2026 Adobe Mountain Speedway Track Rules

Published ***Oct 20, 2026***

Requirements

1. No bicycles, multi wheel transportation, or motorized vehicles allowed in the general admission areas. ADA only.
2. Cars must have a fully charged and mounted transponder (MyLaps TR2 Red or equivalent) at all times on the track. Transponder functionality will be tested during hot laps, if the transponder is missing or an incorrect transponder number is given at registration, that driver will receive no passing points (position points only) during the heat race. Transponder numbers can be verified in the MyRacePass App and any corrections reported at registration before the start of the driver's meeting. The MyLaps timing system will be the official scoring system for all car races. Issues with transponders are the responsibility of the participant.
3. Each car driver must have a working race receiver at all times on the track. The Race Receiver frequency is 464.55 MHz unless otherwise noted. If the driver does not respond to instructions given on the race receiver they will be warned or black flagged at the discretion of the race director.
4. All cars must have an approved muffler to participate. Decibel readings will be checked and the car will not be allowed to continue until repaired. Approved mufflers are per sanctioning body for Adobe Mountain Speedway.
5. Drivers who lose a muffler and/or turndown device while on the track will be disqualified. If a top wing is damaged and cannot be secured, or would be unsafe to continue then that car must leave the race. Any car losing dangerous amounts of fluid, must leave the race.
6. Cars utilizing electric fuel pumps must have an automatic shut off switch when the engine has stopped running.
7. Haulers must have a minimum of one 5lb fire extinguisher available.
8. Two-Way radios are prohibited. If caught the driver will be DQ and will not receive points or pay and may result in suspension from an AMS sanctioned race.
9. Weight/Ballast
    - All weight added to meet minimum car/driver weight requirements shall be bolted to the car with a minimum 5/16 or 8mm through bolt. Weights over 7 pounds will require a minimum

single 3/8 bolt, or two 5/16 bolts. All bolts are to be grade 5 or above and use double nuts, or nylon lock nuts with threads of at least 1/4" still visible.
    - Weight mounted to the seat requires a large metal washer with a minimum diameter of 35 mm / 1.378 in to be used to prevent the head of the bolt from pulling through the seat.
    - No weight may be mounted to the underside of the chassis or outside the main frame rails.
    - All bolt-on weight must be white in color with the car number clearly marked.
    - If at any point during an event a weight is determined to be improperly secured by an official, this may result in a disqualification from the session or exclusion from the event at the official's discretion. This is not protestable.
10. Safety - Participants Responsibility - It is the responsibility of each participant to properly manage the safety of their equipment at all times during the course of an event. AMS will not assume the responsibility for the safety and/or technical compliance of any competition vehicle. Additionally, it is their responsibility to inform series officials of any issues on or directly surrounding the racing surface that may present or develop into a dangerous situation.

Pits

1. Push vehicles allowed with a licensed driver only in pit areas. No other types of motorized single or multi wheel transportation, or vehicles not utilized as a push vehicle are allowed in the pit areas. ADA only & bicycles.

2. Tarps under all race cars even if they are not participating, purchase tarps at pit pass window if needed.

3. Pack it in, pack it out. Do not leave tires, chairs, car parts, liquids, and tarps behind. Glass items of any kind are not allowed in the park and at ams.

Wheel Packing

1. The group (or groups) to do wheel packing will be announced at the driver's meeting. A horn will sound giving drivers in the appropriate group(s) ten minutes to bring their cars to staging. After that time period, the Horn sounds again and any driver not in staging will miss hotlaps, tag their heat race and receive no passing points.

Staging and Track Exit

1. Follow instructions of staging personnel. One key person from the car requiring additional time in the hot grid, must inform the pit board official. This includes double duty drivers, mechanical issues, and cars scratching.

2. There will be three calls to staging. Once the last staged car enters the racing surface, and the flagman has given one more to go, the hot grid is closed. Exception, if the pit board official has been notified prior to the last call to staging, from a designated person from the crew. He will notify the starter to hold for some additional time. No other cars will be allowed after the first call to green.

3. Cars in the staging area must line up in their correct starting spot upon entering the track. Please pay attention to the pit steward if he or she is trying to get you in line. If you do not you will be

put on the back of that race. NO EXCEPTIONS. We want to go lights out as soon as you enter the racing surface.

4. After any racing/practice session:
    1. Cars exiting the track: At the concrete - speed limit is 3 mph (walking speed).
    2. Cars must come to a complete stop at the end of the fence in the exit lane, just past the scales (a sign will be posted)
    3. Cars (after complete stop) then may proceed into the pits, speed limit 3 mph
    4. Speed limit in the pits is 3 mph for all vehicles (including tow vehicles, push vehicles, razors, quads)
    5. Any violation of these rules will result in one or more of the following penalties:
        1. Driver Disqualified from the event
        2. Driver Suspended for one additional event
        3. Driver Fined $500
        4. Driver and Driver's crew must push the car while in the pits until the end of the season (engine off)

Race Track

1. Only officials and track personnel are allowed on the track or in the infield.
2. Any car not driving at a reasonable speed will be blacked flagged for safety precautions.

