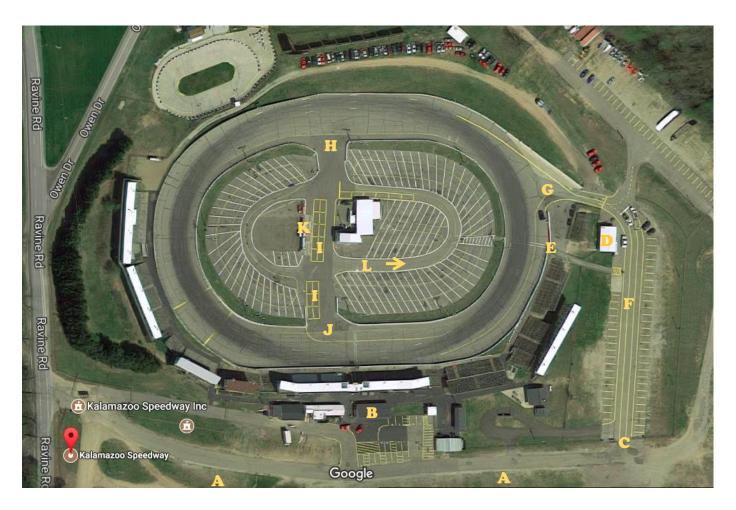
RENT-A-RIDE TUTORIAL



Welcome to Kalamazoo Speedway where you'll be competing on the fastest 3/8 mile oval in the nation. Built in 1949 with racing commencing in 1950, we're proud that 2018 marks our 69th consecutive season. All of us are here to help provide you with a safe and fun day of your dreams! If you have questions, please feel welcome to ask us as they arise. While this document was designed for Rent-a-Ride drivers, the basics are applicable to any driver new to Kalamazoo Speedway. Rent-a-Ride drivers will want to read the tutorial and bring it with them to the mandatory mid-week orientation and practice session. This session typically runs about 2 hours.



- A General parking (south of the main entry road)
- B Ticket windows (choose ones labeled Pit Passes)
- C Pit entrance
- D Storage Building
- E Pedestrian Crossover
- F Upper pit roadway

- G Backstretch entry/exit from upper pits
- H Infield pit entrance
- I Make ready chute
- J Track entry
- K Tech area
- L Inner loop

RACE DAY

Arrival at the Track

- Plan to arrive at the track before 4:00 pm (the time the pit gates open). Personal vehicles may be parked in the general parking area [A].
- Stop at the ticket office [B] to sign in; please notify staff you are a Rent-a-Ride driver.
- * At the ticket window drivers will sign a release waiver and receive a pit pass. (Rent-a-Ride drivers must be 16 years and older). Drivers 17 and under are reminded to have completed the Minor Waiver Form prior to arriving at the track.
- Wearing the pit pass (wristband), head to the pit area [C] and look for the marked Rent-a-Ride cars.
- Rent-a-Ride (RaR) drivers will meet the Rent-a-Ride Safety/Crew Chief (RSCC) in the upper pit area where the RSCC will provide drivers with their safety equipment for the evening.
- The RSCC will provide a RACEceiver (a one-way communication device that allows track officials to communicate with drivers) and an explanation on its use.
- The RSCC will place a transponder on the Rent-a-Ride (for use with the automatic scoring system).

Race Day Schedule

- The typical order for race day is qualifying, then heat races followed by the feature events. A race day schedule will always be published on the Speedway website no later than the Thursday prior to race day. It is recommended that teams print out a copy of the schedule and bring it with them to the track. Schedules will be posted trackside in the infield on the front of the concession stand, on the red storage building [D] in the main upper pits as well as on the board in the rear upper pit area. Occasionally, weather and/or other circumstances cause schedule adjustments.
- Drivers will want to stay in the upper pit area from the time of arrival through the feature race and the return of all safety equipment. If after the feature a driver wishes to join family and friends in the grandstands, drivers may exit the pits through the gates located near the pedestrian crossover [E] next to the red storage building. Restrooms and concessions are located on the midway and may be accessed through these gates as well.

