



COMPETITION GUIDE

JEGS/CRA ALL-STARS TOUR • MASTERS OF THE PROS 200
OWOSSO SPEEDWAY

JULY 16, 2025





SCHEDULE OF EVENTS

MASTERS OF THE PROS 200

OWOSSO SPEEDWAY

Tuesday, July 15, 2025

1:00 PM	Credential Office Opens
2:00 PM	Garage Area Opens
2:45 PM	JEGS/CRA Crew Chief Meeting (at Series Trailer)
TO FOLLOW	JEGS/CRA Technical Inspection Begins (in Pit Stalls)
5:00-6:00 PM	JEGS/CRA All-Stars Tour Practice 1 (60 Minutes)
6:30-7:30 PM	JEGS/CRA All-Stars Tour Practice 2 (60 Minutes)
7:45 PM	Driver Press Conference (Inspection Building)
8:30 PM	Garage Area Closes

Wednesday, July 16, 2025

9:00 AM	Garage Area Opens
10:00 AM	JEGS/CRA Technical Inspection Begins (by Schedule)
12:00 PM	Driver Meeting (Inspection Building)
1:00-2:00 PM	JEGS/CRA All-Stars Tour Final Practice (60 Minutes)
2:45 PM	JEGS/CRA Qualifying Tires Released
3:00 PM	JEGS/CRA Qualifying Inspection Begins
3:30-4:30 PM	Local Practice & Qualifying
4:45 PM	JEGS/CRA Approved Qualifying Adjustments
5:00 PM	JEGS/CRA All-Stars Tour Qualifying
TO FOLLOW	Pit Road Selection (at Series Trailer)
	JEGS/CRA Redraw (at Track Victory Lane)
6:00-6:45 PM	JEGS/CRA Driver Autograph Session (Off-Track, Back Pit)
6:45 PM	JEGS/CRA Grid Cars
7:00 PM	Pre-Race Ceremony
	Class Photo
	Introduction of Dignitaries & Honorary Guests
	JEGS/CRA All-Stars Tour Driver Introductions
	Invocation
	Canadian National Anthem
	Presentation of Colors
	National Anthem of the United States of America
	Command to Start Engines
	JEGS/CRA All-Stars Tour Masters of the Pros 200
	Pure Stock Feature

Rain Date: Thursday, July 17

Schedule is tentative and subject to change. All times are event local eastern time zone.

