



5-7 July 2013

Spokane County Raceway

The Optima Batteries ChumpCar World Series

Presents The Longest Closed-Course Endurance Road Race in North America...

“The 36”

Thirty-Six Hours of Continuous, Non-Stop Sports Car, Sedan and Touring Car Road Racing on the Famous Spokane 2.5-mile Road Course.

The action starts at 10:00pm on Friday, 5 July... and the checkered flag falls at 10:00am on Sunday, 7 July.



- Pit Passes \$20; come and go privileges all 3 days (kids 15 and under free with adult)
- Gates open 12 noon, Friday
- RV parking available
- Phone 509.244.3333 for information or go to www.chumpcar.com

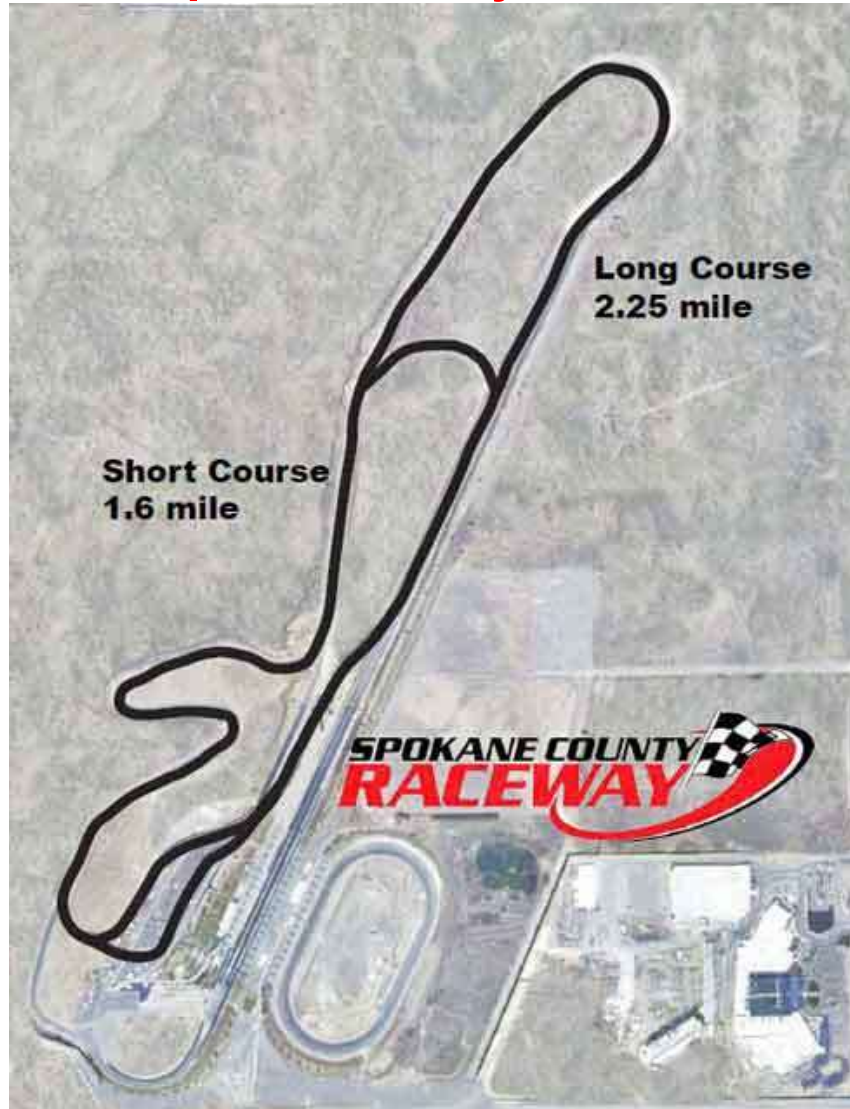


\$10,500 Purse! Pays thru Position 25! Trophies Top 10

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And It's an Optima Battery Distribution Event!



*****IMPORTANT TEAM GUIDELINES*****

The key to "The 36" for successful teams is going to be which team has the freshest, most rested and alert drivers. Mistakes come with fatigue. Defining a rotation schedule for drivers and crew that gives every team member a minimum of 6-7 hours of uninterrupted rest will be critical. That's why ChumpCar has **REQUIRED** that every team be comprised of either...

- 6 drivers and 2 crew members
- 4 drivers and 4 crew members



SPACE IS STILL AVAILABLE FOR THIS RACE, BUT GOING FAST!!

