

# WestCoast Modified Clash 2024 Official Entry Form



Driver: \_\_\_\_\_ Car Number: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Phone Number (home): \_\_\_\_\_ (cell): \_\_\_\_\_

Email Address: \_\_\_\_\_

Emergency Contact Name: \_\_\_\_\_ Phone: \_\_\_\_\_

Sponsors (in preferred order):

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Person responsible for earnings/taxes MUST complete this section:**

Name: First: \_\_\_\_\_ Last: \_\_\_\_\_

SSN / Tax ID ----- \_\_\_\_\_

Address for SSN / Tax ID: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip code: \_\_\_\_\_

Phone Number (home): \_\_\_\_\_ (cell): \_\_\_\_\_

Owner's Signature: \_\_\_\_\_ Date: \_\_\_\_\_

**Event Entry Fee: \$80 \_\_\_\_\_**

***Pit Pass \$40 Online pricing per day, \$45 at the gates per day, NOT included in entry Fee***

**W-9 MUST BE INCLUDED AND COMPLETED ALONG WITH ENTRY FORM AND ENTRY FEE TO RECEIVE PAYOUT  
ALL PAYOUTS ARE MAILED OUT THE WEEK FOLLOWING THE EVENT**



**2024 WESTCOAST MODIFIED CLASH PURSE**

**SATURDAY NIGHT MAY 25**

**SUNDAY NIGHT MAY 26**

<u>A MAIN</u>	<u>B MAIN</u>	<u>C MAIN</u>
1. <b>\$2000</b>	....	....
2. 800	....	....
3. 500	....	....
4. 350	....	....
5. 300	....	35
6. 250	....	35
7. 225	75	35
8. 200	75	35
9. 175	75	35
10. 150	75	35
11. 125	75	35
12. 125	75	35
13. 125	75	35
14. 125	75	35
15. 100	75	35
16. 100	75	35
17. 100	75	35
18. 100	<u>75</u>	<u>35</u>
19. 100	<b>\$900</b>	<b>\$490</b>
20. 100		
21. 100		
22. 100		
23. 100		
24. <u>100</u>		
<b>\$6,450</b>		

<u>A MAIN</u>	<u>B MAIN</u>	<u>C MAIN</u>
1. <b>\$2500</b>	....	....
2. 1000	....	....
3. 700	....	....
4. 350	....	35
5. 300	75	35
6. 250	75	35
7. 225	75	35
8. 200	75	35
9. 175	75	35
10. 150	75	35
11. 125	75	35
12. 125	75	35
13. 125	75	35
14. 125	75	35
15. 100	75	35
16. 100	75	35
17. 100	75	35
18. 100	<u>75</u>	<u>35</u>
19. 100	<b>\$900</b>	<b>\$490</b>
20. 100		
21. 100		
22. 100		
23. 100		
24. <u>100</u>		
<b>\$7350</b>		

D & E MAIN (If needed)  
NON-TRANSFER  
\$25

## **RACE FORMAT**

Draw for heat start position

27 or less cars 3 heats

28 – 36 cars 4 heats

37 - 45 cars 5 heats

46 - 59 cars 6 heats

60 + cars 7 heats

Hot Laps. Cars hot lap with their heat race group.

All cars run 2 heats, 8 laps.

First set of heats straight up by pill draw.

Second set of heats fully inverted by original heat line up. (Not by heat finish).

Finishing and passing points will be awarded for each position (see heat points chart). Top 16 in points go to 'A' Main.

17 + in points go to 'B' Main(s).

Additional Mains MAY be added if needed\*

E Main (if needed\*) 10 laps 4 transfer to D main.

D Main (if needed\*) 18 cars, 10 laps, 4 transfer to C Main.

C Main (if needed\*) 18 cars, 12 laps, 4 transfer to B main.

Top 8 in heat points on Saturday Redraw for starting position on Saturday for A Main front 4 rows.

Top 4 finishers in the A feature on Saturday are locked into the A Feature on Sunday night.