Qualifying

- Rent-a-Ride drivers compete in the Zoo Stock class which is the first class to qualify.
- Typically the Zoo Stocks begin qualifying as early as 5:20 pm which means drivers will be in line in the infield make ready chute at least 15 minutes before then. Check the board for the exact time.
- The RSCC will line up all Zoo Stock drivers in the upper pit roadway [F] (located between the two sets of pit stalls).
- Once lined up, drivers will wait for a uniformed race official to direct drivers to the infield (lower) pit area. Drivers will be released from the upper pits in turn two [G] and immediately enter the infield pits from the backstretch [H].
- ^{**} Once in the infield pit area, a uniformed race official will direct drivers to line up in the make ready chute [I].
- Over the RACEceiver, drivers will hear a countdown from 5 ending with the word "green". At this point, the qualifying session starts and a uniformed race official will direct the first 10 drivers in line onto the track []]. All lap times are recorded; even those spent getting up to speed.
- Ten (10) cars are permitted on the track to qualify at a time. After this time, drivers will be directed onto the track as room is available. Stay below the yellow line (toward the inside wall) until enough speed has been gained to merge into existing traffic.

Attempting to record a slower qualifying time to achieve a more favorable starting position later is done so at a driver's peril. Each Zoo Stock driver has a 0.5 second breakout limit. This means if a driver's quickest lap in qualifying is 18.500, the driver may run no quicker than an 18.000 in the heat race and feature. Going faster than 18.000 seconds will result in being black flagged.

- When ready to pull off the track under green flag conditions, move to the upper groove (near the outside wall) and maintain speed through the finish line. Going into turn one, speed may be reduced while driving above the yellow line. Exit the track slowly through the upper pits exit/entry [G]. This is a blind turn; do not make the turn at more than 5-10 MPH. If a diver wants to make another qualifying run, coordinate this through the RSCC, there may or may not be sufficient time left in the qualifying session.
- * After qualifying is complete, check in with the RSCC and check the starting lineups (posted on the red storage building in the upper pit area).

Heat Races

- [†] Heat races for the evening race program begin at 7:30 pm.
- * Keep in contact with the RSCC for any updates or changes to the schedule.
- Drivers should be wearing all safety equipment (except the helmet), be securely strapped into the car and in line in the upper pit roadway two races before the Zoo Stock heat races. Heat races go very rapidly; do not miss the call to line up.
- When instructed by a uniformed race official, head to the infield pit area (exiting the upper pit area in turn 2 and entering the lower pit area from the backstretch).
- [†] Once in the infield pit, a uniformed official will direct drivers to their starting positions.
- ^{*} For comfort purposes, it is permissible to put the helmet on while waiting in the make ready chute.
- Following the heat race check in with the RSCC.
- [†] Stay close to your car. Heat races go by quickly and drivers do not want to miss the feature.
- Drivers are lined up for heat races based on qualifying times. Faster qualifiers are in the back with slower qualifiers to the front.

Feature

- The Zoo Stock feature is the first feature in the lineup.
- * Listen for the RSCC or race officials in the upper pit area for the line up call.
- Drivers will be lined up in the upper pit roadway until being sent to the infield pit area.
- Drivers may have to go through the tech line [K] before lining up in the make ready chute. A uniformed official in the infield pit area will point drivers toward the tech line. If tech is backed up, officials will point drivers to circle the inner loop counterclockwise [L].
- [†] After going through tech, officials will line drivers up for the feature in the make ready chute.
- We can't tell you how to race, so do your best. Remember to
 - A watch the flagman,
 - ↗ know what each flag means,
 - / watch the caution lights.
 - Make sure the RACEceiver is on and tuned to the correct channel. Race with respect for yourself, your car, as well as competitor's cars. Be alert, be aware and have a good time.
- ⁷ It is permissible to make a pit stop for car adjustments under green or yellow flag conditions. Keep in mind the feature is a relatively short race (with cars under green flag racing putting in lap speeds of about 20 seconds per lap).

GENERAL INFORMATION

Safety Equipment

- Rent-a-Ride drivers are provided full safety gear for the event. Equipment consists of a helmet, firesuit, racing gloves and a disposal head cap to wear under the helmet. The RSCC will make sure each item is worn and worn properly for each event. Failure to wear any of these items will result in being black flagged.
- The car is equipped with a five-point safety harness which must be secured each time a driver gets into the car. Securing the equipment will take more than a few seconds; know the schedule of events and be ready.
- Each car is equipped with a window net. The RSCC is available to assist drivers secure the net. Once in the car, drivers are encouraged to put the net down and up again in case it is necessary to quickly exit the car at some point during the evening. Drivers will be black flagged for failure to have the window net secured when entering the track to race.
- Before entering the track, pull on the shoulder and lap belt straps to make sure they are tight. If a caution comes out, give them another tug to make sure they are still tight.
- If a driver is at all unsure about properly buckling the belts or strapping on the helmet, tell the RSCC. Safety is a top priority for Kalamazoo Speedway.

