



JUDGING FORM

Race No: _____

Date: _____

Event: _____

CIRCLE ONE: Novice Stock MOD 160 B AA Half WF Animal

CIRCLE ONE: Junior Senior Light Heavy

Car Number:

1	6
2	7
3	8
4	9
5	10
X	

Use this space to record cars stopped on track for each incident:

REASONS FOR DISQUALIFICATION

1. Loss of car related safety items under green flag conditions. This includes nerf bars, bumpers, shoulder bar, or fuel tank.
2. Loss or improper use of driver related safety items under green flag conditions. This includes helmet, gloves, neck collar, arm restraints, belts, etc.
3. Flagrant Unsportsmanlike Conduct. This is any action that is intended to cause harm to another person, or damage to property or facility. Any inappropriate display of anger or temper, e.g. fighting, intentionally crashing into other cars or ramming into them, or obscene gesture.
4. Disobeying Flags – Doing this deliberately or flagrantly to cause an accident or to gain a position, e.g. jumping starts or passing under yellow without being told, after being warned at least once.
5. Signaling by Handler to Driver under green flag conditions.
6. A car being operated in an unsafe manner. This includes excessive bicycling, stuck throttle, no brakes, etc. Excessive bicycling is when both left side tires, lift up higher than 12 inches (the height of the right rear tire) for more than two consecutive turns or laps.
7. Unauthorized adjustments or repairs during a refuel or emergency stop. (See National Work Rule)
8. Three Calls. This will be scored as a DNF.
9. Out Late Line
 - a. The car makes the line under power, but does not blend to back of the pack.
 - b. The car does not make the line under power before a green flag and one lap is scored as complete.
 - c. The car does not make the line when the green flag falls, then causes a caution during the restart or first lap.

DRIVING INFRACTIONS

1. **Charging:** When the inside car has not established the right of way entering the corner and hits the outside car and causes an incident that results in a yellow flag. Right of way is established when the inside car has advanced at least up to the outside car's driver's helmet with his or her right front tire by the time the inside car reaches the "commit" line entering the turn. If this condition is not met, the inside car must give way to avoid a Call.
2. **Chopping:** If the outside car does not give way to an inside car that has established the right of way as described in the previous paragraph and causes an incident that results in a yellow flag to be displayed, that car will be assigned a Call.
3. **Rough Driving:** When a driver runs over or into another driver in front of them or beside them while exiting the corner or on the straightaway causing an incident that results in the yellow flag to be displayed, e.g. spinning a car on the straightaway.
4. **Racing Room:** When a driver will not give enough racing room to another competitor exiting the corner or on the straightaway, causing an incident that results in a yellow flag to be displayed, e.g. when the inside car pinches the outside car into the wall.
5. **Blocking:** This is when a driver intentionally changes lanes after exiting a corner to block a car from passing. If a car starts onto the straightaway in one pattern, but then shifts over to another to block a pass, this is blocking and is cause for the judges to call for a yellow flag to be displayed. The offending car will be put to the back and assigned a Call.
6. **Loss of Control:** An accident where a single car loses control and additional cars become part of the incident. The offending car will be put to the back of the lineup and assigned a Call.

Head Judge: _____

Judge: _____

Judge: _____

Judge: _____

Judge: _____

Judge: _____