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## COMPETITION GUIDE

JEGS/CRA ALL-STARS TOUR • JEGS HIGH PERFORMANCE 100  
NASHVILLE FAIRGROUNDS SPEEDWAY

JULY 29, 2023

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**SCHEDULE OF EVENTS**  
JEGS HIGH PERFORMANCE 100  
NASHVILLE FAIRGROUNDS SPEEDWAY

**FRIDAY, JULY 28**

- 1:00<sub>PM</sub> Garage Area Opens
- 1:30<sub>PM</sub> Pro Late Model Tire Draw (Practice Tires)
- 3:00<sub>PM</sub> Bandolero Practice 1  
Legends Car Practice 1  
Front Runner Practice 1  
Pure Stock Practice 1  
Street Stock Practice 1  
Limited Late Model Practice 1
- 3:30<sub>PM</sub> 500 Sprint Car Tour Practice 1
- 4:00-4:30<sub>PM</sub> Pro Late Model Practice 1 (30 Minutes)
- 4:30<sub>PM</sub> Bandolero Practice 2  
Legends Car Practice 2  
Front Runner Practice 2  
Pure Stock Practice 2  
Street Stock Practice 2  
Limited Late Model Practice 2
- 5:00<sub>PM</sub> 500 Sprint Car Tour Practice 2
- 5:30-6:00<sub>PM</sub> Pro Late Model Practice 2 (30 Minutes)
- 6:00<sub>PM</sub> Bandolero Practice 3  
Legends Car Practice 3  
Front Runner Practice 3  
Pure Stock Practice 3  
Street Stock Practice 3  
Limited Late Model Practice 3
- 6:30-7:00<sub>PM</sub> Pro Late Model Practice 3 (30 Minutes)  
*TRACK QUIET AT 7:00<sub>PM</sub> SHARP*
- 7:45<sub>PM</sub> Garage Area Closes