Starts / Restarts

1. Once cars enter the track surface, any stoppage of any kind, the car tags, any two stoppages of any kind, the car is black flagged. Officials may wave a stoppage in emergency safety circumstances which will not require going to the rear.
2. The race is considered official once the flagman displays the green flag.
3. Initial Starts: After cars have been lined up correctly (double file), the yellow light on the back straight will be turned off and the starter will hold up a furled green flag. The pole car must set a steady pace at the discretion of the race director. Other cars must hold a steady pace with the pole car (no clutch, no shifting, no brake checking, no slamming the car in front), the outside pole car must stay side-by-side until they reach the starting zone turn four. All other drivers must stay in proper position nose to tail until the green flag or light is waved. If the flagger determines that the start is good, he/she will wave the green flag. If any driver jumps the start, or any other start infraction, the flagger will keep the flag furled and will display the yellow (and turn on yellow lights) when the cars are on the back straight. At this time, the race director will move the offending driver(s) back one row. The re-start will still be side-by-side, same procedure, if this start attempt is not successful, the next start will be single file.
4. During normal race conditions, once the yellow light and flag are displayed, drivers must immediately get single file where they were running on the previous lap. If a driver does not feel

that they are in the correct position, they can pull to the outside of the car that they think they should be ahead of and wait for instructions on the race receiver.

5. Single File Restarts: A cone will be placed on the front straight at start/finish. Drivers line up and hold a steady pace with the leader (no clutch, no shifting, no brake checking, no slamming the car in front). When the leader enters the starting zone in turn 4, the starter will wave the green flag. Cars must stay in line until they are past the cone on the front straight. Not Aligned, Hitting the Cone, or any other start infraction Will Be a Penalty of Two Positions. The penalty will be applied at the next yellow or at the end of the race.

Incidents

1. Cars causing another car to crash or spin will also tag the field.
2. 360 spins or cars entangled but still moving, a yellow will be thrown and the offender will be sent to the tail for the restart.
3. Multiple cars involved with spinning or crashes will be placed at the rear of the field according to their last green lap position, car or cars causing such an occurrence will be sent to the rear.
4. Any driver guilty of foul driving will be penalized at the discretion of the officials. Penalties may include one or more of the following: loss of position or positions during or after the race, removal from the race, loss of money and or points, a fine, suspension, disqualification, probation, and or removal from the speedway's property.
5. Foul driving includes but is not limited to the following: intentionally cutting the mark, unnecessary bumping, crowding, chopping, banking, charging corners, brake checking, on starts and restarts, or rough driving.
6. Caution Rule: Any car that intentionally causes a yellow or is the cause of 2 caution periods will be black flagged for that race. Lapped cars will pull to the inside and fall in behind the last car on the lead lap in their order of running.
7. Only certified medical teams will be allowed to deem a driver to continue to participate after an incident. Anyone involved in an incident must be checked out by the medical team, no exceptions.
8. No hot pit available. All exiting exit lanes must be clear of all persons, and vehicles at all times.
9. Drivers shall always remain seated in their car with seatbelts secure while on the racetrack, except under an open red flag. Any driver getting out of the race car seat shall be disqualified from that race. Additional penalties may be assessed for sportsmanship incidents that occur while out of the car. An exception will be made for a safety issue such as, but not limited to, fire. The decision by the AMS officials at the time of the violation is final.
10. Do not exit the track under power during a race. Slowly come to a stop or slowly move to the inside track and stop in turn three or go to the center, unless instructed by an AMS official.
11. Concussion Protocol

1. If there is a collision or incident on the track or the facilities property, the drivers/riders must be evaluated by onsite medical staff.
2. Failure of the driver/rider to allow onsite medical personnel to perform an evaluation will constitute an automatic disqualification from the event and will require the driver/rider to present a medical clearance, cleared for racing before returning for racing.
3. If a significant collision occurs, onsite medical evaluation will be performed to determine if they feel the driver/rider can continue or the driver/rider should seek further medical care/treatment before returning and will require the driver/rider to present a medical clearance, cleared for racing before returning for racing.
4. If there is loss of consciousness, the driver/rider will not be allowed to continue and must be evaluated by offsite medical personnel trained to deal with concussions and must present a medical clearance, cleared for racing before returning for racing.

Penalties

1. Penalties for violations will be one or more of the following
    a. Verbal warning
    b. Driver loses 2 positions
    c. Driver must tag
    d. Disqualification from the race or from the event
    e. Suspension from one or more future events
    f. Fines not to exceed $500

Scales

1. Do not leave quads or any push vehicles in exiting areas. Outside parking in the pit area only.
2. One person per car in hot grid and at scales.

Post Race

1. All rented transponders must be returned before payouts will be allowed.
2. Curfew quiet time is from 10pm to 8am. This includes car/truck horns, starting of race engines, and any other excessive noise.