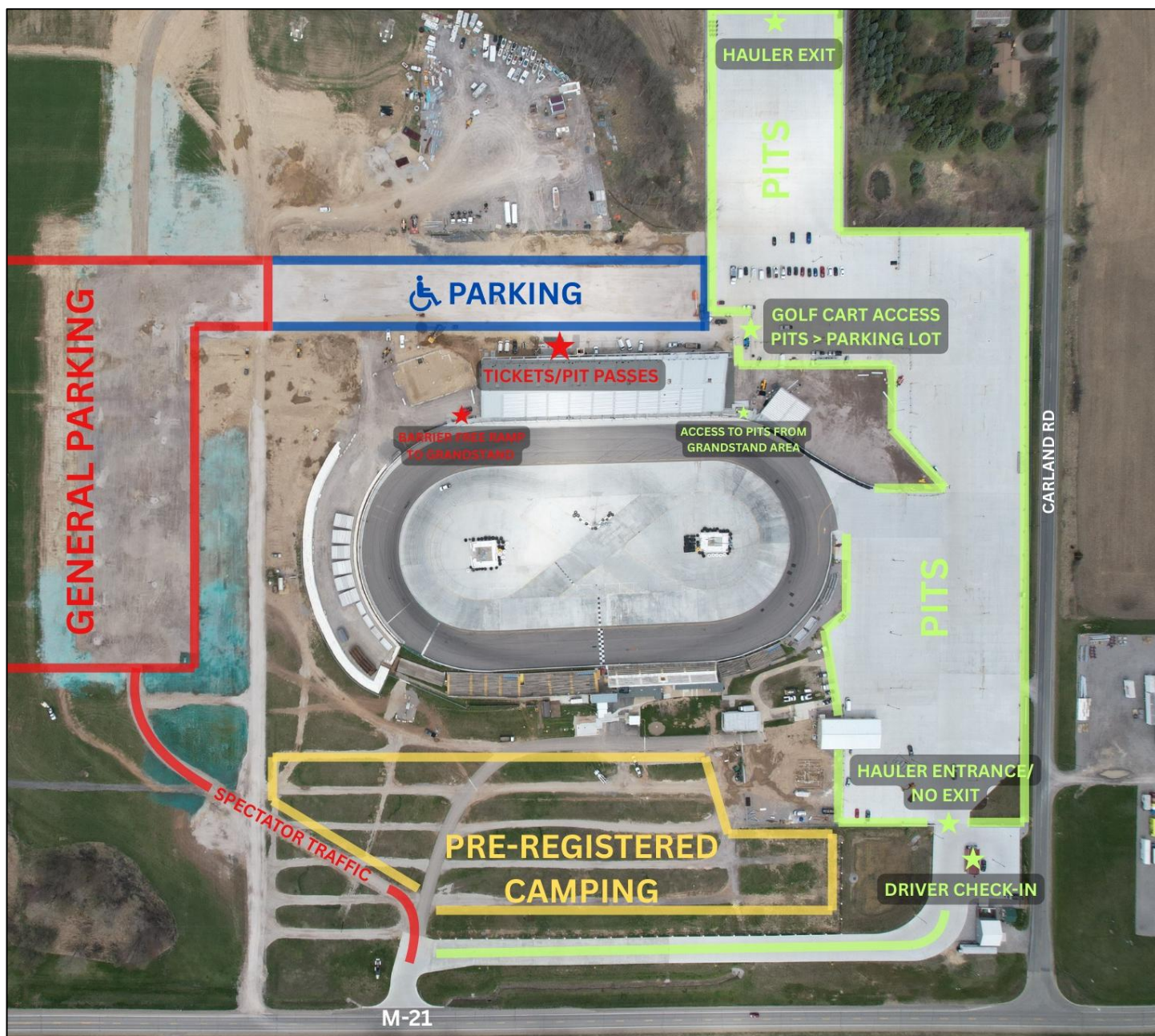
Wednesday Inspection Schedule

TIME	TEAM
10:00	7 Steve Dorer
10:04	18 Chase Burda
10:08	22 Evan Shotko
10:12	22 Jimmy Tucker
10:16	77 Keegan Sobilo
10:20	45 Michael Simko
10:24	69 Michael Hinde
10:28	23 Billy VanMeter
10:32	14 Chase Pinsonneault
10:36	32 Chris Shannon
10:40	71 Blake Rowe
10:44	15 Brian Demland
10:48	131 Kyle Crump
10:52	55 Charlie Keeven
10:56	5 Brett Robinson
11:00	22 Kyle Steckly
11:04	24 Dylan Stovall
11:08	29 Kevin Harvick
11:12	62 Keelan Harvick
11:16	20 Austin Hull
11:20	32 Treyten Lapceovich
11:24	5 Will Sahutske
11:28	26 Dawson Sutton
11:32	61 Brandon Varney
11:36	116 Evan Varney
11:40	12 Dan Leeck
11:44	33 Albert Francis
11:48	54 TJ DeCaire

Cars not on this list may present for inspection at 11:52am.