Top 4 in heat points for Sunday and the 4 locked from Saturday run a dash (6 Laps) for starting positions (1-8) for Sunday A main. Redraw for starting dash position. Pill draw will be as follows:

Saturday's top 4 A feature finishers (locked in) draw pills 1-4 for the front 2 rows. Sunday's top four in points after the heats, draw pills 5-8 for the 3 and 4 rows for the dash. Finish of the dash will be the starting line-up for the A Main Feature. Must run the dash to start in the front 4 rows of A Feature Main on Sunday.

B Main(s) Saturday, up to 18 cars, 15 laps 8 total transfer to A Main from B(s).

B Main(s) Sunday, up to 18 cars, 15 laps 4 total transfer to A Main from B(s).

A Main 24 cars 30 laps. Saturday

A Main 24 cars 35 laps. Sunday

Saturday and Sunday are separate points totals to make the features.

**This is two event IMCA show, each day is a separate event and will be scored separately for IMCA points, and paid out separately.**

## RULES:

- Hoosier G-60 tires only (No Soaking). Tires and fuel available at the track.
- This is a IMCA sanctioned event, must be a member to compete, chassis and motor rules apply.
- No claiming.
- No car switching once a car is qualified for said night. Points go to the number.
- Race gas or methanol
- Mufflers required, 95 dB @ 100'
- No traction controls
- Transponders and Raceceiver's are mandatory
- No work area time in heats. No work area time in B, C, or D mains. No work area time with 15 laps or less in the A Feature (2 laps will be given prior)
- Restarts in features are double file behind the leader, if after two (2) attempts to restart, it will go to single file restart with a cone at the start/finish line with no passing until after the cone, no going under the cone. Cars hitting or going under the cone will be moved back 2 positions on the next restart or moved to positions back in the final finish.
- With 5 laps or less to go in the "A" feature all restarts will be single file with a cone on the start/finish line. Cars hitting or going under the cone will be moved back two (2) positions on the next restart or moved two (2) positions back in the final finish.

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>	<u>11</u>	<u>12</u>
<b>1</b>	100.0	105.0	110.0	115.0	120.0	125.0	130.0	135.0	140.0	145.0	150.0	155.0
<b>2</b>	91.5	93.0	98.0	103.0	108.0	113.0	118.0	123.0	128.0	133.0	138.0	143.0
<b>3</b>	83.0	84.5	86.0	91.0	96.0	101.0	106.0	111.0	116.0	121.0	126.0	131.0
<b>4</b>	74.5	76.0	77.5	79.0	84.0	89.0	94.0	99.0	104.0	109.0	114.0	119.0
<b>5</b>	66.0	67.5	69.0	70.5	72.0	77.0	82.0	87.0	92.0	97.0	102.0	107.0
<b>6</b>	57.5	59.0	60.5	62.0	63.5	65.0	70.0	75.0	80.0	85.0	90.0	95.0
<b>7</b>	49.0	50.5	52.0	53.5	55.0	56.5	58.0	63.0	68.0	73.0	78.0	83.0
<b>8</b>	40.5	42.0	43.5	45.0	46.5	48.0	49.5	51.0	56.0	61.0	66.0	71.0
<b>9</b>	32.0	33.5	35.0	36.5	38.0	39.5	41.0	42.5	44.0	49.0	54.0	59.0
<b>10</b>	23.5	25.0	26.5	28.0	29.5	31.0	32.5	34.0	35.5	37.0	42.0	47.0
<b>11</b>	15.0	16.5	18.0	19.5	21.0	22.5	24.0	25.5	27.0	28.5	30.0	35.0
<b>12</b>	6.5	8.0	9.5	11.0	12.5	14.0	15.5	17.0	18.5	20.0	21.5	23.0

- Interpretation will be by the spirit and intent of the rules! Management has final say.

## HEAT RACE POINTS

To calculate your heat points, use the top column for your starting position and use the left-hand column for your finishing position. Where the columns intersect is your point total.

Example: Start 5<sup>th</sup> (top column) finish 3<sup>rd</sup> (left column) you would earn 96.0 points