal fuel drums or other fuel containers and caddies with manual pumps (no electric pumps) and hose lines are allowed to re-fill plastic jugs but are not allowed for re-fueling race cars. All fuel storage must be maintained on the "cold" side of the pit wall or kept within your transporter.
- ⚡ SRPP4 – All teams shall have one (1) fully-charged 10LB ABC fire extinguisher in their pit area. All teams shall have one (1) 10LB bag of kitty litter or other reasonable absorbent for oil leaks and/or fuel spillage in their pit area. Having a broom handy is also be advisable.
- ⚡ SRPP5 – 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 WORK ON ANY CAR SHALL BE COMPLETED DURING REFUELING.**
- ⚡ SRPP6 – All work and/or repairs that can be made to your race cars in less than thirty (30) minutes may be executed in the Pit Lane; all repairs requiring more than 30 minutes time must be completed in the Garage Area. A penalty of 1 lap for every five (5) minutes of work in the pit lane that exceeds 30 minutes shall be levied.
- ⚡ SRPP7 – Those involved in fueling race cars must wear a Nomex driver's suit, gloves and full-face helmet.
- ⚡ SRPP8 – Electric, propane or kerosene heaters within the "cold" side of the pit wall are allowed provided all heating elements or flame sources are directed away from any flammable material and are kept a minimum of 20' from any fuel storage. No open flame stoves or BBQs are allowed in the cold pits.
- ⚡ SRPP9 – All cars, used or junk parts too big for a normal trash can, empty fuel drums and anything else you brought with you must be taken out with you. If you leave it behind, we'll track you down... and it won't be pretty.

Lighting: The track will be turning on track lighting and minimal pit/paddock area lighting will be provided. Be advised that ambient lighting may not be sufficient for mechanical repairs. **Therefore, teams are advised to consider alternate power and lighting sources.** Teams are also advised to consider outfitting all team members with a good flashlight. The use of EZ-ups on the "cold" side of the pit wall are also recommended for keeping out weather and hanging all lighting fixtures.

Pit Passes – Spectators and Guests: Teams are advised that any and all team members, family, guests who desire event access MUST purchase a Pit Pass through ChumpCar!

Overnight Camping: Self-contained RV camping in the paddock is allowed on Friday night. All vehicles must vacate the infield Saturday night, but may camp outside the track Saturday night.

Barbecues: BBQ's are allowed in the transporter parking area and thirty feet (30') outside the cold pit area, provided all BBQ's are supervised at all times, a fire extinguisher is within 15' of the open flame, and all open flames are (at a minimum) 20' from all race cars, fuel storage or other flammable sources.

Concessions: The food concession stand will be open for the event.

Weather: We're racing, regardless of the weather.

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Designated Charities:

**Resource Rebuilders // Juvenile Diabetes Foundation // Golden State Foods
Foundation and Build-A-Bike**

**The Supplemental Rules May Be Updated Without Notice. Teams Are
Advised To Check Them With Regularity And Print A Copy For
Reference Prior To Coming To The Event.**