

Allen Turner Pro Late Model Series Race #3

COMPETITOR INFORMATION

FIVE FLAGS SPEEDWAY - August 26, 2022



SCHEDULE/EVENT INFO

Friday August 26th

Hauler Parking 12:00

Pit Gate/Fuel Opens 12:30

PLM Tech Begins By Appointment 1:00

PLM Tire/Qualifying Draw 1:30

ATPLM Drivers Meeting 2:45

ATPLM Practice 1 3:45-4:15

ATPLM Practice 2 4:30-5:00

ATPLM Qualifying Tech 5:30

Local Practice

SP,PS Round 1 5:15

SP,PS Round 2 5:45

Local Drivers Meeting 6:30

Qualifying 6:45

Sportsman 2 Laps

Allen Turner Pro Late Models 2 Laps

Pre Race Ceremonies 7:45

Racing Begins 8:00

Pure Stock 20 Laps

Sportsman Feature 30 Laps

Allen Turner Pro Late Model 100

Pro Trucks 25 Laps

SCHEDULE SUBJECT TO CHANGE

Hauler Parking & Pit Ticket Sales

- Hauler staging is in the main parking lot. Please do not block driveways.
- Pit ticket sales will be open on Friday from 12pm-Until. Please fill out a team form and leave an open check for team members arriving separately. Pit Pay will also be available for pre purchase

Pit Stalls

• Pit stalls are available on a first come first served basis. If you need to pit with someone try to arrive together please.

Team Member Parking

Team members can park in infield on grass out by guard rail.
 Please make sure they do not block pit stalls or roadways.

Golf Carts

 Golf Carts/ATV's are allowed. Use can be revoked for reckless use or blocking active areas including tech, concessions, or roadways.

UPS/FEDEX

If you need to ship items to the race track the address is 7451
 Pine Forest Rd. Pensacola, FL. 32526. Packages will be in main office once delivered for pickup.

Contact Info

Track Office - 850-944-8400 Tim Bryant - 850-217-0539 Nicholas Rogers - 850-418-0559



TRACK SERVICES / FACILITIES MAP HOOSIPP RACING TIRE Hoosier Tires/Impound Concessions Tech **Fuel Station** Restrooms Transponders **Main Office Racing Radios** First Aid Pit Tickets **Entance Gates** Spotter Stand Oil Dump **Traffic Flow**

GENERAL PROCEDURES

- NO CELLPHONES, SMART WATCHES OR BLUETOOTH DEVICES ALLOWED IN CARS AT ANYTIME OR THIS IS AN AUTOMATIC DISQUALIFICATION.
- NO TAPE (ZERO) ALLOWED ON CAR EXCEPT GRILL SCREEN & FRONT BRAKE DUCTS.
- PER THE 2022 RULEBOOK NO COOL DOWN UNITS OF ANY TYPE PERMITTED AND WILL BE SUBJECT TO A SEVERE PENALTY.
- ALL TECH ISSUES MUST BE FIXED AND MARKED END OF SECOND PRACTICE OR POSSIBLE PENALTY OF THE SLOWEST OF THE TWO QUALIFYING LAPS.
- ALL TEAMS MUST PURCHASE 10 GAL MINIMUM OF FUEL PRIOR TO QUALIFYING
- ALL TIRES IN THE IMPOUND AREA WILL BE STACKED 4 HIGH OR YOU WILL LOSE THEM! YOUR ONLY ALLOWED A TIRE GAUGE, TIRE TAPE AND AIR HOSE IN THE IMPOUND AREA. IT'S MANDATORY THAT YOUR CAR NUMBER BE ON WHEELS WITH A DECAL. NO PAINT PENS ETC...
- MANDATORY SPOTTERS HAVE A SCANNER OR STAND-ALONE RADIO TO MONITOR RACE CONTROL ANYTIME CAR IS ON TRACK! ALL SPOTTERS THAT CAN NOT MONITOR RACE CONTROL WILL RESULT IN CAR BEING BLACK FLAGGED. NO GUESTS OR SMOKING WILL BE PERMITTED IN SPOTERS STAND.
- FOR QUALIFYING TECH YOU SHOULD HAVE ALL WORK DONE AND CAR ON THE GROUND AT 5:30. YOU WILL COME TO TECH IN QUALIFYING ORDER.
- IF OFFICIALS OR SAFETY WORKERS ARE ON THE TRACK, NO SCUFFING TIRES NEAR THEM OR YOU WILL BE PARKED AFTER ONE WARNING.
- NO 4 WHEELERS OR GOLF CARTS BLOCKING TECH STATION, ROAD, TIRE STATION, WALKWAYS AND CONCESSIONS OR YOU WILL LOSE IT FOR WEEKEND.
- ALL LEAD MUST BE SECURELY FASTENED AND PAINTED WHITE WITH CAR NUMBER ON 4 SIDES. LEAD WILL BE INSPECTED POST RACE. IF NOT CORRECTLY PAINTED AND NUMBERED TEAM WILL RECEIVE UP TO A \$1500.00 FINE. FOR 1ST OFFENSE. LOST WEIGHT WILL RESULT IN A \$25.00 PER POUND FINE

TIRE PROCEDURES

- EACH TEAM WILL BE ALLOWED TO PURCHASE 3 PRACTICE TIRES. YOU
 MUST BRING YOUR OWN PRACTICE TIRES.
- TIRES WILL BE STACKED IN GROUPS WITH A NUMBER. THE NUMBER YOU DRAW FOR QUALIFYING WILL BE THE GROUP YOU RECEIVE.
- STACKS WILL CONSIST OF 4 86 1/2", 2 85 1/2" & 1 85 1/4" TIRES. DUE TO LIMITED AVAILABILITY, THERE WILL BE MINIMAL OPTIONS FOR SWAPPING.
- TIRE DRAW WILL BE AT 1:30 BY ORDER OF ENTRY. RACE TIRES WILL BE IMPOUNDED UNTIL PUT ON IN QUALIFYING TECH.

