



2021 Evergreen Drift General Rules

Evergreen Speedway, Monroe, WA

(Updated 11/20/2020)

Rule Book Disclaimer

The rules and regulations are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern all events, and by participating in these events. All participants are deemed to be in compliance with these rules and regulations. All rules are subject to the interpretation of the track officials. Any equipment that the officials consider exotic or not in the interest, or intent of the rules will be considered not legal for competition.

NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.

These rules are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant spectator official or others. The Race Director shall be empowered to permit minor deviations from any of the specifications or impose further restrictions that, in his opinion, do not alter the minimum acceptable requirements.

NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATIONS OF SPECIFICATIONS.

Interpretation of, or deviation from these rules is left to the discretion of the Officials. Their decision is final. It's the responsibility of the driver to ensure their car confirms to all rules and regulations at all times.

Before entering the speedway, you must have read and understand these rules.

Fines, suspensions, season point penalties or permanent removal from speedway grounds are possible for violating any rules listed in this document or doing anything that in the opinion of Evergreen Drift is unsafe or represents the Evergreen Drift in a negative manner

1. General Track Rules.

1.1. Pit Passes

- 1.1.1. Everyone entering the restricted pit area must have a valid pit pass. You must sign the waiver to be eligible for a pit pass. Pit pass wristband must be worn at all times you are in the restricted pit area and shown to any Speedway representative upon request. Evergreen Speedway highly recommends you read and understand the waiver you are signing. Copies are available.
- 1.1.2. Minors (defined as 17 years of age or younger) are required to have a current minor release waiver on file with the speedway. Minor waivers are available through the speedway website.
- 1.1.3. Pit passes and access to the restricted pit area may be taken away at any time without refunding any entry fee for violations of rules.
- 1.1.4. You must be a minimum of 16 years of age to drive or be a passenger at any EVD event.

1.2. Safety and General Policies

- 1.2.1. No riding on trailers, racecars or tow vehicles. No passengers in race cars.
- 1.2.2. No testing anywhere without permission and supervision of an Evergreen Drift Official.
- 1.2.3. No open toed shoes allowed in the pit area
- 1.2.4. Long Pants are required
- 1.2.5. 10 mph maximum speed in the pit area
- 1.2.6. Children must be supervised at all times. No running or playing outside of your designated pit space.
- 1.2.7. No scooters, bikes, skateboards, motorcycles or other transportation devices allowed in the pits.
- 1.2.8. Any driver or pit pass holder that is injured or involved in an accident must submit to a check by the medical attendants before leaving the grounds. A driver may be required to get clearance from both Evergreen Speedway EMS and the Drift Director to continue participating in the event. Evergreen Speedway EMS does not provide transportation to the hospital. Participant is responsible for transportation to the hospital.
- 1.2.9. No crew, family or any other unauthorized persons are allowed to enter onto the track surface when emergency personnel are responding to a on track incident.
- 1.2.10. Personal vehicles must be parked in designated areas only. During certain events, Evergreen Drift will close the pit area to all personal vehicles. No exceptions.
- 1.2.11. No firearms allowed on the speedway property.
- 1.2.12. No glass containers allowed.
- 1.2.13. No pets allowed on the speedway property.
- 1.2.14. No barbeques or open fires are allowed on speedway property.
- 1.2.15. No alcohol or drugs on county property at any time. Any person thought to be under the influence of any substance (legal or illegal) that in the opinion of Evergreen Drift Officials affect their ability to participate in the event will be asked to leave the facility. Security/County Sheriffs will be notified to assess if any further action is needed.
- 1.2.16. Every vehicle competing in the event must have a fire extinguisher in their Pit.
 - 1.2.16.1. 5lb extinguisher minimum required for all pits without a trailer.
 - 1.2.16.2. 10lb extinguisher minimum required for all pits with a trailer.
- 1.2.17. Refueling
 - 1.2.17.1. Refueling is prohibited in the Pre-Grid, Grid or Start areas.
 - 1.2.17.2. A person with a minimum of a 5lb extinguisher must be present with extinguisher in hand during all refueling activities.
- 1.2.18. All persons holding a pit pass must attend all scheduled pit meetings

1.3. Car and Car Parts

1.3.1. Appearance

- 1.3.1.1. No obscene or derogatory messages of any kind will be allowed on racecars, tow vehicles or personal attire.
- 1.3.1.2. Cars competing in any sanctioned competition must display sponsor's decals provided by Evergreen Drift.

