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RACE FORMAT & PROCEDURES

CRA LATE MODEL SPORTSMAN SERIES POWERED BY JEGS MADISON COUNTY 200 ANDERSON SPEEDWAY

This event is 200 green flag laps with a halfway break at the completion of lap 100. Fast Qualifier will draw for an invert, 5 through a possible 10. Cars will pit from the back-pit area during the race and for the break. Cars can only refuel at the break in the back-pit area. Equipment will be assembled on the main pit road in the back-pit area.

Cars will draw for qualifying order at the registration trailer. If car misses proper qualifying spot, car will lose fastest qualifying time.

Tires: Hoosier F-70 Right Side, F-60 Left Side are the approved tires for competition. Tires will be impounded and must be purchased from the series tire distributor at the event. You must qualify on sticker tires from impound and must start the race on those 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 a 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.

Halfway Break: There will be a 10-minute break at lap 100. Refuel and adjustments only. Any cars not rolling with the pace car 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 presents at the time of the swap.

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.

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. If a yellow or red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart. The event is completed after three green, white, checker restarts.

Cars Involved in the Caution: Only the 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 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 or possible disqualification from the event. The race director exclusively will be responsible for determining responsibility for the caution and any cars penalized by moving them to the tail.

Pitting Procedure: You must stay single file behind the pace car during the cautions unless you are coming to the pits. All cars that go to the pits under yellow must re-start at the tail of the field.

Pit Road Speed: The pit road speed limit is 15 mph, if a car goes over the limit, they will be black flagged for a stop and go penalty. Cars may not pass the pace car at any time (unless directed to do so by the race director).

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.

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.

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. The leader should gradually and steadily increase his pace after the pace car has pulled away. 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. The MINIMUM restart speed will be 45 mph (may be adjusted at specific tracks). 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.

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 car (as long as they are not the cause of the yellow). Free Pass will stay in their position throughout the caution period (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. Free Pass must always restart on the tail of the field. No Free Pass will be awarded in the last 10 laps of the race.

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.

Transponders: Make sure your transponder is properly mounted with a bag. Do not leave before returning transponder. Subject to \$400 penalty.

Post Race: Top 5 must go to the winner circle/tech area 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).