



2025 Classic Vintage Rules

1- Stock Chassis or Late model Stock Chassis. NO Offset Or Straight Rail Chassis Allowed. (This means NO Altered Chassis will be allowed, No underslung, Open Wheel Modified Chassis or Modified Cars Allowed..

2- ENGINES: 358 Cubic Inch MAX displacement Allowed. Late Model Stock Small Block Chevy 602, 603, 604 and built late model engines. (Must Be stock OEM Block as per Manufactured 23% Heads ONLY). Ford 347- 351W. Mopar 360CI Max Allowed. Straight 6 Cylinder Allowed (NO V-6 Allowed) (NO SB2 engines, Harrington Enforcers, OR Stroker Engines with the Exception of the Ford 347ci. Wet Sump oiling systems ONLY, NO DRY SUMPS ALLOWED, NO External Oil Pumps Allowed..

3-CARBS: 2 Barrel up to 500- 4 Barrel 650 max (Carbs will be Checked)

4-Transmissions: Any Trans allowed Must have reverse and all gears must be in working order. (2, 3, 4 speed or Automatic)

5- Weight: 3000 lbs as per other vintage series.

6- TIRES: F-45's with the exception of American Racers or

McCreary 10 in. tires, NO TIRE PREP ALLOWED (If You are Caught Prepping Tires YOU WILL BE FINED AS PER TRACK RULES...

7-WHEELS: 10 Inch Wheels Only, ANY Offset Allowed.

8- BODIES: 1949 Through 1981 FORD, GM, DODGE or AMERICAN MOTORS Allowed. NO AFTERMARKET BUMPER COVERS All Bumpers must be Steel or Alum.

9- WINDSHIELDS: Full Windshield Required, NO Half Windshields Allowed (This is for Drivers Safety) Back Glass is Allowed.

10-SAFETY: All Safety Equipment Required As Per Nascar and Track Rules..

11-FUEL: Any Fuel Allowed Up to 110 Octane (NO ALCOHOL)

12- SHOCKS: NO CANISTER OR DOUBLE ADJUSTABLE SHOCKS ALLOWED. NO BUMP STOPS OR COIL BINDING ALLOWED..

13-REAR END: Any rear end Allowed (Quick Change or Factory stock)

14- AGE: Age Limit will be 35 years or Older (NO EXCEPTIONS)

15- TRANSPONDERS: Provided by Track and have to be rented from Track.

16- Radios: Recommended for Safety.

17- Purpose: Vintage Racing is designed for Clean Safe Racing. WE are NOT racing for Money But Fun and to put on a show for the FANS.