1.3.2. Parts

- 1.3.2.1. All parts, tires, tents etc. must be removed from the speedway premises the day of the event. Recycling is provided for some items. Please check with an Official.
- 1.3.2.2. All tires must be marked with the owner's name. Any tire left at the track will result in a fine.
- 1.3.2.3. Waste oil must be recycled in the provided barrels.
- 1.3.2.4. Cars cannot be left on Speedway or County property at the conclusion of an event. Any car remaining on Speedway property without prior permission will be considered property of Evergreen Speedway and disposed of at their discretion, Any cost arising from such events shall be levied in a fine against the registered owner and/or driver.

1.4. Conduct and Penalties

- 1.4.1. Unsportsmanlike conduct by drivers or crew will not be tolerated.
- 1.4.2. Any person issued an Evergreen Drift pit pass who participates in a physical altercation will forfeit their pit pass and are subject to penalties determined by Drift Officials.
- 1.4.3. Verbal or physical abuse of anyone will not be tolerated.
- 1.4.4. Any helmet or rated safety gear that is thrown or slammed against any hard surface will be deemed unsafe for competition and must be replaced. Drift Officials may seize or mark item for easy identification.
- 1.4.5. Any vehicle that is displaying decals from Evergreen Drift, Evergreen Speedway or Affiliate Sponsors that participates in any activity that in the opinion of Evergreen Drift Officials reflects negatively will be subject to penalties determined to be appropriate by Officials. This includes but is not limited to street drifting, Interactions with law enforcement or the general public. All participants are expected to represent Evergreen Drift and their affiliate sponsor's in a positive way.
- 1.4.6. Disciplinary actions include but are not limited to
 - 1.4.6.1. Verbal or written reprimand
 - 1.4.6.2. Suspension from participating for a specified duration
 - 1.4.6.3. Loss or deduction of series championship points
 - 1.4.6.4. Loss of series payouts and/or prizes
 - 1.4.6.5. Fines
- 1.4.7. All fines must be paid in full before participating in any future events or private track days.

2. Course Rules

- 2.1. Late arrivals will not be given any special treatment or extra runs
- 2.2. Know the course and drive it properly. Failure to do so may result in collisions
- 2.3. Never drive backwards on the course for any reason.
- 2.4. Never cross through an area that is coned or barreled off.
- 2.5. Be prepared with all safety equipment ready to go when it is your turn
- 2.6. Spin outs
 - 2.6.1. If you spin out, regain control and complete the course as quickly as possible
 - 2.6.2. A second spin out ends your run. Stop drifting and clear the course.

- 2.7. In the event your car becomes disabled on course. Stay inside your car until an Official gets to you, unless it is unsafe to do so. Exiting your vehicle on a live course may result in penalties.
- 2.8. Pre-stage areas are “cold zones” No, donuts, burnouts or other aggressive driving is allowed.
- 2.9. All occupants are required to keep all body parts inside the vehicle while it is on course.

3. General Tech Inspection Procedures

- 3.1. All cars must go through the technical inspection line and receive approval before participating at every event.
- 3.2. Driver’s must be present during inspection and show their driver’s pit pass to Officials
- 3.3. All helmets to be used on course must be presented for approval at tech inspection
- 3.4. Any issues addressed by Officials must be corrected before the vehicle is eligible to participate
- 3.5. Any vehicles that are unable to pass technical inspection will be offered a voucher or refund.
- 3.6. Excessive oil leaks will be cause to fail a vehicle’s tech inspection
- 3.7. Vehicle’s not approved for passengers will have a **X** marked on the windshield of the car.

4. Competition Formats

4.1. Pro Am Qualifying

- 4.1.1. All Competitors will receive two (2) qualifying runs.
- 4.1.2. Competitors must post a positive score to be eligible for the day’s competition.
- 4.1.3. The judges will cover qualifying criteria at the driver’s meetings
- 4.1.4. All qualified cars will be bracketed up using a seeded bracket format
 - 4.1.4.1. Highest scoring qualifier is the highest seed in the bracket

4.2. Pro Am Competition

- 4.2.1. All Pro Am competitions will be Head to Head Tandem Rounds
 - 4.2.1.1. The judges will cover scoring criteria at the driver’s meetings
 - 4.2.1.2. The higher qualifier will lead the first battle and the second will be led by the lower qualifier
 - 4.2.1.3. The winner as determined by the judges moves on to the next round
 - 4.2.1.4. The judge’s ruling will be final and not subject to protest.