NOTES FOR FRIDAY AUGUST 26th

- MANDATORY DRIVER/CREWCHIEF/SPOTTER MEETING AT 2:45
- PRE-QUALIFYING TECH BEGINS AT 5:30 ALL CARS ARE REQUIRED TO BE ON THE GROUND AT THAT TIME (UNLESS YOUR ON AN APPROVED MECHANICAL) AND READY TO ROLL TO TECH OR YOU MAY BE PENALIZED TO THE SLOWEST OF TWO LAPS IN QUALIFYING. DO NOT COME TO TECH UNTIL DIRECTED TO DO SO BY AN OFFICIAL.
- YOU WILL HAVE TWO OPPORTUNITIES TO PASS TECH, BEFORE YOU ARE
 UNDER PENALTY OF SLOWEST OF TWO LAPS IN QUALIFYING. HAVE IGNITION
 BOX CLEANED WITH BRAKE CLEAN AND BAR SET WITH ALL TAPING DONE
 BEFORE PREQUALIFYING TECH. AFTER TECH NOTHING BUT AIR PRESSURE.
- ONCE IN POST QUALIFYING IMPOUND NO ADJUSTMENTS WILL BE ALLOWED
 OTHER THAN AIR PRESSURE TAPE AND DRIVER ITEMS ADDED. APPROVED
 SAFETY ISSUES CAN BE FIXED IN THE IMPOUND AREA WITH OFFICIALS'
 APPROVAL. ANYONE WANTING TO PULL OUT OF IMPOUND MAY DO SAY
 WHEN THE CARS ARE GRIDDED FOR DRIVER INTROS. CAR WILL START AT
 THE TAIL OF THE FIELD.
- YOU WILL BE GIVEN TIME TO SET AIR PRESSURE AND INSTALL DRIVER AIDS.
- THIS_IS A (4) TIRE RACE. YOU WILL BE ALLOWED 2 SCUFFS FOR APPROVED FLATS. FLATS MUST BE APPROVED BEFORE BEING TOUCHED UNLESS ON THE RIM
- AFTER RACE TOP 3 TO VICTORY LANE, DRIVER MUST STAY WITH CAR AND DRIVE TO TECH STATION UNTIL CLEARED. ADDITIONAL CARS MAY BE REQUIRED.

RACE PROCEDURES

Event: The race is 100 green flag laps. If 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. We reserve the right to count cautions under certain circumstances.

<u>Initial Start:</u> Flagman starts the race. Cars must stay in their lane until the start finish line. No jumping a start or passing before the start finish line. If a green flag lap is not completed on the initial start, there will be a total 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. No scuffing around workers on track. You will receive one warning thru your spotter, any further issues and you will be parked for the remainder of the event.

Cars Involved in the Caution: 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. Any discrepancies in line up will be determined by Race Control or may revert to last completed green lap. Rough driving can result in penalties including being sent to the tail of the field or possible disqualification from the event. If you stop on track or create a caution you will lose a minimum of two laps naturally or by penalty. <u>Pitting Procedure:</u> You must stay single file behind the pace car during the cautions unless coming to the pits. Pits open second time. Pit road speed is 35 Restart: Restart Line-up will be lead lap cars that did not pit followed by lead lap cars that pitted and returned in allotted time. Lap cars will line up behind lead lap cars followed by cars under penalty with lucky dog on the tail. Restarts will always take place in the box coming off of 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 one 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. Once pacecar leaves the field the leader can steadily increase his speed until the box. Leader must fire first once in the box. No slowing, weaving, brake checking or decrease in acceleration once the pace car leaves the field. Cars must stay in their lane until the start finish line. No jumping a start or passing before the start 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.

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 officials have given them permission to do so. Cars pitting under red must re-start 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.

<u>Lucky Dog:</u> 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.

<u>Slow Cars:</u> Slow cars must stay on the outside 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 inside and then resume racing. Lapped cars that are repeatedly passed on the outside 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.

<u>Scoring:</u> Transponders will be used for scoring. Teams must return the transponder to a scoring official before leaving pit road...There is a \$400 **PENALTY** for failure to turn in your operable transponder.

<u>Spotters:</u> Spotters are required to be in the designated spotters stand 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 461.2000**. Drivers should keep your spotter's patient and polite; spotters keep your drivers the same. Tower will be monitoring spotters during the race. Spotters must be respectful to officials and other spotters at all times. If spotter leaves or is removed from the spotters stand you will be parked.

<u>Post-Race:</u> The top three finishers to the front-stretch 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.





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