VENUE MAP
MASTERS OF THE PROS 200
OWOSSO SPEEDWAY



Owosso Speedway:

7204 W M 21,
Ovid, MI 48866

Office: 989-461-7223

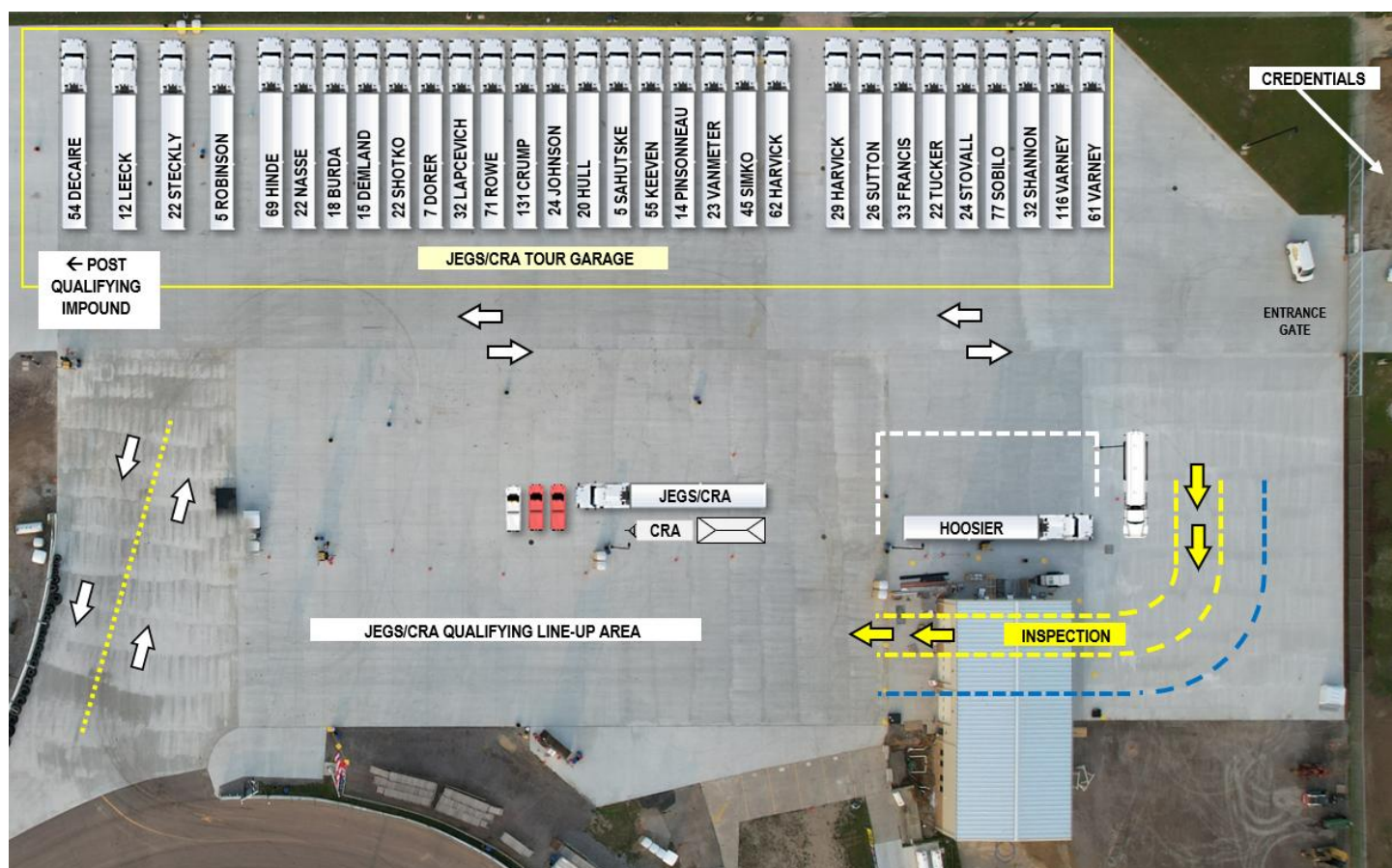
Web: OwossoSpeedway.com



GARAGE AREA
MASTERS OF THE PROS 200
OWOSSO SPEEDWAY

Haulers use the main entrance. When arriving, make an immediate right turn onto the concrete driveway that leads towards the pit entrance. Please stay on the right or left side of the driveway. Do not block the center pathway. Credentials are available at the new pit pass window near the pit area entrance gate.

