



2010 STOCK CAR &



Bowling Green, KY

NHRA CHAMPIONSHIP DRAG RACING

SUNDAY DRAG PROGRAM WITH \$200 BONUS TO WINNER IF CLASS GOES 8 ROUNDS



SUPER PRO
4.50 & UP W/ DELAY BOX

WINNER \$1,000
RUNNER-UP \$400
SEMI'S \$150
1/4 FINALISTS \$75
1/8 FINALISTS \$40
ENTRY FEE \$40
CAR & DRIVER
RE-ENTRY \$30

First round only

PRO 4.50 & UP
WITHOUT DELAY BOX

WINNER \$800
RUNNER-UP \$300
SEMI'S \$100
1/4 FINALISTS \$50
1/8 FINALISTS \$35
ENTRY FEE \$35
CAR & DRIVER
RE-ENTRY \$25

First round only

SPORTSMAN 7.00 & UP
FOOTBRAKE ONLY NO DRGSTRS - NO ELECTRONICS

WINNER \$250
RUNNER-UP \$100
SEMI'S \$50
1/4 FINALISTS \$35
1/8 FINALISTS \$25
ENTRY FEE \$25
CAR & DRIVER
RE-ENTRY \$15

First round only

1/4 MILE TROPHY
STREET LEGAL TIRES
MUFFLERS REQUIRED

WINNER TROPHY
RUNNER-UP TROPHY
ENTRY FEE \$15
CAR & DRIVER
RE-ENTRY \$5

First round only



\$10,000 Drag Racing Points Fund

SUNDAY SPECIAL CLASSES **SUPER STOCK-STOCK COMBO by TCI & COMP CAMS**

\$1,000 to WIN	\$50 ENTRY FEE ALL CLASSES	\$800 to WIN
\$400 Runner Up		\$400 Runner Up
\$100 Semi's (30 or more entries)		\$100 Semi's (less than 30 entries)

SUPER STOCK-STOCK-COMP YEAR END POINTS FUND SPONSORED BY

Win 2 FREE Tickets
to the Hot Rod Reunion, NHRA Sportsnationals, AMRA Harley Drags or the NHRA Lucas Oil Series! Send your e-mail to beechbendpark@msn.com
We will enter your name into our contest drawing. Please place "Racetrack Contest" in the subject line. Winners will be notified by e-mail on May 1.



STOCK CAR RACING FRIDAY NIGHTS - Gates Open at 5 PM

MODIFIED STREET	FIGURE "8"	LATE MODEL	SPORTSMAN
FRONT RUNNER (270) 901-0221	ALL AMERICAN BOMBER	FRONT RUNNER FIGURE "8"	125 KELLY COURT

BEAVER TUESDAY NIGHT DRAG & OVAL FUN RACING - Gates Open 6 PM
featuring Motor City Bar & Grill **TUESDAY NIGHT GAMBLERS RACE**

O'REILLY SATURDAY NIGHT FUN RACING - Gates Open at 5 PM
& **WHA BAH SATURDAY NIGHT GAMBLERS RACE plus**
REAL STREET & WILD STREET Heads Up Racing on Select Sat Nights!

TRACK MANAGERS DALLAS & CLAY JONES Office (270) 781-7634 www.beechbend.com