

V-6 Class Build Rules

- (a) GM Cars 1977 and newer, all other cars 1980 or newer, vehicle must have come with a V6 option from the factory, vehicles may be equipped with 4-wheel drive but it must be inactive. SUVs may be ran, but must be mid-size or smaller. Trucks are allowed, NO FULL SIZE TRUCKS.
- (b) Hoods & trunks may secured in accordance with **Section 2.02 para (b)** of build rules.
- (c) Hoods must have a minimum of (2) 6" access holes.
- (d) Bumpers shall be in accordance with **Section 2.02 para (g)** of build rules.
- (e) V6 Engine or smaller must be used. Engine mounts may be welded to the frame, while not reinforcing the car.
- (f) Steering u-joints may be added connecting the steering column to the steering box.
- (g) Door bars, window screen, dash bar, spreader bar behind seat, upright, gas tank, & battery box must follow basic build rules.
- (h) Modified shifters and throttle pedal assemblies may be used.
- (i) Stock rear end from that vehicle must be used, while the differentials may be welded. Rear axle humps may be chained in no more than (2) points using one loop. Stock TYPE drive shafts only must be used.
- (j) Rear of the car may be pre-bent, NO side panel body forming will be allowed.
- (k) You may cut, notch or remove any additional parts to the standard prep rules.
- (l) WELDING IS ALLOWED, in front of the A-Arms ONLY.
- (m) Engine cradles are allowed in accordance with **Section 3.03 (b)** of build rules.
- (n) Transmission braces and distributor protectors are not allowed.
- (o) Sign boards shall be in accordance with **Section 2.05** of build rules, a "V6" should be used as the code in addition to any others required.
- (p) Suspensions may be locked in accordance with **Section 2.02 para (i)** of build rules.
- (l) IF IT DOES NOT SAY YOU CAN, THEN ASSUME YOU CANT.

V-6 Cup Rules

- (a) A total of four races will be run over the course of two nights of racing. (June 2 and August 26)
- (b) A 8 lap heat race will be run (line up will be based on time trial times, fastest in the back, slowest in the front).
- (c) A finale event will be held at the end of the night using standard finale event timing rules.
- (d) Points will be assigned as follows:
 - (1) 1 point per event entered
 - (2) Points for heats will be based on the number of participating cars and given to the top 3 finishers. If there are 6 cars, first place gets 6 points, second 5, and third 4, plus the entry point. Points for finale finishing will be based on first to last. If there are 6 cars, first place earns 6 points, second 5, and so on.
 - (3) Points will be cumulative over the four events, the most total points is first place, next second, and so on.
- (e) You must participate in all four events to qualify for pay at the end of the 4 events.
- (f) Heat race winners will receive \$50 for a win and finale event winners will receive \$100, this will be paid at the next driver's meeting proceeding the race, unless other arrangements are made ahead of time.
- (g) Final point totals will determine the amount of winnings for points earned and place finished

over the course of all four events.

(h) None of these points will be applied to season points for other classes or count towards end of season pay.