Passenger vehicles may park on the north end of the pit area (past DeCaire on the map, all the way to the tree line). Scooters are NOT allowed in the Owoosso Speedway garage area. ATVs and Golf Carts are allowed with proof of insurance. Minors are allowed in the pit area after completing a minor waiver with parent/legal guardian. Hauler parking is assigned by Owner Standings and special requests. Teams must park haulers in assigned parking spot. Teams will Practice and Qualify from the trailers in the garage. The infield pit road will be used for the race only. Please discard waste in provided trash cans or closed trash bags.



TV Streaming: TrackTV & Racing America

Local Radio: FM 88.5

Timing & Scoring: Race Monitor Mobile App

Series Contacts:

Scott Menlen	Series Director	586-201-0378	scott.trackenterprises@gmail.com
Greg Wood	Director of Operations	765-524-2592	gsmileywood@aol.com
Rick Turner	Chief Tech Inspector	765-748-8820	rtrmotorsports26@gmail.com
Zach Hiser	Media Director	517-212-5925	zhiserhph@gmail.com



TECHNICAL INSPECTION PROCEDURES

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Tech Inspection

All cars participating in the Tuesday Practice are required to present for inspection. Inspection will take place in team's pit stalls. Inspection includes but is not limited to safety, under car, and under hood. Please have car on jackstands with hood, decklid, and wheels removed. Please have driver safety gear readily available for inspectors. Cars failing safety inspection may not take to the track until infraction is rectified. Weight and body inspection is not available on Tuesday.

All cars are required to go through pre-practice inspection, on Wednesday morning, at the designated time. Times are assigned by order of entries. Tech line stations include but are not limited to templates, referee, and scales.

Weight will be checked with driver sitting in driver seat, steering wheel in place with hands on steering wheel, and helmet on head or in lap. Cars shall have 30 lbs. of air in the right side and 20 lbs. in the left side tires while in the inspection area. A maximum of 4 crew members may be with the car in the inspection area.

Qualifying Inspection

Car must be on the ground, ready for inspection, within 60 minutes of the conclusion of final practice [3:00]. If additional time is needed for mechanical reasons, teams must get permission from a series official prior to the time in which cars are required to be on the ground. Cars failing to present for inspection at the appropriate time may be placed under penalty and forfeit the fastest of their two qualifying lap times.

Please have radio placed in the car prior to inspection. Radios must remain in car for Qualifying, Impound, and Racing.

Please have ignition box cleaned prior to inspection.

Please have sway bar set before inspection.

Cars failing qualifying inspection will have one attempt to resolve the infraction(s). If multiple attempts are needed to rectify the infraction, car may be placed under penalty and forfeit the fastest of their two qualifying lap times.

Once the car enters the inspection area (and impound area), crews may not lift, tug, or adjust the car in any manner. Crew members, including the driver, are NOT permitted to be with the race car once the car is parked in the impound area without an official present. Please park the car, fasten the window net, **crew may lower air pressure**, and then leave the area. Crew may return to the car at the schedule approved adjustment time. Tampering with the car in the impound area may result in penalties up to loss of qualifying lap(s).

Approved Qualifying Adjustments

Generators may be permitted in the staging lane once all cars have passed inspection and/or permission is given by series officials. Cooldown units are not allowed. Use of such units are subject to severe penalty.

At the designated time [4:45] crews may make approved qualifying adjustments. Those adjustments are tape on the nose and brake ducts, air pressure, check lug nuts, and driver comfort. A max. of 3 crew members are allowed at the car.

Impound

Cars will be impounded after qualifying.

The only adjustments allowed in impound are air pressure, stagger (may be checked with a stagger stick only), check and tighten lug nuts, tape on the nose and brake ducts, and driver comfort. A maximum of 3 crew members are allowed at the car. Unapproved post-qualifying adjustments may result in a minimum penalty of starting at the tail of the field. Once adjustments are complete, crews must leave car and may not return until given permission to do so by series official.

Radios shall remain in the car and may not be changed unless approved by series officials.

