



2019 WINTER SHOWDOWN RACE PROCEDURES

Initial Start:

1. Initial start the Flagman will start the race in the box. Front row should stay side by side until the green waves. Jumping the start will result in a black flag for a pass thru penalty.
2. If a caution occurs before the completion of the first lap there will be a complete restart. All cars retain position unless they pit or receive assistance from the safety crew.
3. On a complete restart if a car drops out or goes to the rear that line will just advance forward.
4. No passing or pulling out of line allowed until S/F line.

Restart:

1. The leader is the control car and restarts the race inside the box. If you jump the start or play games you will be black flagged and must serve a pass thru penalty at pit road speed.
2. All restarts will be double file and all cars one or more laps down restart behind lead lap cars.
3. When t two to go or the directive is given, the leader will choose to start inside or outside. Everyone else will double up accordingly. If not back on track by two to go you will start on the tail of the field.
4. Once pace car leaves field the front row must maintain Pace Car speed without slowing down until leader reaches the box. At no time should second place be ahead of the leader. No swerving, brake checking, laying back, or games of any kind will be tolerated.
5. If the leader has not accelerated by the time he or she reaches the second white line, the starter will display the green flag.
6. No passing or pulling out of line allowed until S/F line.

Yellow Flag:

1. **When the yellow flag is displayed stop racing, slow and maintain your position with caution.**
2. Pit crews are not allowed on the track and drivers may use no tools while on the track to repair or adjust their cars.
3. If you are involved, spin, slowed or your progress is disrupted by the incident, you will be positioned where you rejoin or blend back into the field – NOTE: the incident must play itself out before the order is set. If you pit and don't rejoin the field in your proper position before the two to go sign, you will restart at the back of the Field.
4. Any discrepancies in line up will be determined by Race Control or may revert to the last completed green flag lap.
5. Should a car not maintain caution speed or any reason, stop or enter the pits during a yellow, it will lose It's running position. You must maintain your position under yellow and stay nose to tail.
6. If a driver deliberately picks up positions after the yellow flag is displayed they may be penalized.
7. Officials reserve the right to utilize the yellow to check cars that are suspect and are being considered for a black flag (leaks, smoke or sparks, etc.). After they are checked, if okay - they keep their position.
8. If a driver does anything to intentionally cause a yellow, it's a minimum two-lap penalty.
9. **DO NOT SCUFF YOUR TIRES IN THE AREA OF ON-TRACK SAFETY WORKERS, YOU WILL ONLY RECEIVE ONE WARNING.**

CONTROLLED PIT STOPS

1. Controlled Pit Stops will be utilized at the Winter Showdown, where no car will lose positions in regards to other cars that pit under the same caution period, and teams will have at least four laps to service their car during a caution period, unless declared a 'Quickie Yellow', which will be when a simple caution occurs. On a Quickie Yellow you must be out by 2 to go in line or lose your position.
2. Only the first three caution laps (on the leader) will be counted during each caution period. During the time the caution laps are no longer counting, and once the "Pits are Open" is when you can enter pit lane and conduct your "Controlled Pit Stop", where you will have up to four laps to service your car, fuel, tires, etc. , without losing positions in relation to other cars that pit under the same caution period. If you do not pit when pits open and decide to the next lap you will lose your position.
3. If you enter pit lane before the "Pits are Open", you will restart at the tail of the longest line and will lose laps if the yellows are being counted.
4. Once the pace car picks up the leader, pits are closed until we complete three (3) laps to set line up. If you enter pit lane before the "Pits are Open", you will restart at the tail of the longest line, and will lose laps if the yellows are being counted.
5. If green flag run goes 50 laps without caution, a 'Competition Caution' will be utilized in next 15 laps. For example, if there is a caution at lap 22 and the green is displayed again on lap 30, if no caution falls prior to lap 80, a 'Competition Caution' will be displayed prior to lap 95. Minimum pit open will be four laps under each caution unless declared a 'Quickie Yellow', which will be when a simple caution occurs.
6. CARS ENTERING HAULER PARKING AREA WILL NOT BE ALLOWED TO REJOIN RACE. If you need to work on your car, it needs to happen on pit road UNLESS REPAIRS ARE MAJOR AND APPROVED BY RACE CONTROL AND OFFICIAL IS WITH YOU.
7. Blue light on flag stand will control the "pit closed" and "pit open" situation. Those signals must be obeyed.
8. Stop 'n' Go Sign at the end of the pit road must be observed or you will be placed at tail of longest line. Pit road lane speed will be enforced.
9. Cars leaving pit road at all times must use the blend lane until the back straight.
10. Pit assignments will be based on qualifying results.
11. Total tires in pit area at any time are eight (8) and must only consist of qualifying/race tires.
12. **ALL TEAMS MUST HAVE A WORKING FIRE EXTINGUISHER IN THEIR PIT STALL.**

Red Flag:

1. Stop single file in a safe manner – if a car does not re-start on its own, it may be pushed started and maintain position.
2. NO WORK may be done on cars during red flag condition (5 lap penalty – no Lucky Dog for remainder of race.) – Unless authorized by race control.
3. Positions will revert back to the previous completed green. Those deemed part of the occurrence that caused immediate red flag or cars that pit will be positioned at the rear of the field.

Free Pass Award:

1. On any yellow flag up to final 10 laps, the first car a lap down will be instructed to join the tail of the field, and gain back 1 lap. Any car causing a yellow will not be the recipient of the "Free Pass".
2. The "Free Pass" car needs to drop back to the tail of the field as soon as they are notified that they are the "Free Pass".
3. If the "Free Pass" car does not reach the rear of the field by the time the green flag is displayed to re-start the race, the "Free Pass" may be rescinded from that driver and he/she will remain one lap down.
4. No free pass in final ten laps.

Finish:

1. Once the white flag is displayed we are coming to a checkered unless the track is blocked.
2. If track is blocked we will go red and revert to last lap. We will finish with a green/white/checkered (2) attempts.
3. **Top 5** to Stage on Pit Lane for trophies and interviews then the **driver** must drive car to scales or you will be disqualified.

Contact:

1. Any contact between competitors will be determined by Race Control if any penalty will be imposed. **If a driver is penalized for rough driving, he/or she will restart at the tail end of the field behind all cars for the immediate restart after the penalty.**
2. Any competitor having contact with the race leader, resulting in the leader spinning and or being eliminated from competition will be penalized. Race Control has the right to call over the radio to rescind this policy (before an incident) if the leader is considered, only by Race Control, to be blocking, in which case the above Rule #1 under Contact will be in force.