Entry Fee: \$1300 (1 car + 4 drivers) Add'l drivers \$50 each/ Crew \$20

Registration Deposit: \$250

**Payment Deadline: 6 May 2013 (60 days in advance of the event)
Paid in full/\$100 Late Payment Fee**

- If required, \$50 transponder rental
- Registration must be completed on-line at www.ChumpCar.com as outlined in ChumpCar Rules, Section 6. Entries & Teams. Questions: infowest@ChumpCar.com
- Teams not completing payment of the entire \$1300 entry fee by the deadline are at risk for being dropped from the event and will for sure incur a \$100 late fee

WE NEED VOLUNTEERS & YOU WOULD LOVE TO EARN RACE CREDITS

Given that this is a 36-hour event, we are looking for folks to work as pit marshals, pit in/out, etc. for the entire stretch. If you have extra folks with your posse or your crew/drivers who want to help earn race credit, please contact us ASAP at infowest@chumpcar.com. Even a 4-hour shift helps the cause and you earn \$50 race credit for a half shift (i.e., 4 hours) and \$100 race credit for a full shift (8 hrs). **AND FOR THE LATE NIGHT SHIFT, EARN 1.5 RACE CREDITS, so \$75 for a 4-hour shift, and \$150 for an 8 hour shift. The night shift hours are between 12:00am thru 8:00am.**

Friday PRE-EVENT Schedule 5 July:

9:00am	Gates Open
10:00am – 6:00pm	Registration*
10:00am – 6:00pm	**DETAILED** Safety & Tech Inspection
10:00am – 6:00pm	Driver's Gear Inspection
5:00pm – 6:00pm	Novice School
6:00pm – 7:00pm	ChumpCar Hosted BBQ

*Should you arrive after 5:00pm on Friday, ChumpCar will not be able to conduct Tech Inspection on your car until after the green flag on Friday night at 10:00pm and when ChumpCar staff becomes available once the race is successfully underway. Don't show up at the last minute; cars in line for Tech by 5:00pm will be processed...the rest of you late birds will watch the race start without you!

Teams MUST bring their cars to the track with headlights and taillights installed and operational. Teams may aim headlights Friday night (after dark). Please see section 10.7 Headlights, Taillights and Brake Lights of the Rules for detailed information.

Teams must print their Tech Inspection forms before arrival and fill-out all forms before entering the Tech line.



“The 36” – Friday thru Sunday EVENT Schedule:

Friday 5 July: 8:00pm – 8:20pm Mandatory Drivers Meeting
 10:00pm **Start Race (No breaks... and no brakes!)**

Saturday 6 July: 12:00am – 11:59pm Drive all day & all night
NOTE that the track is running a special event on the oval track on Saturday night; separate entry fee required. But could be fun!

Sunday 7 July: 12:00am – 10:00am **Checker Flag**
 10:05am **Impound & Post-Race Inspection**
 10:20am Awards Ceremony

** Race will end promptly at 10:00am regardless of when the green flag is dropped, weather impact or any red flag delays.*

OPTIMA BATTERY DISTRIBUTION/ALL CHUMPS:

ChumpCar and Series sponsor, Optima Batteries is pleased to host another ChumpCar battery distribution event. Batteries will be distributed to each team who presents a completed Log Book on **Saturday, 6 July, from 3:00pm-5:00pm at Race Central in the paddock area**. When you receive your battery, the battery serial number will be noted for warranty exchange purposes. If you are not racing, you can still present your team's Log Book to receive your battery. Other battery distribution events for the West Region include The Ridge in August, Auto Club Fontana in November and Laguna Seca in December. Again, even if you won't be racing at these distribution events, you can still pick up your team's battery by presenting your completed Log Book. At this time, there is no shipping of teams' free batteries...get your chump rump to one of these distribution parties!

Other Important Information for 2013:

- **BE SURE TO CHECK THAT YOUR GEAR HAS NOT EXPIRED PER CHUMPCAR'S RULES, SECTION 3.** For example, you will not be allowed to run with an SA2000 helmet. Snell SA2005 or SA2010 is mandatory. FIA 8860-2004/2010 certification is acceptable. **NEED EQUIPMENT**, we highly recommend ChumpCar series sponsor www.VRO.com, who offers amazing discounts to all chumps! And given the potential for summer heat, also contact VRO for any cool suit system and cool shirt needs!



BE SURE THAT YOU HAVE THE PROPER CAR NUMBERS APPLIED TO YOUR RACE CAR PER RULES, SECTION 10...OR YOU WON'T RUN!

Here are the 2013 Rules in more detail...

