



Sport Clips 200



Schedule, Notes and Procedures

SCHEDULE: 3:30 Pits Open 4:15 Driver & Crew Chiefs Meeting 5:00 Practice Begins 6:30 Qualifying Begins 8:00 Race Program Begins

EVENT NOTES:

Teams will take pit equipment to the infield at 7:30 and leave the infield by 7:55. Cars can only refuel at the break in the infield pit area. Equipment will be assembled up against the barricades in the infield areas. The first ½ of field will take equipment to the far end...the remainder will pit and place their equipment in the near end. It will be tight, so display patience when setting up and during race. **Crews will NOT be allowed to cross the track into the upper pit area from the infield during the race and may not proceed at the break or end of race until directed to by officials.** At the conclusion of the race, do not leave Tires or Parts Behind. Items offenders will be fined. This event is 200 laps counting yellow flag laps. Fast Qualifier Draws for Invert 5 to possible 10

RACE PROCEDURES:

1. **Communication:** All Drivers must use a scanner to monitor only the race control frequency. Caution info, line-up info and lucky dog info will be given over the scanner directly to the drivers. Be sure to have this on during practice, as it will be checked. Teams will not be allowed to race without a working scanner. Radios are not allowed. CRA has Solo scanners for rent or purchase. Scanner Frequency is 454.000.
2. **Initial Start:** On the initial start the green flag will be displayed when the leader is at the start line in turn 4. Cars must stay in line until the finish line on all starts. No jumping a start or passing before the finish line. If a green flag lap is not completed, there will be a total restart with all cars back in their original starting position except for any cars that are penalized or cars that pit.
3. **Yellow Flag:** There is no racing back to the caution. When the yellow flag is displayed, all cars must hold their position. All cars must get single file and stay single file. All cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. No scrubbing of tires under caution until the flagman gives "two to go" (this is to protect safety workers on the track during the caution period). If a yellow or red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart, event is completed after three green, white, checker restarts.
4. **Pitting Procedure:** You must stay single file behind the pace car during the cautions. Cars pitting may pull down to the inside to pit, **only** after the pace car and **you** have crossed the start finish line. You cannot pass the pace car to pit until you pass the middle of the turn you pit in. The pace car driver will try and help motion you into the pits at that line in the center of the turn.
5. **Red Flag:** All cars must stop as quickly and safely as possible when the red flag is displayed. Drivers may go to the pits for crews to work on their cars, but only after the officials have given them permission to do so. All cars that go to the pits under red must re-start at the tail of the field.
6. **In Case of Fire:** Get to the bottom of track. Firemen all around track.
7. **Black Flag:** Cars receiving the black flag must go to pit road immediately. If you do not go to pit road, your scoring will stop until the situation is rectified.
8. **Pit Stops:** Pit stops should be for emergency purposes only. During green/yellow/red flag pit stops, cars will come to the points in the X for service, during green flag pits teams can only change tires or address body issues, teams may not go under the hood during green flag stops. Crews must stay behind the barricades until the car comes to stop at the points. **West Turn:** Turns one and two; enter pits from turn two, exit pits from turn one. **East Turn:** Turns three and four; enter pits from turn four, exit pits from turn three. Teams will only be allowed to have 3 crewmembers in the infield
11. **Cars Out of Race:** Push all cars that are out of the race to the infield area at each end of track.
12. **All Crews:** Crewmembers cannot come onto the racing surface for any reason. Major penalties, including disqualification & suspensions may be imposed.
13. **Restart Line-Up:** Restart Line-up will revert back to the last completed lap with any penalized cars or cars that pit, going to the tail. Lead lap cars will be placed in front of lapped cars under yellow. Restarts will always take place at the start line coming off turn 4. The restarts will be double file with lead lap cars in front of lapped cars in the order the cars were running on the track. Cars will double up as they reach the start finish line when given the two to go signal in the order they are running. Leader gets choice of inside or outside, everyone from third on back lines up how they are running. Pace car will pull off in turn two, keep pace speed down back stretch until the light in turn three then increase to the line in turn four. Leader's car should always hit the start line first when coming to green. No slowing, weaving, brake checking or decrease in acceleration once the pace car leaves the field. If a green flag lap is not completed before a yellow comes out all cars should go back to their prior position except for any cars that are penalized or cars that pit.
14. **Lucky Dog:** At the time the caution comes out, the first car behind the leader 1 lap down will be deemed to be the Lucky Dog (as long as they are not the cause of the yellow). The Lucky Dog will stay in their position throughout the caution period (Lucky Dog may pit if they elect to), until directed to pass the pace car or drop to the tail of the field and have your lap added manually. **Lucky Dog must always restart on the tail of the field.** No Lucky Dog will be awarded in the last 10 laps of the race. There is a Lucky Dog awarded at the halfway break.
15. **Slow Cars:** Slow cars must stay on the bottom in the presence of lead lap cars during the race. Lapped cars that create problems for lead lap cars may be penalized. Lapped cars should let the leaders go by on the outside and then resume racing. **Lapped cars that are repeatedly passed on the inside during the race may be penalized.** Cars fighting to stay on the lead lap are not forced to yield to the leaders until they have been passed by the leader.
16. **Last 5 Laps:** Must be green but not consecutive.
17. **Tires:** You must qualify and race on the same set of tires. The only tire changes allowed will be for approved flats during the race. There will be no approved flats at the break. Before a tire change can take place during the race, it must be approved by an infield CRA official. Unapproved tire changes will result in a 2-lap penalty. There are no penalties for tire changes when a team has been off the track for more than 5 laps.
18. **½ -Way Break:** There will be a 10-minute break at lap 100 (white flag 99/checkered 100). All work at the break including re-fueling must be done in the infield. Teams will only be allowed to have 3 crewmembers in the infield. Teams will head to backstretch to line up for the second half. Cars will be relined up how they were running at lap 100. Any cars not on the backstretch at the end of the break will have to restart at the tail of the field. **Teams are not allowed to jack their cars up during the break without an official present. Teams are not allowed to remove tires from the car during the break without an official present!** You may move tires around on the car, but only with an official's approval and the official present at the time of the swap.
19. **Transponders:** Do not leave before returning transponder...\$400 PENALTY.
20. **Post-Race:** Top 5 must go to the front stretch following the checkered flag. Do not touch car until told to by an official. The top 5 cars (and any others at official's discretion) may be weighed AFTER the race (with 50 lb fuel allowance). **In the interest of infield safety, No Victory Burnouts, Donuts...etc.**