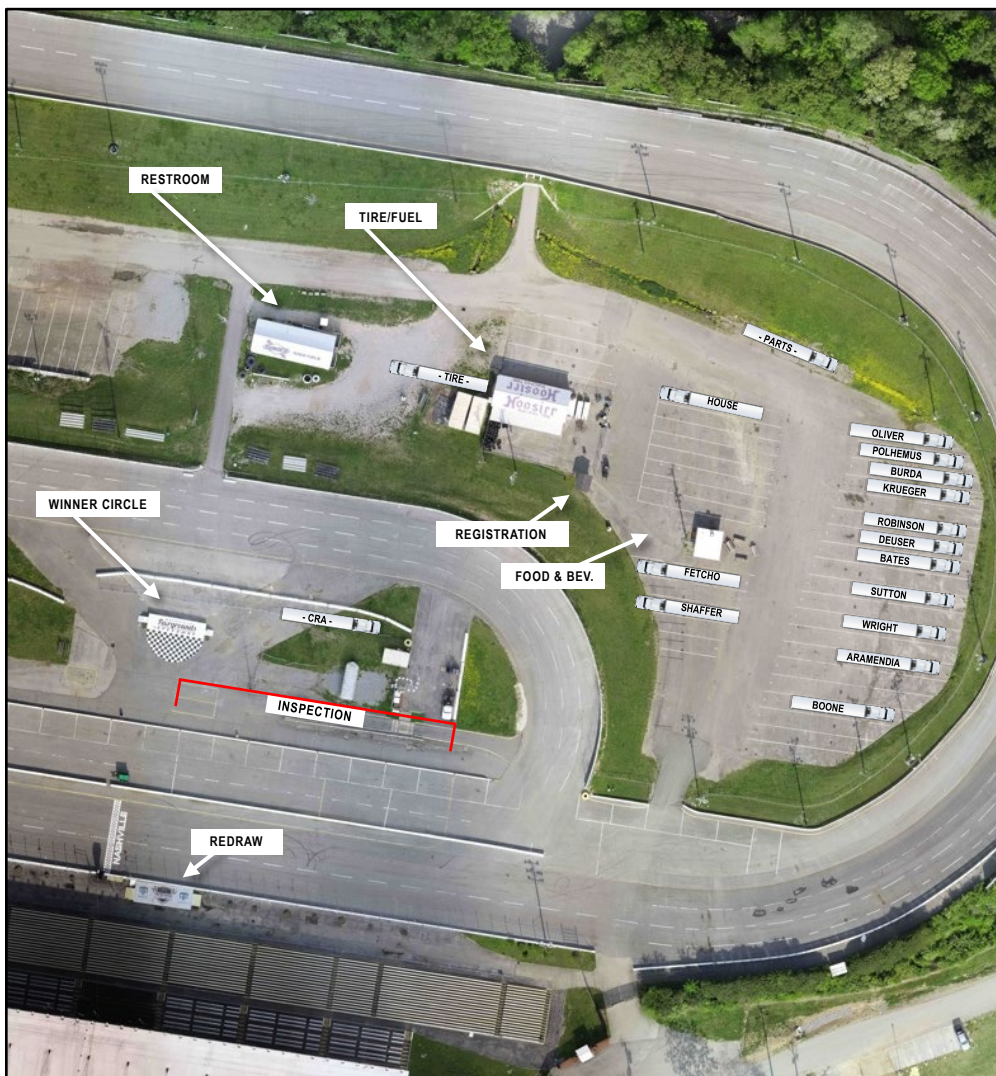
**SATURDAY, JULY 29**

- 9:30<sub>AM</sub> Garage Area Opens
- 10:00<sub>AM</sub> Pro Late Model Tire Draw & Tech Begins
- 11:15<sub>AM</sub> Stock Car Driver Meeting
- 12:00-12:30 Pro Late Model Practice 4 (30 Minutes)
- 12:30<sub>PM</sub> 500 Sprint Car Tour Practice 3
- 1:00-1:30<sub>PM</sub> Pro Late Model Final Practice (30 Minutes)
- 1:30<sub>PM</sub> 500 Sprint Car Tour Final Practice (20)
- 2:00<sub>PM</sub> Bandolero Practice  
Pure Stock Practice  
Front Runner Practice  
Street Stock Practice  
Legend Car Pro/Master Practice  
Legend Car Semi-Pro/Young Lion Practice  
Limited Late Model Practice  
*Grandstands Open at 3:00<sub>PM</sub>*  
Bandolero Qualifying (Group)  
Pure Stock Qualifying (Group)  
Front Runner Qualifying (Group)  
Street Stock Qualifying (Group)  
Legend Car Pro/Master Qualifying (Group)  
Legend Car Semi-Pro/Young Lion Qualifying (Group)  
Limited Late Model Qualifying (2 Cars)
- 3:45<sub>PM</sub> Pro Late Model Qualifying  
*TO FOLLOW*  
500 Sprint Car Tour Qualifying
- 4:45<sub>PM</sub> Pro Late Model Redraw (On Stage)
- 4:55<sub>PM</sub> Invocation & National Anthem
- 5:00<sub>PM</sub> Bandolero Feature (15)  
Pure Stock Feature (20)  
Front Runner Feature (20)  
Street Stock Feature (20)  
Legend Car Pro/Masters Feature (20)  
Legend Car Semi-Pro/Young Lion Feature (20)  
Limited Late Model Feature (25)  
Sprint Car Driver Introductions  
500 Sprint Car Tour Pro Door Manufacturing 40  
Pro Late Model JEGS High Performance 100



**VENUE INFORMATION**  
 JEGS HIGH PERFORMANCE 100  
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Haulers may begin parking on Friday morning, July 28. Haulers should enter from Gate 7 off of Craighead Street and proceed over the creek to the turn 1 crossover gate. Pit passes will be available at the turn 1 gate. Passenger vehicles may not enter the garage area. There is a designated parking area, in the soccer fields, outside the back pit gate for crew/support vehicles. Minors are allowed in the pit area after completing a minor waiver with parent/legal guardian. Discard all waste in provided trash cans or, if none are available, please place all waste in closed trash bags.