General Safety Rules

- $\overset{rowsymbol{\#}}{ o}$ Do not enter the racetrack without the direction of a uniformed race official.
- * Always drive on the right side of the upper pit roadway (as if driving on a public road).
- Pit speed will not exceed 10 miles per hour.
- During a race, if you need to pull into the pit area and are unable to exit the track in turn two, ride around the bottom apron of the track. Pull off of the track on the backstretch. If the car can't make it that far, it is acceptable to carefully pull off the track on the front stretch.
- When entering the track under green flag conditions, stay on the low side of the track (when entering from the infield) until you are up to speed. When entering from the upper pit area in turn two stay on the high side until up to speed.
- Always keep an eye out for people walking or driving in the pit areas.
- The use of any alcoholic beverage, controlled substances or illicit drugs is prohibited in the pit areas. If a driver is found consuming any of these, they will forfeit the privilege of racing for the evening.
- Kalamazoo Speedway does not tolerate physical violence or verbal altercations. Drivers are responsible for the friends and family accompanying them into the pit areas.

Explanation of Flags and Caution Lights

- There are lights mounted on the wall in all 4 corners, down the backstretch and on the flag stand. Pay attention to these. The flagman is only visible from turn 4 to the middle of the front stretch. The lights are visible from all areas of the track: green (racing), yellow (caution) and red (stop).
- The white flag is used to tell drivers they are one lap away from green flag racing (i.e., at the start of the race or for a restart). Prior to the heat race and feature, there will be a couple of laps following the pace car around the track. Before the start of the race, the flagman will wave the white flag and the pace car will exit the track. The white flag will be waved when there is one lap to go in the race.
- When the green flag is displayed the race has started. All drivers will be racing for position.
- The yellow flag is thrown when there is an accident on the track, debris needs to be picked up or a car is leaking fluid. Listen carefully to the RACEceiver. When the yellow flag is displayed: SLOW DOWN. Do not slam on the brakes, instead, lift off the accelerator and proceed with caution.
- Whenever a caution comes out keep to the bottom of the track. The top lane is for the safety truck.

- The red flag indicates a serious accident or other incident when cars must remain stationary. When the red flag is displayed, do not slam on the brakes. Come to a complete stop as if stopping at a red light on a public road. Watch for the track safety truck; it will be rushing to the scene of the accident.
- The black flag is waved at a specific car/driver and signifies get off the track. The tower will advise the driver they have been black flagged and why via the RACEceiver. Do not panic. If the car is leaking fluid, slow down and safely exit at the nearest pit access point (infield backstretch or front stretch or upper pit). If black flagged for a breakout violation in a heat, pull into the upper pits; the driver has been disqualified and the driver's time is reset for the feature. When black flagged for a breakout violation during the feature, enter the infield pit area from the backstretch, slowly drive through the make ready area and await the signal from the track official to rejoin the race.
- The checkered flag is waved to indicate the end of the race. After the checkered flag is waved the yellow caution lights will come on. Release your foot from the accelerator and again get above the yellow line to enter into the upper pit area. It is a good practice to pump the brakes a few times to make sure the brakes are working.

Basic Driving Information

- Rent-a-Rides are racecars not demolition derby entrants. Kalamazoo Speedway wants drivers to be safe while having fun. Most of the drivers in the Zoo Stocks race weekly during the season and lack appreciation for one-night drivers who do not drive responsibly. The Crash Clause (\$300 forfeitable deposit) is designed to promote responsible driving. It is recommended that drivers try to stay 2-3 feet away from other competing cars. Try to keep your car bumper off other cars.
- When coming out of turn two and turn four, cars will want to push up the racetrack.

Handling Accidents/Incidents

- If a car is involved in an accident and can no longer keep going and no extenuating circumstances exist such as smoke or fire in the cockpit, do not loosen any personal safety equipment or exit the vehicle until directed to do so by safety personnel or a track official. Drivers must tell safety personnel immediately if they are hurt. If the driver is not hurt, staff will look the car over to assess if the car/driver are able to continue. If the car has any minor damage (e.g., dragging bumper, flat tire, etc.) drivers will be advised to go to the pit area. If there is no damage, listen to the RACEceiver; someone in the scoring tower will provide direction on where to line up. There is an official on the front stretch who will also provide assistance if necessary. The official receives direction from the scoring tower and is not in a position to make any changes.
- * Any time the yellow or red flag is displayed, listen to your RACEceiver, someone in the scoring tower will provide all drivers with lineup directions.

Thank you for choosing to race at Kalamazoo Speedway. If after reading the tutorial, you have questions or do not understand a particular clause, please ask.

My signature below acknowledges I have read and understand the contents of the document.

	Date
Signature	

Witness _____