



2007 Wisconsin Challenge Series Official Entry Information

Sunday Afternoon, May 6, 2007 Madison International Speedway – Oregon, WI **Pepsi 100**



MIS is located on Sunrise Road just off Hwy 138, between Oregon and Stoughton Wisconsin.

Office: (608) 835-9700

Location: Madison International Speedway is located on Sunrise Road off Highway 138.

Sunrise Road is located halfway between Oregon on State Highway 138. Turn onto Sunrise Road at the Madison International Speedway sign.

9:00	Pit Gates Open...Silent engines until 11:30
11:00	Grandstand Gates Open
11:30	Hot Laps Begin
11:30 - 11:50	WCS (Half-Mile)
11:50 - Noon	Super Cups- Junior Division (Quarter Mile)
12:00 - 12:10	Bandits (Quarter Mile)
12:10 - 12:20	Super Cups- Adult Division (Quarter Mile)
12:20 - 12:35	WCS
12:35 - 12:45	Super Cups- Junior Division
12:45 - 12:55	Bandits
12:55 - 1:05	Super Cups - Adult Division
1:10 - 1:20	WCS Scuff Session
1:30	WCS Time Trials
2:30	Racing Begins
	Super Cups - Junior Division Heats (8 laps)
	Bandits Heat (8 laps)
	WCS Qualifiers (25 laps)
	Super Cups- Adult Division Heats (8 laps)
	Bandits Feature (20 laps)
	WCS Pepsi 100
	Super Cups- Junior Division Feature (15 laps)
	WCS B Feature (30 laps)
	Super Cups- Adult Division Feature (25 laps)

Rules Governing this event for the Super Late Models are posted on the series website at www.wisconsinchallenge.com

*Note: **NO FLOATING ROTORS OR 6 Piston Brake calipers! Clutches smaller than 5½ inches ARE NOT LEGAL for WCS competition. Fines for components not approved by the rulebook will be placed in the 2007 point fund.**

General Overview (Engine Packages): Aluminum w/4412 – 2800lbs ACE or Iron w/4412 – 2750lbs

Miller 100 – Feature event Payout: 1. \$2200; 2. \$1500; 3. \$1200; 4. \$1000; 5. \$900; 6. \$850; 7. \$800; 8. \$750; 9. \$700; 10. \$650; 11. \$625; 12. \$600; 13. \$575; 14. \$550; 15. \$525; 16. \$525; 17. \$500; 18. \$500; 19. \$500; 20. \$500; 21. \$475; 22. \$475; 23. \$450; 24. \$450

Qualifiers: (25 Laps): 1. Transfer 2. Transfer 3. Transfer 4. \$225; 5. \$200; 6. \$190; 7. \$180; 8. \$170; 9. \$160; 10. \$150; 11. \$150; 12. \$150; Balance of field: \$150

B-Feature: (30 Laps): 1. \$300; 2. \$275; 3. \$250; 4. \$225; 5. \$200; 6. \$190; 7. \$180; 8. \$170; 9. \$160; 10. \$150; 11. \$150; 12. Balance of field \$150

Travel Incentive Plan (TIP) Eligible Drivers (First second positions in the feature event are NOT ELIGIBLE) 1. \$200
2. \$150 3. \$100 4. \$75 5. \$50

THIS IS A FOUR TIRE SHOW: All tires must be purchased **AT THE TRACK ON RACE DAY.** The tires you qualify on must be on the car

FOR ALL EVENTS. (You may rotate your tires after qualifying). You may run any number of used tires at this event with WCS stampings from the 2005 season. Tires for the event are the Hoosier 3035 Left Hoosier 3045 Right.

Durometer readings will be taken after qualifying, any tire caught below series established durometer reading on raceday will lose their qualifying position and have to requalify with different tires. The series will confiscate ANY tire deemed too soft for competition. Failure to give up the tire will result in a ONE YEAR SUSPENSION.

General Event Rules:

Qualifying Line-up: The current point lader, track promoter, or highest competitor in the current standings who is readily available will draw the qualifying number prior to the start of the first practice session. Cars will grid in numerical order behind the number drawn. The number drawn will be the first car to qualify and go through pre-tech. **Pre-Tech:** Each car must pass pre-tech prior to qualifying. If the car does not meet the tech requirements, the driver will have opportunity to present his car again for tech without penalty. If on a second pass, the car still does not meet tech, the driver will lose one qualifying lap. If the car fails to pass pre-tech a second time the car will be grided at the rear of one of the qualifying races. The car must pass pre-tech prior to being allowed to compete in qualifying or a qualifying race. **Qualifying Procedure:** Each car will be able to turn in three laps. The fastest time lapped will be the official qualified lap for competition. The fastest 16 cars are automatically placed into the feature field by time. If a car is presented on the grid, out of order (based upon director of competition option), the car will lose one qualifying lap.

Feature Line-up: The fastest 16 cars automatically qualify for the feature. The invert is determined by dice roll. The feature inversion is eight plus the roll of a single dice. Meaning cars qualified from 9-14 have a shot at starting the feature on the pole. There is a complete inversion of the cars based in the roll. Cars behind the inversion are lined straight up. The 15th and 16th fastest qualifier are always lined up in row eight. The balance of the field (six cars) are added by taking the top three finishers from both the Odd and Even qualifying race, and placing them in order behind the cars which qualified for the feature by time. Odd qualifiers are placed in the inside row in positions 17,19 and 21. Even qualifiers are placed in the outside row in positions 18, 20 and 22. **Provisional Starters: A 23rd starter will be added to the back of the field through a provisional process. The final spot in the field (24th) is the next fastest WCS provisional eligible car. This provisional position is based upon time and DOES NOT count against your 2006 provisional usage.**

Twin-Qualifying races: At each event, twin qualifying races will be held (based upon 32 or more qualified cars): The distance will be 30 laps at all tracks under 1/2 mile, and 25 laps at 1/2 mile tracks. The field is split into Odd and Even qualifiers. The fastest six cars in each qualifier are automatically inverted. **The top three finishers in each event advance to the feature race. Up to 20 cars will be placed in a qualifying race.** In the event of a single qualifier the distance will remain the same. The invert will revert to eight. The first **SIX finishers** will be added to the back of the feature field, behind the cars which qualified in on time.

Race restarts: All races will use a single-file restart. **Lapped cars are placed in the respective running order with lead lap cars until the final 10 laps of an event for feature races. At that point ALL LEAD LAP CARS, will be placed at the head of the restart line, while the lapped cars will be placed at the rear in their current running regardless of the number of laps down.**

Move Over Flag: It is the responsibility of the lapped car to move over for the race leaders once the move over flag is displayed. A yellow flag resulting from a lapped car spinning once the move over flag has been displayed to the lapped car will negate the contact rule for the leader. The lead car will retain it's position. However, if the lead car also spins, the lead car is also set to the tail of the field. The lead car **MAY NOT** cause more than a single caution.