Cars may not pull out of impound. Cars pulling out of impound, unless approval is granted by series officials, may incur penalties including but not limited to possible loss of laps.



RACE FORMAT
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Feature Race

The feature race is 200 laps. Caution laps do not count. **Series reserves the right to count caution laps if deemed necessary at series discretion.** There will be a competition caution after 50 consecutive green flag laps. There will not be a competition caution within the last 10 laps of the race. The event can go over the advertised number of laps if an 'overtime finishing procedure' is required. The race is complete after three overtime finishing procedure attempts.

Starting Lineup

The fastest eight qualifiers will draw for starting positions 1 through 8. The individual draw will never be greater than half the field. For this event, the draw will take place on the race track victory lane stage at 5:45. Feature starting positions 9 through 24 are determined by qualifying. Feature starting positions 25 through 28 are determined by the finishing results of the last chance race. Feature starting positions 29 and 30 will be awarded to the highest two cars in JEGS/CRA All-Stars Tour 2025 championship owner point standings. Additional starters may be added at reduced pay.

Qualifying

Qualifying will be conducted one car at a time. Each car will receive one warmup lap and two laps on the clock. Cars may only make one qualifying attempt. An attempt is officially made when the car passes the finish line to begin the first lap on the clock.

The order of qualifying is determined by draw. Cars must qualify in the proper order. If a car misses their position, the team will be placed on a 5-minute clock to present the car for qualifying. Once the 5-minutes expires, that car may not qualify.

For this event, cars will be staged in the garage and sent directly onto the race track from the top of turn 2. After the checkered flag, cars will return to the garage area from turn 2 for impound in the autograph area.

In the event of inclement weather or time delays, series at its discretion may change the format of qualifying to a group qualifying format. If qualifying is canceled, the field will be set by JEGS/CRA All-Stars Tour 2025 Owner Standings. Car Owners that have not earned any series points in 2025 will be lined up by order of entry behind those with points.

General Procedures

A muffler must be used and installed in a configuration that will suppress exhaust noise to a max of 99 dbs at 100 feet.

No scuffing tires in the garage area, on pit road, or around track safety workers/officials.

No cellphones, smart watches or Bluetooth devices allowed in cars at any time. Violations may result in disqualification.

Lead weight must be painted white with car number marked.

Cars must display series windshield and fender decals, and have a transponder on at all times on track.

Fuel

This is a Sunoco Race Fuels 10-gallon minimum fuel purchase event.

Tires

The approved tires for competition are Hoosier Racing Tires ST1* left side and ST3* right side. This is a 6-tire maximum race. Teams may have a maximum of 4 scuff tires in their pit box, during the race, to be used as emergency spares.

Qualifying tires will be impounded until the designated release time [2:45], after final practice. Tires must be scanned/stamped prior to leaving the impound area. Cars must qualify on sticker tires, from impound, purchased at the event, and start the race on the same tires used for qualifying.

All tires in the impound area should be stacked 4 high. The only items allowed in the impound area are a tire gauge, tire tape, and air hose. All wheels shall display car number decal.

CONTROLLED PIT STOPS

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Pit Cycle

Controlled pit stops will occur every time the caution flag is displayed unless Race Control, at their discretion, calls a 'Quickie Yellow' or no cars come to pit road the first lap pits are opened.

The controlled pit stop cycle is three laps.

When pitting during a controlled pit stop cycle, cars that pitted will return to the track in the same order as they entered the pits, relative to the cars that pitted, and will line up behind the cars that stayed out. Cars returning after the controlled pit cycle is complete (3 laps) will be penalized, restarting at the tail. To remain in the cycle, cars must beat the pace car off pit road, the third time by. Cars pitting too soon or out of cycle (second time by, or later, after the pits are opened) will be penalized, restarting at the tail.

Pitting Procedure

Cars shall remain single file behind the pace car during the caution. Do not pull up to pit. Remain in line until your car reaches the designated pit entry point. Pit Road open/close will be indicated by a green/red light at the pit entrance.

