



## 2018 Technical Inspection Procedures & Guidelines

### Pre-Practice Tech

1. Teams must identify their crew chief (or their designee) with series officials for the purposes of discussion of any issues at each tech station. Each team is only allowed to have four people by the car after it has entered the tech area. NO push vehicles in the tech area.
2. Tech will usually consist of three (3) areas – safety/templates, referee, and scales.
3. All cars must go through Pre-Practice Tech before practice on the day of the race. (Practice day tech may be used as Pre-Practice Tech on `day of race if tech is being done on a practice only day.)
4. Before the cars get to the tech area the Hood needs to be ready to come off. The driver's safety equipment needs to be on hand (Helmet, Neck Restraint, gloves and Suit).
5. **Any infractions found during Pre-Practice Tech MUST be resolved and checked by officials again, before the end of the last Practice. Any infractions that have not been fixed and checked by officials again before the end of the last practice will result in a loss of one lap in qualifying. Unless noted at the Drivers Meeting.**
6. **Before any car takes the track ALL cars must have all the safety area passed on Tech Check-List.**

### Pre-Qualifying & Pre-Race Tech

1. Once cars enter the first tech station, cars may not be lifted, tugged, or adjusted in any manner. A one lap penalty may be enforced.
2. **There will be an in-line time for the car and the driver to be in line for tech. If the car and driver are not in line by posted time they will lose one lap in qualifying or be moved to the tail of the field for the race.**
3. All cars should not have any more than 30lbs of air in right side and 20lbs in left side tires as it comes through tech.
4. Any infraction found while going through Pre-Qualifying Tech will have one (1) attempt to repair or a one lap penalty will be assessed. For the Supers, any infraction found in Pre-Race tech may result in being placed at the rear of the field.
5. **Tape on Grill and Brake ducts only**, and air pressure are the only changes that can be made to the car after Pre-Qualifying or Pre-Race Tech is completed.
6. Generators will be permitted after **ALL** cars have cleared qualifying tech unless told differently during the drivers' meeting (due to space and time).
7. NO Cool Down Rigs Allowed

### Post-Qualifying Tech For JEGS/CRA All-Stars Tour & Standard ARCA / CRA Super Series Events

1. **All JEGS/CRA All-stars & ARCA/CRA Super Series cars will go to a designated impound area and remain there until gridded for feature. The only changes allowed are air pressure and tape on the nose. No jacking of the car will be permitted or adding of fuel.**
2. All teams need to stay in the area of the car until after officials release the teams. After teams are released there is to be no one around the car until the teams are called back to their cars.
3. If a car needs to be taken from the impound area for any reason (**mechanical or safety**) it will result in loss of qualifying points and will go to the rear of field.
4. If a team desires to make changes to their car prior to the green flag, they may do so by having the driver bring the car to pit road after the field is rolling behind the pace car. The car will forfeit its starting position and take up the tail end of the field.
5. **If crew members go to car in impound area after they are told to leave, that car maybe required to start at the rear of the field.**

### Post-Race Tech

1. The Top 5 Cars must stop on the front-stretch. NO Team members are to be around cars until there is an official at your car and given the ok. Cars will be held there until further direction from officials. While held there, only tape may be removed and air pressures checked. No jacking of the car will be permitted.
2. Have Car Cover ready to cover car if instructed by Officials after the car is back in the tech area.
3. Teams must take any and all measures to comply with officials requests. Failure to do so will be deemed as an admission of guilt and result in a technical disqualification. A maximum of 3 crew members will be allowed to be in tech area after race unless directed by officials.

**(All Aspects of these Procedures are Subject to Adjustments or Changes as Deemed Necessary by Officials)**