- 10.5. Car Numbers: One, two and three digit numbers are allowed.
- 10.5.1. One- and two-digit numbers are HIGHLY PREFERRED TO ENSURE THAT THEY PROPERLY FIT ON THE NUMBER PANEL - 1 through and including 99. No cars may use "0" or "00" before their one- or two-digit car number.
- 10.5.2. Numbers must be shown on both doors and the roof. Open cars (convertibles / no roof) must have a car number on the hood.
- 10.5.3. ALL CARS SHALL USE CHUMPCAR SUPPLIED NUMBER BACKGROUND DECALS
- 10.5.3.1. Three (3) 14" x 24" backgrounds are required per car
- 10.5.3.2. One background shall be applied to the roof (or, as required, hood) of each car; numbers on the roof panel must be aimed towards the passenger side of the car. The number panel may be angled up to 30 degrees from center.
- 10.5.3.3. One background shall be applied to the front driver and passenger door of the car
- 10.5.3.4. No other number backgrounds are approved or allowed.
- 10.5.3.5. Number backgrounds can be ordered and are available EXCLUSIVELY from www.VRO.com in the US, and from www.streetrateparts.com in Canada.
- 10.5.3.6. ChumpCar will have a limited number of panels available at most events.
- 10.5.4. ALL CARS SHALL USE BLACK NUMBERS (self-supplied)
- 10.5.4.1. Numbers shall be 12.0" tall. (That's TWELVE INCHES. Not 11 or 13.)
- 10.5.4.2. Fonts shall be a minimum of 1.5" wide (brush stroke) and a maximum of 2.5" wide; one- and two-digit numbers can use wider numbers... three-digit numbers will have to use 1.5" thick numbers or they will not fit on the panel. Therefore, ChumpCar PREFERS teams to reserve one- or two-digit numbers.
- 10.5.4.3. All numbers shall use ARIAL or Helvetica fonts. No exceptions. Stylized fonts are NOT allowed.
- 10.5.4.4. ChumpCar will NOT supply teams their car numbers at any event.
- 10.5.5. SPACING OF NUMBERS
- 10.5.5.1. Teams with regional permanent numbers are advised to leave enough room before or after their number to add a simple "1" (or "11") using black duct or electrical tape in case their number has been taken and they are competing out-of-region. All numbers MUST fit within the standard number background.
- 10.5.6. NUMBER ILLUMINATION for all night racing events:
- 10.5.6.1. All cars participating in any event where headlights are required shall have both door number panels illuminated using an approved ChumpCar lighting system. (Two lights required per car.) Instructions for mounting lights are included in the shipping package.
- 10.5.6.2. ChumpCar lighting systems are available EXCLUSIVELY from www.VRO.com in the US, and from www.streetrateparts.com in Canada. **A limited number of numbers will be available for sale at the track.**



- 10.5.6.3. ChumpCar will have a limited number of lighting systems available at most events.
- 10.5.7. Other than numbers, no other decals, paint, tape or themed item (of any type) are allowed on the ChumpCar number background decal.

Download **Panel & Light Installation Guidelines** at <https://www.box.com/s/bzhscce5od8cxw7hye8k>



Supplemental Rules

Driving and Track Supplemental Rules:

- ⚡ SR1 – Paddock Speed Limit is 15mph. (That's about 1,500 RPM in first gear for most cars.) If you speed, WHICH IS EASY TO DO IN THIS HUGE PADDOCK AREA, you're sitting for 5 minutes. Pit Lane Speed Limit is 25mph; that's about 2,000 RPM in second gear.

Pit - Paddock Supplemental Rules:

- ⚡ SRPP1 – Unlike previous ChumpCar events at Spokane, we will NOT be using the paddock area as your hot pit stall. The track management has advised us that they have made considerable pit lane upgrades this year (plus it's much easier for the ChumpCar staff to oversee your safety in a single location); therefore all cars will be required to use a pit lane stall which will be assigned at Registration (ordered by car number so that we can easily find you). And if there is a large enough field, pit stalls may need to be shared -- 2 cars per stall. That means that coordinated pit stops should be discussed with your pit-mates and then timed / planned for the safest possible execution. Unscheduled pit stops should also be discussed and contingency plans should be developed. Sharing of pit stalls has been successfully accomplished at a number of ChumpCar races during the 2012 season. Just think....you can use the other team's gas, drink their beverages and lose their tools. However, if you have a *beyond compelling reason* why you need to be next a specific team (and sharing a set of jack stands does not count); please email infowest@chumpcar.com **no later than 15 June, 2013** for consideration. Again, no "at track" pit lane changes can be accommodated. Paddock spaces are on a first-come, first-served basis in the designated area as dictated by track mgmt.



- ⚡ SRPP2 – No crew members or staged fuel jugs are allowed over the wall until the team car has come to a complete stop in the pit box.

Refueling may NOT engage any more than 3 team members over the wall. This count does NOT include those involved in a driver change ...OR... the fire bottle control person – see section 9.2.10.