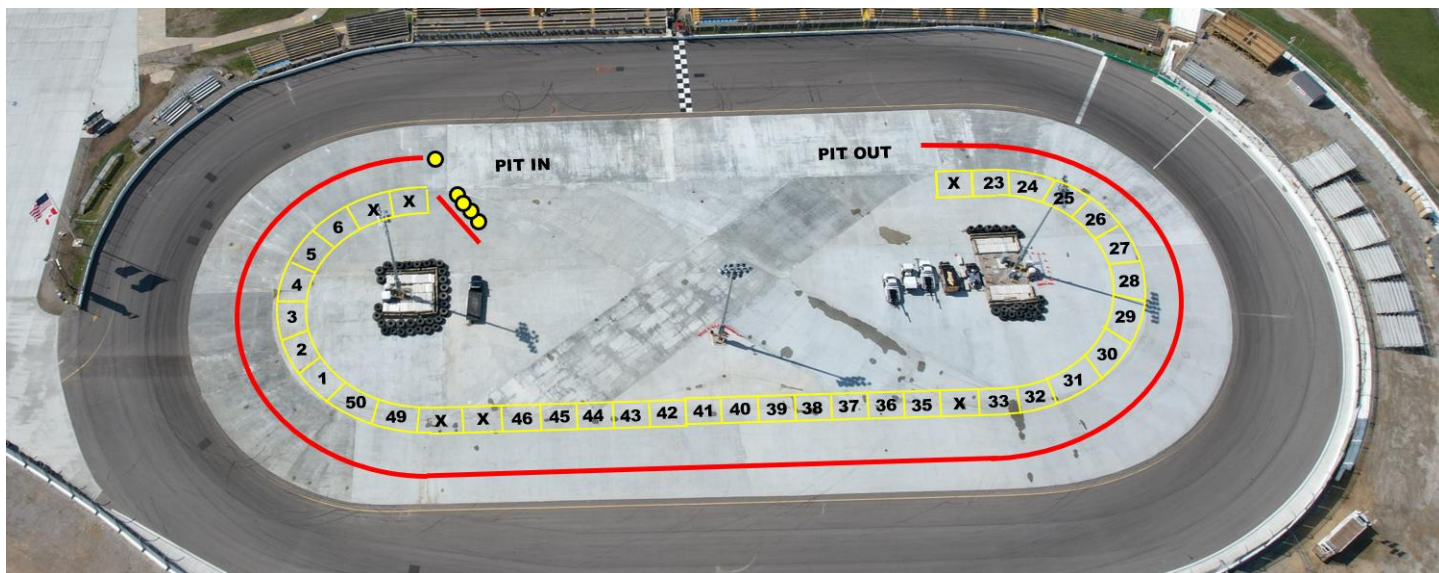
The pit road speed limit is 30 mph.

Cars must pit within their designated pit box.

Only traditional tools and procedures may be used during a pit stop. All pit equipment and crew must remain behind the pit wall until your car is in the box. Equipment used to service the car must remain in the assigned pit box. A maximum of 5 crew members allowed to service the car. **No shorts or open toe shoes for over the wall crew members please.**

Only two tires may be changed or rotated during a pit stop. Race tires may only be changed during a controlled stop cycle. Tires may only be rotated during a controlled stop. Approved flats are the only tire changes permitted on a quicky.

Pit Road infractions including but not limited to pitting too soon, pitting out of cycle, late off pit road, too many men over the wall, improper crew gear, pitting out of the box, equipment out of the box, speeding, running the stop board, passing the pace car to gain an advantage, etc. will result in a penalty of restarting at the tail of the field.



Pit stall selection will take place at the CRA trailer approximately 10 minutes after the conclusion of qualifying. Crew Chiefs (1 per team) will select pit stalls one at a time in the order of qualifying results. Multi-car teams who would like to pit together may select both boxes at the same time. Those teams electing to do that will select their boxes when the slowest of their two cars is called. | **NOTE: ATVs may NOT stay in the infield. Please remove ATVs before the anthem.**

RACE PROCEDURES

Initial Start: Flagman starts the race. Cars must stay in their lane until the finish line. No jumping a start or changing lanes before the finish line. If a green flag lap is not completed on the initial start, there will be a complete restart with all cars back in their original starting position except for any cars that are penalized, receive assistance, or cars that pit.

