

2025 ESCANABA MOTOR SPEEDWAY

SUPER MODIFIED RULES

ALL GENERAL TRACK RULES APPLY

Definition of SUPER MODIFIED at Escanaba Motor Speedway Shall Be:

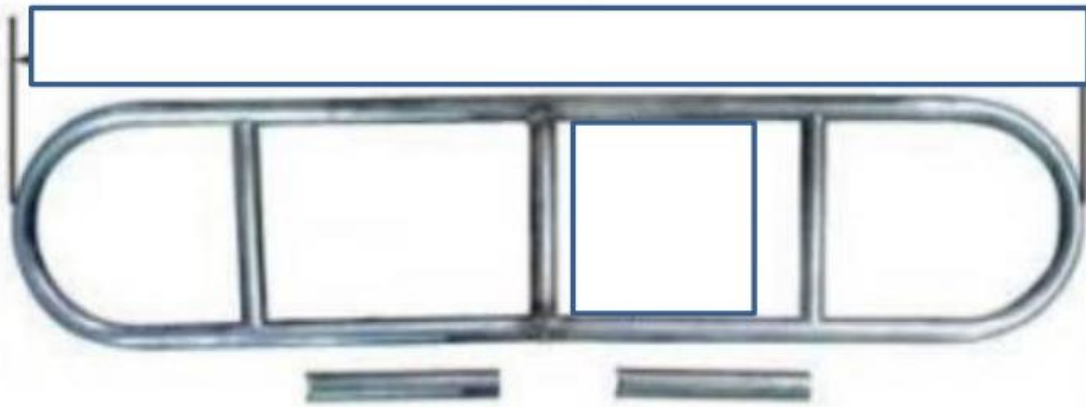
1. Cars representing the racing that took place from the beginning to 1980's modified era. This does not include vintage sprint cars or cars that are mostly of sprint car design regardless of year and follow the following rules. All cars need to maintain the vintage spirit and understanding that racing should be for the spirit of fun and showcasing racing of old. This is a competitive class, but not a win at all cost class. Rough driving and cars not following the spirit of being "vintage" will not be acceptable.
2. Drivers must wear modern appropriate safety gear.
3. Arm restraints recommended if arms can reach outside of roll bars.
4. Full face helmet with eye protection is required.

Car Appearance:

1. Must be of a recognizable manufactured car and be fashioned and mounted in the manner of a vintage dirt modified.
2. Fiberglass bodies are only legal if they are stock in dimension and appearance to a production vehicle that is no longer available.
3. Fiberglass cars must still make minimum weight.
4. No Complete Flat Panel Cars.

Chassis:

1. Must be of modified design, down tubes are allowed, no converted sprint cars or east coast modifieds.
2. Frame may be fabricated if not stock but must remain of a vintage design.
3. New build cars are allowed but must remain built to the vintage modified specifications and not consist of totally round tubing.
4. Round style front bumper (See attached picture for style reference) not to exceed width of frame.
5. Rectangular, horizontal frame rail going from 1st vertical frame rail in front of rear axle going forward to include front and rear motor mounts but not limited to.



Rear bumper corners to be smooth and capped and cannot be wider than the Rear tires.

Front End:

1. Must have a straight axle front end.

Rear End:

1. No Live axle quick change rear ends(spinning axle tube such as sprint car rear end), no torque tubes. Quick changes or vintage era rear ends allowed.
2. No Traction Devices, Lift Arms, Bearing, or Moving Bird Cages prohibited. Suspensions must remain vintage appearing as originally designed in the spirit of vintage modified racing.

Shocks:

1. Shocks should remain true to the era the car is representing. No bubble top or remote reservoir shocks allowed.
2. No external adjustable valving allowed - no exceptions.
3. Coil over adapters are allowed.

Wings:

1. 25 sq ft max wing 40"x72" max top wing sideboard.

Tires:

1. Grooving and siping allowed. Right Rear must use a 15" wheel.

Weight:

1. Must weigh 2000 lbs with the driver after the race, any ballast must be painted white and have the car number clearly marked.

Motors:

1. Must be of a stock cast steel block, LS blocks allowed, steel crank and rods. No Exotic metals such as titanium may be used in motors.
2. Heads must be 23*aluminum heads allowed. No exotic style motor combinations will be allowed.
3. Must be able to be configured with stock style parts.

Fuel:

1. Mechanical/Electronic fuel injection allowed or carbureted. Mechanical Fuel Pumps, Stock Pumps, and Electric Pumps allowed. Electric Pumps MUST have Oil Pressure Safety Shut off Switch.
2. Fuel Cell must be inside of the frame rails and if rear is tubular must have a fuel cell protection bar. Fuel lines through the interior of the car must be steel braided and AN fittings, if not they must be sealed off from the driver by means of conduit or tubing to seal them off from the driver.
3. ALL cars must have fuel shut off that is clearly marked.

Transmissions:

1. Must be able to start under own power.

Winner from the previous feature race will start in back of the field for the next feature event. First points race night will be draw/redraw.

Super Modified class will run a 10-lap heat and a 20-lap feature.