- ⚡ SRPP3 – Unless otherwise notified, 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.

ChumpCar will allow the use of the Flo-Fast mechanical pump for fueling race cars (model # 30301). <http://www.flofast.com/flofastmsrp.html> The Flo-Fast pump MUST be used with an approved jug. The Flo-Fast pump is available from multiple sources, including ChumpCar's preferred supplier www.vro.com. This is the ONLY pump we'll allow... so don't ask.

- ⚡ 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.

(Note: Replenishing of cool-suit or drinking liquids is considered additional work and is not allowed. Cleaning of windshields has been disallowed from approved operations.)

- ⚡ SRPP6 – All work and/or repairs that can be made to your race cars in under thirty (30) minutes may be executed in the Pit Lane; all repairs requiring more than 30 minutes time must be completed in the Paddock 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.



Any team member over the wall (including fire bottle attendant) while fuel is being added to a race car must wear fireproof safety equipment. This includes fire suit, gloves and helmet with visor... or balaclava and goggles. Non-driver, crew members may utilize a single-layer suit without underwear, but gloves and helmet (or balaclava and goggles) are required. Other than non-open toed shoes, shoes and socks are open for non-driving crew members performing (re)fueling but fireproof socks and leather shoes are HIGHLY advisable.

- ⚡ 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.
- ⚡ SRPP10 – Spokane’s road course has limited pit lane lighting, as well as minimal paddock area lighting. Be advised that ambient lighting may not be sufficient for fueling or mechanical repairs. **Therefore, teams are advised to consider alternate power and lighting sources; be advised there are limited power sources at the track; none in pit or paddock area.** Teams are also advised to consider outfitting all team members with a good flashlight.

Other Info That You Need To Know...

****UPDATE** Purse/Trophies/Chumpionship Qualification: The event purse had been expanded to \$10,500, paying all the way down to 25th position (per Rules Section 1.5.3.2 less than 35 entries, 75% of purse rounded to the nearest \$100 will be awarded). ChumpCar shall issue trophies to positions 1-10. And Positions 1-10 qualify for the West Region Chumpionship (complete details, see Rules Section 1.8).**

Position	Payout	Position	Payout	Position	Payout	Position	Payout	Position	Payout
1	\$2,500.00	6	\$600.00	11	\$200.00	16	\$100.00	21	\$100.00
2	\$1,500.00	7	\$500.00	12	\$200.00	17	\$100.00	22	\$100.00
3	\$1,000.00	8	\$400.00	13	\$200.00	18	\$100.00	23	\$100.00
4	\$800.00	9	\$300.00	14	\$200.00	19	\$100.00	24	\$100.00
5	\$700.00	10	\$200.00	15	\$200.00	20	\$100.00	25	\$100.00



Pit Passes – Spectators and Guests: Pit passes are \$20 per person (for 3-day event; in/out privileges) and only provide access to the ChumpCar event (i.e., not the raceway's concurrent drag and oval track events). Children 16 and under are free when accompanied by an adult. All teams, drivers, crew, family & friends are required to have a wristband anywhere & everywhere on the raceway property. And dogs must be on leash at all times.

Fuel: There will not be any on-track fuel sales. But there is a Chevron station on Hayford right near the track.

Auto Parts: O'Reilly's will again provide onsite delivery of auto part orders placed by phone throughout the day. Order deadlines and delivery times will be posted at Race Central.

Area Hotels: A number of hotels are located within five minutes of the track; be sure to ask for Spokane County Raceway discounted rates!

Day's Inn & Suites: (509) 244-0222 OFFICIAL EVENT HOTEL
Hampton Inn: (509) 747-1100
Best Western Peppertree: (509) 624-4655
Stratford Suites (509) 321-1600
Holiday Inn (509) 838-1170

IMPORTANT... Overnight Camping: Self-contained RV camping in the paddock is allowed on Friday and Saturday night. There are no hook-ups or power. Tent camping is also okay. **PLEASE NOTE:** Due to the high number of teams participating, each team is only allowed a 20'x40' space that will back up to another team. It's up to you if your RV, transport vehicle and/or trailer stays in the paddock, but it must be contained within your 20'x40' space. All your overflow vehicles & trailers (and in some cases RVs) will need to be parked outside the paddock in the adjacent track parking lot.

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 storage or other flammable sources.

Concessions: We've once again secured one of those fun food trucks again like you see on the Food Network, Classic Cruisin' Cuisine...Roving Eatery (www.classiccruisincuisine.com). Visit their website to view some of the most amazing food you will ever have access to at a racetrack! They'll be serving breakfast, lunch and dinner and specialize in late night menus.



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

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.