Yellow Flag: There will be no racing back to the caution. When the yellow flag is displayed, all cars must slow to a caution pace and bunch up as quickly as safety allows, so safety crews can work on track. All cars must get single file and stay single file. Lineup disputes will be settled by race control. Failure to comply can result in penalties including being placed at the rear of the field and up to disqualification. No tire scuffing around workers on track.

Cars Involved in the Caution: Only car(s) directly involved in bringing out the caution will go to the tail of the field. Any cars that spin or stop but were not directly involved with the initial cause of the caution, will get their spots back if they do not go to pit road. Rough driving will not be tolerated. If contact with a car causes a yellow flag and the contact is not a "racing incident," that car will also be sent to the tail. **Rough driving can result in penalties including being sent to the tail of the field, pass-through penalty, lap penalties, or possible disqualification from the event.** Cars intentionally creating or stopping on the track to create their own caution will receive a two-lap penalty.

Restart: Restarts will always take place in the box coming off turn 4. The restarts will be double file and will use the choose rule described below for restart lineup. Once the pace car leaves the field the leader can steadily increase their speed until the box. Leader must accelerate first, once in the box. No slowing, weaving, brake checking, or decrease in acceleration once the pace car leaves the field. The MINIMUM restart speed is 45 mph. No jumping a start. Two restart infractions will result in car(s) being penalized, restarting at the tail of the lead lap. **Cars must stay in their lane until the finish line. No changing lanes before the finish line. Changing lanes may result in a pass-through penalty.** 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, receive assistance or pit.

Restart Line-up - The field will be realigned according to the last completed lap. The field will be realigned in the following order: lead lap cars, lead lap cars that pitted, lapped cars, lapped cars that pitted, lead lap cars under penalty, lapped cars under penalty, wave around cars, free pass car. Field will choose at designated point just past the finish line when instructed to by race control. All cars are eligible to choose at the cone. Restarts will be double file. Cars may choose the inside or outside lane as they approach the choose cone. If a car strikes the choose cone or changes lanes after the cone, that car must restart at the tail of the longest line. Any disputes in track position will be resolved by a call from race control. Failure to lineup in proper position may result in a pass-through penalty.

Red Flag: All cars must stop as quickly as safely possible when the red flag is displayed. Cars may go to the pits for crews to work on them, only after they have received approval from race control to do so. **Cars pitting under red are considered as pitting too soon.**

Black Flag: Cars that receive the black flag must go to pit road immediately. If a car does not go to pit road within 3 laps, that car's scoring will stop until the situation is rectified. Check with the spotter for guidance from race control.

Free Pass: At the time the caution comes out, the first car behind the leader 1 lap down will be deemed to be the Free Pass (if free pass is the cause of the yellow then it would go to the next car in line). Free pass will stay in their position (Free Pass 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. No free pass will be awarded unless a green lap is completed or in the last 10 laps of the event.

Slow Cars: Slow cars shall stay on the bottom of the race track while 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 preferred lane and then resume racing. Lapped cars that are repeatedly passed without giving the preferred lane during the race may be penalized. Cars fighting to stay on the lead lap are not forced to yield to the leaders until the leader has passed them.

Spotters: Spotters are required to be in the designated spotters stand during racing activities. Only one spotter per team is allowed in the spotter stand, no guest. Spotters must have the ability to listen to race control via a standard electronic scanner or dedicated radio at all times during the event. The frequency for this event is CRA 467.7875. If the spotter leaves or is removed from the spotter's stand, the car will be black flagged.

Post-Race: The top three finishers report directly to the victory lane area. Fourth and fifth report to victory lane or the inspection area as instructed by race control. Additional cars may be captured. Crews may touch the cars only how and when they are directed to by series officials.