

Here's a summary:

- **HEAT RACES:** Preliminary events for each class, in which drivers attempt to qualify to start or determine their starting position in feature races. Distance is usually 8 laps. Reversed starting positions by drivers' point average. Top five finishers advance to the feature.
- **FEATURE EVENTS (Mains):** The final and longest event for each class, where prize money is offered. The featured class runs 25 laps, with all other classes running 12-20. The top 10 cars from the heat races are started reversed according to their season point average at the front of the field, with the balance of the qualifiers starting straight up behind them.

Flags and Lights:

- **GREEN FLAG (Start of Race)**
At the beginning of the race, when the green flag or light is given by the starter, all cars must maintain position until they have crossed the start/finish line or in the case of, single file restarts, the cone. Cars are not allowed to enter the track during green flag racing.
- **YELLOW FLAG (Caution)**
When the yellow flag or light is given, all cars will slow and maintain their position until directed to do otherwise by the starter. Restarts will be single file other than first lap restarts. The line up on restarts will revert back to the previous green flag lap. Cars shall be allowed to return to the track under yellow flag conditions but **MUST** line up at the rear.
- **RED FLAG (Race Stop)**
The red flag or light means the race must be stopped due to unsafe track conditions. Cars must come to a complete stop, regardless of position on the track, and remain there until directed otherwise by the starter or safety crew.
- **BLACK FLAG (Report to the pits immediately)**
The black flag means go to the pits immediately and report to a track official. The black flag is not necessarily an automatic disqualification and may be used to inform a driver of unsafe condition of his car. Failure to obey the black flag will result in disqualification.
- **BLACK FLAG WITH ORANGE CENTER (Disqualification)**
The car has been disqualified and is no longer being scored. The car **MUST** exit the track and report to the pits immediately.
- **WHITE FLAG (One lap to go)**
When the yellow flag is displayed during the white flag lap, cars will be scored on their position when crossing the start/finish line.

- **CHECKERED FLAG (End of Race)**
The checkered flag is displayed when the required distance or time has elapsed. When the leader is given the checkered flag, the balance of the field will receive the checkered flag in the same lap.
- **BLUE FLAG WITH YELLOW STRIPE (Passing flag)**
This flag warns slower traffic that they are being over taken by faster traffic. Slower traffic must prepare to yield.
- **YELLOW AND RED DIAGONAL FLAG (Emergency equipment on track)**
Indicates cars may proceed in a cautious manner but are to be aware of emergency equipment on the track

CLAIMS and PROTESTS

You may notice that the first four cars finishing the main event stop under the flag stand. This is so that any protests against another driver may be filed. This is also a time for the officials to check for any rule violations. In the case of the IMCA Modified, other drivers may take this time to actually claim the engine of any of the top four cars. This means for a fee of \$500.00 the claiming driver can buy the claimed cars' engine. Failure for a claimed driver to give up his engine results in disqualification and fine. The reason for the claim is to keep the costs associated with racing lower.

THE RACING CLASSES

- **CRUISERS**
Absolutely the most affordable and fun form of racing at the Speedway. The only rules for Cruisers are that they must remain completely stock as produced and have a six cylinder or smaller engine. The glass and chrome must be removed and a roll bar installed.
- **THUNDERSTOX**
These are the V-8 version of the Cruisers. All the same rules apply but the cars are larger and can run V-8 engines.
- **DWARF CARS**
The Dwarf Cars are modern day shrunk down versions of the 1940's jalopies that started stock car racing. Dwarfs have hand built chassis and run 1500 cc motorcycle engines for power. These cars are much faster than it seems. Speeds are close to those of the Super Stock class. It is hard to believe that a full grown adult can fit inside.
- **WISSOTA SUPER STOCK**
Super Stocks are the upper end of our full bodied race cars. They are purpose built and can have custom frames, aftermarket lightweight bodies, special racing engines and larger racing tires. In order to keep costs down, this is a "spec" engine class. In other words the rules state exactly what the engine can be. Visit www.wissota.org for more information.

- **IMCA MODIFIED**

The Modifieds are a nationally sanctioned racing class that run at some 400 tracks across the U.S. and Canada. They are governed by a national rule book, thus the rules are the same at any IMCA sanctioned race track. As the name implies these are highly “modified” machines. They have special racing chassis and suspensions, a minimal body made of flat pieces of aluminum and modified engines. However, they are required to run narrow 8" tires to reduce traction and keep the racing close. This also negates any “extra” horse power, making the modified a drivers car. Ask any driver and they’ll tell you that it takes real finesse to drive a modified. Modifieds are also a claimer class. In other words anyone finishing 4th or farther back can pay \$500.00 for any of the top 4 engines. Visit www.imca.com for more information.