



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, and Suit).**
5. **Any infractions found during Pre-Practice Tech MUST be resolved before the end of the last Practice. Any infractions that have not been fixed before the end of the last practice, could result in a loss of one lap in qualifying if the infraction is still there in Pre-Qualifying Tech.**
6. **Before any car takes the track ALL cars must have a Window Valance and the Ballast must have been 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. 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.
3. **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.**
4. Tape and air pressure are the only changes that can be made to the car after Pre-Qualifying or Pre-Race Tech is completed.
5. Generators will be permitted after ALL cars have cleared qualifying tech unless told differently during the drivers' meeting (due to space and time).

Post-Qualifying Tech For JEGS/CRA All-Stars Tour Presented by Chevrolet Performance

1. All JEGS/CRA 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.
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-Qualifying Tech For ARCA / CRA Super Series (excluding some races)

1. After qualifying all cars will go to a designated impound area.
2. After all cars are in the Impound area you will have 15 minutes to change rearend gear only and make minor adjustments from "B" pillar back. The only thing that can be done in the front of the car is air pressure and tape off the nose. Only the rear of the car will be allowed to be jacked up. You will only be allowed two people total at the car during the 15 minutes
3. After the 15 minutes all teams must leave the car if you are not done with work or haven't left the car after the 15 minutes you will be sent to the rear of the field.
4. If there is other work that needs to be done and car is 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.
5. 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.
6. **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)