**PITTING ASSIGNMENTS**

PIT	TEAM
4	7 Jackson Boone
7	58 Johnny Aramendia
9	29 Hunter Wright
11	26 Dawson Sutton
13	91 Dylan Bates
14	14 Corey Deuser
15	5 Brett Robinson
17	01 James Krueger
18	18 Chase Burda
19	22 Barrett Polhemus
20	88 Boston Oliver
23	12 Bryson Shaffer
25	89 Dylan Fetcho
32B	1 Michael House
53	91 Jim Wall
54A	20 Chase Johnson
54B	9 Michael Bolden
54c	09 Daniel Bolden
56	95 Bennie Hamlett
84	14 Davey Coble

Nashville Fairgrounds Speedway, 265 Smith Avenue, Nashville, TN 37203 | Office: 615-254-1986

**TV:** Live Stream on RacingAmerica.tv

**Timing & Scoring:** Race Monitor Mobile App

**Lodging:** Holiday Inn Cool Springs Franklin, MainStay Suites Brentwood, Camping available at The Fairgrounds Nashville



**TECHNICAL INSPECTION ORDER & PROCEDURES**  
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**Tech Inspection**

All cars are required to go through pre-practice inspection, on Saturday morning, at the designated time. Times are assigned by order of entries.

A maximum of 4 crew members, plus the driver, may be in the inspection area.

Tech line stations include safety, templates, referee, and scales.

Please have hood prepared to be removed if requested by official. Cars should not have any more than 30 lbs. of air in right side and 20 lbs. in left side tires while in the inspection area.

Any infractions found during pre-practice inspection must be resolved and rechecked by an official prior to the completion of final practice. If recheck is not completed in the proper time frame, car will be placed under penalty and will lose the fastest of their two qualifying lap times.

Cars failing safety inspection may not take to the track until infraction is rectified.

TIME	CAR	DRIVER
10:00	20	Chase Johnson
10:05	88	Boston Oliver
10:10	89	Dylan Fetcho
10:15	95	Bennie Hamlett
10:20	7	Jackson Boone
10:25	12	Bryson Shaffer
10:30	9	Michael Bolden

TIME	CAR	DRIVER
10:35	09	Daniel Bolden
10:40	26	Dawson Sutton
10:45	18	Chase Burda
10:50	22	Barrett Polhemus
10:55	29	Hunter Wright
11:00	01	James Krueger
11:05	5	Brett Robinson

TIME	CAR	DRIVER
11:10	91	Dylan Bates
11:15	- DRIVER MEETING -	
11:30	14	Corey Deuser
11:35	14	Davey Coble
11:40	91	Jim Wall
11:45	58	Johnny Aramendia
11:50	1	Michael House

*Cars not on this list may line up for inspection at 11:55am.*

**Qualifying Inspection**

Car must be on the ground, ready for inspection, within 30 minutes of the conclusion of final practice (2:00pm). 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. The penalty for not presenting the car for inspection at the appropriate time is the loss of the fastest of two qualifying lap times.

Have ignition box cleaned with brake clean and bar set before inspection.

Once the car enters the inspection area, crew may not lift, tug, or adjust car in any manor. Tampering with the car in the inspection area may result in penalties up to loss of qualifying lap(s).

Cars failing qualifying inspection will have one attempt to resolve the infraction(s). If multiple attempts are needed to rectify the infraction, car will be penalized resulting in the loss of the fastest of their two qualifying lap times.

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 sever penalty.

Crews may only adjust tape and air pressure in the staging lane.

**Impound**

Cars will be impounded after qualifying. The only adjustments allowed in impound are air pressure, tape on the nose and brake ducts, and stagger may be checked with a stagger stick only. Once adjustments are complete, crews must leave car and may not return until given permission to do so by series official. Cars may not pull out of impound. Once the field begins to grid for racing, teams may 'pull out of impound' and service car. Team will be placed under penalty, restarting at the tail of the field. Cars pulling out of impound prior to this, unless approval is granted by series official for a safety concern, will incur further penalties including but not limited to possible loss of laps.



