



Mercy "Masters of the Pro's 144"

Schedule of Events



Friday, May 16

(Optional / No Tech)

- 2:00 Pit Gates Open
- 4:00 Open Practice Begins
(Rotating by Division –
All Cars Welcome)
- 8:00 Open Practice Ends

Saturday, May 17

- 10:00 Pit Gates Open
- 11:30 Qualifying/Race Tires Selection Begins
- 1:00 CRA Driver's Meeting
- 2:00 JECS/CRA All-Stars Practice #1 (40 mins)
- 2:40 Break
- 3:00 JECS/CRA All-Stars Practice #2 (40 mins)
- 3:40 Local Practice Begins
- 4:50 Break
- 5:00 JECS/CRA All-Stars Qualifying
- 5:45 On-Track Autograph Session
- 6:30 Racing Begins
 - A Support Division Heats
 - B Support Division Heats
 - JECS/CRA All-Stars 15 Lap Last Chance Race(s)
 - Intermission
 - A Support Division Feature
 - B Support Division Feature
 - JECS/CRA Cars Gridded (out of car driver intros)
 - JECS/CRA All-Stars 144 Lap Feature

Tire, Qualifying and Race Procedures

Tire Procedures:

Qualifying/Race tires selection will be done in Qualifying Order starting at 11:30am Saturday Morning. You must start the race on the tires you qualify on (unless you run the last chance race). You will be allowed 6 tires in your pit area for the race, 2 marked tires that can be changed during the break, and 4 marked or unmarked tires for approved flats for any time during the race. Flats changed under green are automatically approved. You may not use tires from another team, used or new, during the break. Officials will be inspecting the tires you have in your pits before and after the race, as well as tracking your usage during the race. We will not tolerate any attempts to circumvent these rules. **There will be NO approved flats at the break!** Tires put on during the break must have been purchased at the event, marked and impounded accordingly. Teams can take the two extra tires for the race out of impound during the second practice on Saturday to use for practice or to scuff. A pit stop is not required for the event. Any violations in tire procedures will result in a 2 lap penalty per tire.

The restart immediately after the break will be lined-up based on the amount of tires changed at the break, with cars that changed NO tires, starting in front of cars that changed one tire, starting in front cars that changed two tires. For line-up purposes after the break, officials will assume that all cars changed two tires and it is the team's responsibility to inform their pit official that they changed less than two tires. Tires may be broken down for further inspection at any time.

Tire Change Reporting During Break

At the break, teams will have a Tire Change Form that the crew chief must complete, sign and return to their pit official within the first 5 minutes of the break. On the form, teams will designate and officially confirm the number of tires from their mid-race allotment they are going to put on the car at the break. Failure to return the completed form within the first 5 minutes of the break will result in going to the tail.

Qualifying Procedures:

Qualifying procedure will consist of one complete warm up lap and two consecutive laps for qualifying. Once you take the green flag that is your only attempt to qualify in that round. A blind draw (to conclude at 11:00 am on Saturday) will determine qualifying order. If you do not qualify in your proper drawn position, you may not start in the top 15, and will only receive one warm up lap and one qualifying lap and will not receive awards for your qualifying effort.

Starting Field: 1-20 from Qualifying, 21-24 top four highest not already locked in from CRA 2014 Owner Points, 25-28 top four finishers from Last Chance Race(s) **(Cars locked in the top 20 and point provisionals will be impounded after qualifying until feature)**

Fast Qualifier will draw for an inversion from 5 to a possible 10. Promoter may add additional Starters at half starting pay.

Race Procedures:

1. **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 lag 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 are cars that pit.
2. **Yellow Flag:** There will be no racing back to the caution. When the yellow flag is displayed, the field is frozen and all cars must hold their position. **Caution laps will only be counted in the first 100 laps.** 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. 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.
3. **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. Cars stopping on the track to create their own caution will receive a two lap penalty.
4. **Pitting Procedure (during the race):** You must stay single file behind the pace car during the cautions unless you are coming to the pits. You may pull to the inside to pit only after the pace car picks up the field and do not pull down until you reach the start/finish line behind the pace car. All cars that go to the pits under yellow must re-start at the tail of the field. All emergency pit stops **during the race** will be done in back stretch loop. The cars will stop in the middle portion of the loop and crews will bring their equipment to the car to service it, and then return to the designated safe spot in the middle of the track.
5. **Break:** There will be a Competition Break at lap 100. The white flag will come out on the leader at lap 99 and the checkers will be given to the leader at lap 100. The yellow will then come out, stay single file behind the pace car. The racecars will follow the pace car for at least one lap before pitting (while crews are bringing equipment from the infield to the apron of the front stretch or backstretch). **At this time, the field will be broken into 2 parts. The top ½ of the running order will pit on the apron on the front stretch and the back ½ of the field will pit on the apron of the backstretch.** Teams can start working on cars as soon as they reach their pit. Teams will be allowed 10 minutes to work on their cars and to have them staged for the remainder of the race, time will start when the last car reaches their pit stall. Teams can make any changes to their racecar that they like during the break as long as it still conforms to the CRA Rulebook. Teams that are late will restart at the tail of the field.
6. **Pit Road Speed:** The pit road speed limit is 30 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).
7. **Red Flag:** All cars must stop as quickly and safely as possible. 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.
8. **Black Flag:** Cars that receive 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. Check with your spotter for guidance from race control.
9. **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 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 is 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.
10. **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.
11. **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.
12. **Two Scoring Systems:** Transponders will be used for scoring. Teams must return the transponder to a series official before leaving the racetrack...There is a **\$400 PENALTY** for failure to turn in your operable transponder.
13. **Spotters:** Spotters are required to be in the designated spotters stand during racing activities. Spotters must have the ability to listen to race control via a standard electronic scanner at all times during the event. The frequency is **467.7875**. Spotters should be patient and polite. Spotter must have their team's car number in full view on their visible clothing.
14. **Post-Race:** The top five finishers must go to the front-stretch immediately following the completion of the race. Crews may touch the cars only when directed to by series officials.