

## **2013 Selinsgrove Speedway Push/Tow Truck Rules**

1. Push truck operators are permitted in the pit area to assist with the running of the racing program at a safe, efficient and fast pace. Push truck operators are considered sub-contractors at the Selinsgrove Speedway, and are required to assist with the running of the racing program by pushing sprint cars, preparing of the clay track surface when needed and restarting and removing any car needing assistance.
2. By signing the weekly release form, it is interpreted that all push truck operators have read and understand the rules and regulations set forth. You should never take any risks when navigating the pit area or race track; SAFETY must always be of priority.
3. All push truck operators must fill out an official registration form and submit it to Selinsgrove Speedway management. Approved applicants for the season will be notified.
4. Don't report to any red flag accident (condition) on the race track until emergency personnel are on site. Safety is always the number one priority.
5. Push trucks mean trucks; no cars or mini vans will be permitted.
6. Trucks must be ready to assist at the track no later than 45 minutes after pit gates open for event.
7. Trucks are to be driven in a safe and courteous manner. No racing on the track with other trucks. If you are reported by track officials, you will be asked to leave.
8. All trucks must have a wood bumper.
9. No one is permitted on the back of the truck while the truck is moving.
10. No kids under the age of 12 are permitted in the trucks while the trucks are on the track.
11. No more than three (3) people are allowed in each push truck.
12. No DRINKING ALCOHOL IN THE PITS. No warnings. If you are reported drinking alcohol in the pits, you will be asked to leave.
13. If you let your truck on the speedway property you do so with the intent of using it on a weekly basis. If truck remains on the track property without being used for more than a reasonable amount of time, Selinsgrove Speedway management will have it removed and/or it will become the property of Selinsgrove Speedway.
14. If push trucks are left on the speedway property, they must be parked neatly along the parking lot tree line, as close to the red garage as possible. This area must be kept cleaned up at all times. No used parts, tires, oils, or fuels may be left on the speedway property. It is your responsibility to keep the parking area clean. If this area is not kept cleaned up, parking of trucks will not be allowed by the fair board, owners of the track.
15. Anyone seen destroying speedway property will be asked to leave and take his push truck with him.
16. All drivers must register truck and display truck number on dash so that the number can be seen from front of the truck. 18 TRUCKS WILL BE THE MAXIMUM NEEDED FOR EACH EVENT.
17. On a red flag situation, cars are to stop where they are on the racetrack. Once the emergency has ended, enter the speedway and pick up a car and move them to the frontstretch and turn 4 area. Be sure to keep the 4<sup>th</sup> turn track exits clear for emergency vehicles.
18. Whenever removing a car from the racetrack, exit the speedway via the closest exit to help speed up the show.
19. Whenever a caution occurs, look to the closest official for instructions. Be prepared to move quickly.
20. NEVER push a car onto the track from the pit area unless the yellow lights are on.
21. Whenever pushing a car in the pit area, proceed with extreme caution. If a car needs to be fired in the pit area, be extra careful and blow your horn to warn anyone who might be in the area.
22. Emergency lights should only be used when you are on the racetrack. Four-way flashing lights or parking lights should be used in the pit area and not the emergency lights because they may distract competitors on the speedway. Make sure to turn off all emergency lights when exiting the speedway.

23. When pushing the sprint cars for the start of the feature or after red flags and fuel stops, start with those cars at the front of the pack.
24. When starting the sprint car, always wait for the driver to indicate to you to push and release the car when driver holds up his hand with a stop motion.
25. **SPRINT CAR ENGINE STARTS:** Sprint cars will slowly be pushed down the pit lane chute at slow speed and shall come to a stop on the front stretch. Cars will then be fired going into turn 1 when driver is ready.
26. **SPRINT CAR HOT LAPS AND QUALIFYING EVENTS:** All sprint cars shall enter the chute one at a time and come to a stop. Cars will then be fired down the chute when driver is ready. Push Truck should continue onto the track and exit the speedway inside turn 1 or along the backstretch. Should any problem arise in the chute or should there be any lengthy delays, cars may be pushed onto the frontstretch via the 4<sup>th</sup> turn exit but only if instructed by the speedway official manning the 4<sup>th</sup> turn. At that point, the cars should come to a stop before being fired when driver is ready. Push trucks should always remain to the inside of the speedway.
27. **The 4<sup>th</sup> turn pit area entrance must be clear at all times. Do not stop in that area with a sprint car during an event. That area must remain clear at all times should a car need to exit the speedway**
28. **SPRINT CAR FEATURE:** All cars will slowly be brought to the speedway and stopped in turns 1 and 2. If less than half the field is on the track, proceed around and pick up a second car to bring to the track. Starting at the front, pick up a sprint car and wait for the pace car to begin its caution laps. Driver will let you know when he's ready to be pushed. Continue around the speedway and track officials will let you know whether to exit the speedway or continue around to pick up a second car.
29. Scanners/Radios are recommended to receive the tracks radio transmission so you will be aware of current situations on and off the track but are not required.