## RACE FORMAT

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### Feature Race

The feature race is 100 laps. Caution laps do not count. 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. Pit road will be used for this race. Pit boxes are first come first serve.

### 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 Grandstand stage following sprint car qualifying.** Feature starting positions 9 through 24 are determined by qualifying. Feature starting positions 25 and 26 are determined by the finishing results of the last chance race. Feature starting positions 27 and 28 will be awarded to the highest two drivers in JEGS/CRA All-Stars Tour 2023 point standings. Feature starting positions 29 and 30 will be awarded to the highest two drivers in Nashville Fairgrounds Speedway 2023 driver point standings, not yet transferring into the feature. 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. Cars must qualify in proper draw position. If car misses draw position, the team will be placed on a 5-minute clock to present car for qualifying. Once the 5-minutes expires, that car may not qualify. Teams failing to draw for qualifying order will qualify first. For this event, cars will be gridded behind the pit wall and sent directly onto the race track from pit out. After the checkered flag, cars will return to pit road and report directly to the impound area in the ¼ mile track. See next page for impound procedures.

### Tires

The approved tires for competition are Hoosier Racing Tires F45 left side and F50 right side. This is a 4-tire maximum race, except for approved flats. **Qualifying/Race tires will be impounded until the designated release time (1:45pm),** after final practice. Tires must be scanned/stamped prior to leaving the impound area. Cars must race on the same tires used for qualifying. Tires used for qualifying/race must be purchased from the series tire distributor at the event. Practice tires will be available. Van's Tire is the Series tire distributor. Contact Bob Varney at 586-615-8763.

### Fuel

All cars must purchase a minimum of 10 gallons of Sunoco 110 fuel prior to qualifying inspection. The fuel tank is located at the Hoosier Tire barn.

### General Procedures

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. This will result in an automatic disqualification.

Lead weight must be painted white with car number marked. This will be checked.

Cars must display series windshield and fender decals.

**Transponder is required to be on car at all times car is on the track. Pickup transponders from registration booth.**

## RACE PROCEDURES

**Initial Start:** Flagman starts the race. Cars must stay in their lane until the finish line. No jumping a start or passing 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 up to disqualification. No scuffing around workers on track. You will receive one warning, any further issues and you will be parked for the remainder of the event.

**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 or possible disqualification from the event. Cars stopping on the track to create their own caution will receive a two lap penalty.

**Pitting Procedure:** Access pit road from turn 3. Exit pit road from the end of the front straightaway. Cars MUST stay below the yellow line until the back straightaway. Pit road speed is 35 mph.

**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 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 (may be adjusted at specific tracks). Cars must stay in their lane until the finish line. No jumping a start or passing before the finish line. 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, 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 immediately may result in disqualification.

**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 the spotter official has given them permission to do so. Cars pitting under red must restart at the tail of the field.

**Black Flag:** Cars that receive the black flag must go to pit road immediately. If you do not go to pit road within 3 laps, your scoring will stop until the situation is rectified. Check with your 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 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 will be advised in the drivers meeting which lane to utilize 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.

**Scoring:** Transponders will be used for scoring. Teams must return the transponder to the series registration trailer before leaving the pit area. There is a \$400 penalty for failure to turn in your transponder.

**Spotters:** Spotters are required to be in the designated spotters stand (Grandstand Section D) 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 Nashville 451.9250. If spotter leaves or is removed from the spotters stand you will be parked.

**Post-Race:** The top three finishers to the winner circle, in the infield, immediately following the completion of the race. Fourth and fifth go straight to tech. Other cars may be requested to go directly to tech. Crews may touch the cars only how and when they are directed to by series officials. Driver must drive car back to scales following victory lane ceremonies.