4.2.2. Competition Time Outs

- 4.2.2.1. One (1) competition time out of 5-minute duration is allowed per event.
 - 4.2.2.1.1. Timer starts when work begins on the vehicle
 - 4.2.2.1.2. Work must stop when the team is notified the timer has expired
 - 4.2.2.1.3. Vehicles that are not ready for competition when the timer expires will forfeit the round
 - 4.2.2.1.4. 5-minute timeouts are not allowed during practice or qualifying
- 4.2.2.2. Damage Due to Contact
 - 4.2.2.2.1. Judges will determine the at fault vehicle
 - 4.2.2.2.2. Both teams have the right to enact a 5-minute time out (even if they have previously used their one per event.
 - 4.2.2.2.2.1. Teams may use this time to assess and repair damages from the incident.
 - 4.2.2.2.2.2. Teams may not use this time to make other adjustments to the car.
 - 4.2.2.2.3. “at fault” car must be ready for competition at the end of the 5-minute period
 - 4.2.2.2.4. “not at fault” car may request additional time to complete repairs. Chief Stewart will oversee any additional time requests and closely monitor the progress.
 - 4.2.2.2.5. “not at fault” cars that cannot be safely repaired (in the opinion of the Chief Stewart) in the allotted time will be declared the winner and will have until the next time they are called to grid to have the car repaired.

4.2.2.2.6. If in the opinion of the Chief Stewart rule 4.2.2.2.5 is being used solely to advance the car to the next round. The judges will be notified and a determination will be made to which car advances.

4.2.3. Vehicle Servicing During Tandem

4.2.3.1. Teams may not service the vehicle in any way between the first and second runs of a tandem round. This includes but is not limited to Tire changes, Cooling the car off, Tire pressure adjustments, Fueling etc.

4.2.4. Pro Am Points

4.2.4.1. Qualifying Points

- Q1 - 8
- Q2 - 7
- Q3 - 6
- Q4 - 5
- Q5 & Q6 - 4
- Q7 & Q8 - 3
- Q9 thru Q12 - 2
- Q13 thru Q16 - 1
- Q17 thru Q24 - 0.5
- Q25 and lower – 0.25

Event Place Points

- Winner – 100
- 2nd – 88
- 3rd – 78
- 4th – 69
- Top 8 Eliminated – 61
- Top 16 Eliminated – 54
- Top 32 Eliminated – 20

1. Grassroots Competition

1.1. Grassroots Qualifying

1.1.1. Grassroots competitions use a no qualifying format

- 1.1.1.1. For the first event of the season, Judges observe practice sessions and rely on past season results to determine your starting position in the “Lone Star” style bracket.
- 1.1.1.2. After the first event, Your position is determined by where you finished in the previous competition. (not season points) New participants will be ranked during their practice sessions
- 1.1.1.3. Once a Top 16 is determined. A seeded tournament bracket is used.

1.2. Grassroots Competition

1.2.1. Tandem runs

- 1.2.1.1. Drivers must tandem when both vehicles conform to the tandem rules laid out for the course chosen for that round of competition.

1.2.2. Pseudo Tandem

- 1.2.2.1. When one or both vehicles are not tandem legal for the chosen course. Then pseudo tandem will be used.

- 1.2.2.1.1. Judges will explain pseudo tandem rules and expectations during the driver’s meeting

1.2.3. The winner as determined by the judges moves on to the next round

1.2.4. Judge’s decisions are final and cannot be protested

1.2.5. Damage Due to Contact

- 1.2.5.1. Judges will determine the at fault vehicle
- 1.2.5.2. Both teams have the right to enact a 5-minute time out.
- 1.2.5.3. Teams may use this time to assess and repair damages from the incident.
- 1.2.5.4. Teams may not use this time to make other adjustments to the car.
- 1.2.5.5. “at fault” car must be ready for competition at the end of the 5-minute period
- 1.2.5.6. “not at fault” car may request additional time to complete repairs. Chief Stewart will oversee any additional time requests and closely monitor the progress.

1.2.6. Grassroots Points

1.2.6.1. Event Place Points

- Winner – 100
- 2nd – 88
- 3rd – 78
- 4th – 69
- Top 8 Eliminated – 61
- Top 16 Eliminated – 54
- Competitors that finish in column 3– 20
- Competitors that finish in column 4- 15
- Competitors that finish in column 5 or 6 – 10
- Competitors that finish in column 7 or 8 -5
- All others – 1

3 points will be awarded for each battle won outside of the top 16. Any competitor can “give up” their ranked spot in the bracket and opt to the back of the initial bracket, making them eligible to receive the 3 points per battle won. The Director must be notified at the initial pit meeting if you intend to do this.