



GULF COAST DOUBLE HEADER

COMPETITOR INFORMATION

FIVE FLAGS SPEEDWAY – PENSACOLA, FL

MOBILE INTERNATIONAL SPEEDWAY – IRVINGTON, AL

APRIL 26-27, 2024



Event Information

Thursday April 25th

Morning – Mobile*

9:00am Pit Gate Opens

10am-1pm Late Model Practice

2:00pm Pit Area Closes

*No track services, including tires, will be available

Afternoon - Pensacola

3:00pm Pit Gate Opens

4:00pm SSS Crew Chief Meeting
Pensacola Qualifying/Tire Draw

5pm-9pm Rotating Practice

Friday April 26th - Five Flags Speedway

11:00am SSS Courtesy Gate – Armband Required

12:00pm Pit Gate & Track Services Opens

12:30pm SSS Tech By Appointment

2:00pm SSS Driver/Crew Chief/Spotter Meeting

3pm-3:45pm SSS Practice 1

4:15pm-5:pm SSS Practice 2

5:00pm Grandstands Open

5:30pm SSS Pre-Qualifying Tech

7:00pm SSS Qualifying

7:30pm Qualifying/Tire Draw For Mobile

7:45pm Pre- Race Ceremonies

8:00pm Racing Begins

Saturday April 27th - Mobile Int. Speedway

11:00am Pit Gate & Track Services Opens

12:00pm SSS Tire Draw

12:30pm SSS Tech By Appointment

1:30pm SSS Driver/Crew Chief/Spotter Meeting

2:30pm-3:15pm SSS Practice 1

3:45pm-4:30pm SSS Practice 2

5:00pm Grandstands Open

5:00pm SSS Pre-Qualifying Tech

6:00pm SSS Qualifying

6:45pm Pre- Race Ceremonies

7:00pm Racing Begins

Hauler Parking & Pit Ticket Sales

- Hauler parking begins on Thursday at 9am in Mobile and at 3pm in Pensacola. Teams arriving overnight please stage in the main parking lot not on the entrance road to pit gate. Please do not block driveways. Teams arriving in Pensacola on Friday will park at 11:30am. Rig parking will begin at 11am on Saturday in Mobile.
- Pit ticket sales will be open on Thursday from 2pm-8pm at Pensacola, Friday from 12pm until and Saturday from 10:30am until. Please fill out a team form and leave an open check for team members arriving separately. Pit Pay is available for Pensacola.
- Each team that competes at Five Flags on Friday will receive up to 5 free pit passes at Mobile.

Testing

- The last day for private testing was April 13th.

Golf Carts

- Golf Carts/ATV's are allowed except on hot pit road. Use of vehicles can be revoked for reckless driving or blocking areas. One vehicle per team. Drivers must be at least 16 years old.

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 the office for pickup.

Contact Info

- Five Flags Track Office – 850-944-8400
- Mobile Track Office – 251-372-5026
- Tim Bryant SSS Promoter – 850-217-0539
- Nicholas Rogers SSS Comp. Director – 850-418-0559



General Procedures

- This event is being conducted using 2024 ASA Southern Super Series event rules.
- **Driver & Owner must have an ASA license to compete.**
- No cellphones, smart watches or blue tooth devices allowed in cars at any time. This would be an automatic disqualification.
- **No tape allowed on the car except grill screen & front brake ducts. Must have lower 3" of grill screen open.**
- No cool down units of any type permitted and will be subject to severe penalty.
- All cars will tech at their assigned time on Friday at Pensacola and Saturday at Mobile.
- In the event qualifying is cancelled we will use 2024 SSS owner points then order of entry to set lineup.
- Must purchase a minimum of 10 gallons of fuel before qualifying. Sunoco 110 is spec fuel for this event.
- All tires in impound must be stacked 4 high when not working them or you could face penalties. The only items allowed in impound are a tire gauge, tire tape & air hose. All wheels must have car number decal on them.
- Must run an SSS windshield banner and all required contingency decals.
- It is mandatory that all cars have a spotter. Spotter must have the ability to monitor race control anytime car is on the track with either a scanner or separate radio. Spotters that cannot monitor race control could result in car being black flagged. Race control frequency for this event is 461.2000.
- No crew members are allowed on the racing surface anytime the track is hot unless given permission by an official. This can result in crew member being removed from the pits.
- No scuffing tires on pit road or around safety workers on the track at any time. You will be parked after one warning.
- All lead must be securely fastened & painted white with a car number on all sides. Lead will be inspected pre- and post-race. If not painted and numbered, you will face penalties as outlined in the rule book. No lead can be removed or added during the feature event.
- **A muffler must be installed limiting car to a maximum of 99db at all times. Penalties will apply for any car over 99db.**

Tire Procedures

- Tire selection will be done by draw for numbered tire stacks. Pensacola Qualifying/Tire draw will be on Thursday at 4pm during the Crew Chiefs meeting. Mobiles Qualifying/Tire draw will be Saturday at 12pm at the tire building. If you are not at track an official will draw for you.
- Each team will be allowed to purchase one set of sticker tires for use during practice and one race set for each event.
- **Additional practice tires will be available at Pensacola.**
- Teams can mount and take practice tires only.
- You can purchase & mount Mobile practice tires on Friday night.
- Teams should only have four marked practice tires that will be used for emergency spares in their pit area during the feature.

Event Notes

- In the event of inclement weather during the weekend's events some adjustments may be made to event procedures and schedule. If this occurs the primary team contact will be notified, and it will be announced during the drivers meeting.
- The 1.500 minimum valve spring diameter rule will be enforced for this event.

2024 Rule Changes

- The lower 3" of grill screen must be open at all times.
- A full width opening deck lid is required.
- Air filter height is a maximum of 4".
- Carburetor restriction height must match the size of the plate.
- All oil pump stages must be straight tooth or rotor with maximum 3 lobes. No high helix pumps allowed.
- No intakes may be painted or coated.
- No valves springs less than 1.500 OD.
- Sealed engines are allowed 1" carb spacer max.
- Fuel cells must be attached with a minimum of .375" bolts.
- Fuel cell sides must be symmetrical.
- Maximum of 1 brake blower/fan per side, front brakes only
- No digital radios allowed in the car.
- Safety net must have a minimum SFI rating of 27.1.
- Helmet must be a minimum of 2015 Snell.



Thursday April 25th

- Hauler parking begins at 9am in Mobile.
- Practice at Mobile will be from 10am-1pm \$150.00 Per Car
- **NO track services will be available at Mobile.**
- Hauler parking begins at 3pm in Pensacola.
- The Crew Chief meeting, qualifying/tire draw and transponders pickup will all be done at 4pm in the tech area.
- Decal packs will be available at tech. Window valances and required decals should be on the car prior to going on track for race day practice.
- Rotating practice at Pensacola will be from 5pm-9pm.

Friday April 26th - Pensacola

- SSS courtesy at 11am – Armband Required
- Pit and Track Services will open at 12pm.
- All cars will pre-tech by assigned times starting at 12:30pm.
- Mandatory Driver/Crew Chief/Spotter meeting is at 2pm.
- We will release qualifying tires to the cars at 5pm.
- Pre-Qualifying tech begins at 5:30pm. All cars are required to be on the ground ready to roll to tech at that time unless on an approved mechanical waiver by tech.
- Practice tires for Saturday can be mounted at Pensacola on Friday and you can take them with you. You will draw & mount race tires on Saturday morning at Mobile.
- You must pit on pit road. If you go to the garage area, you will not be allowed to return to competition.
- Pit stalls will be first come first serve.

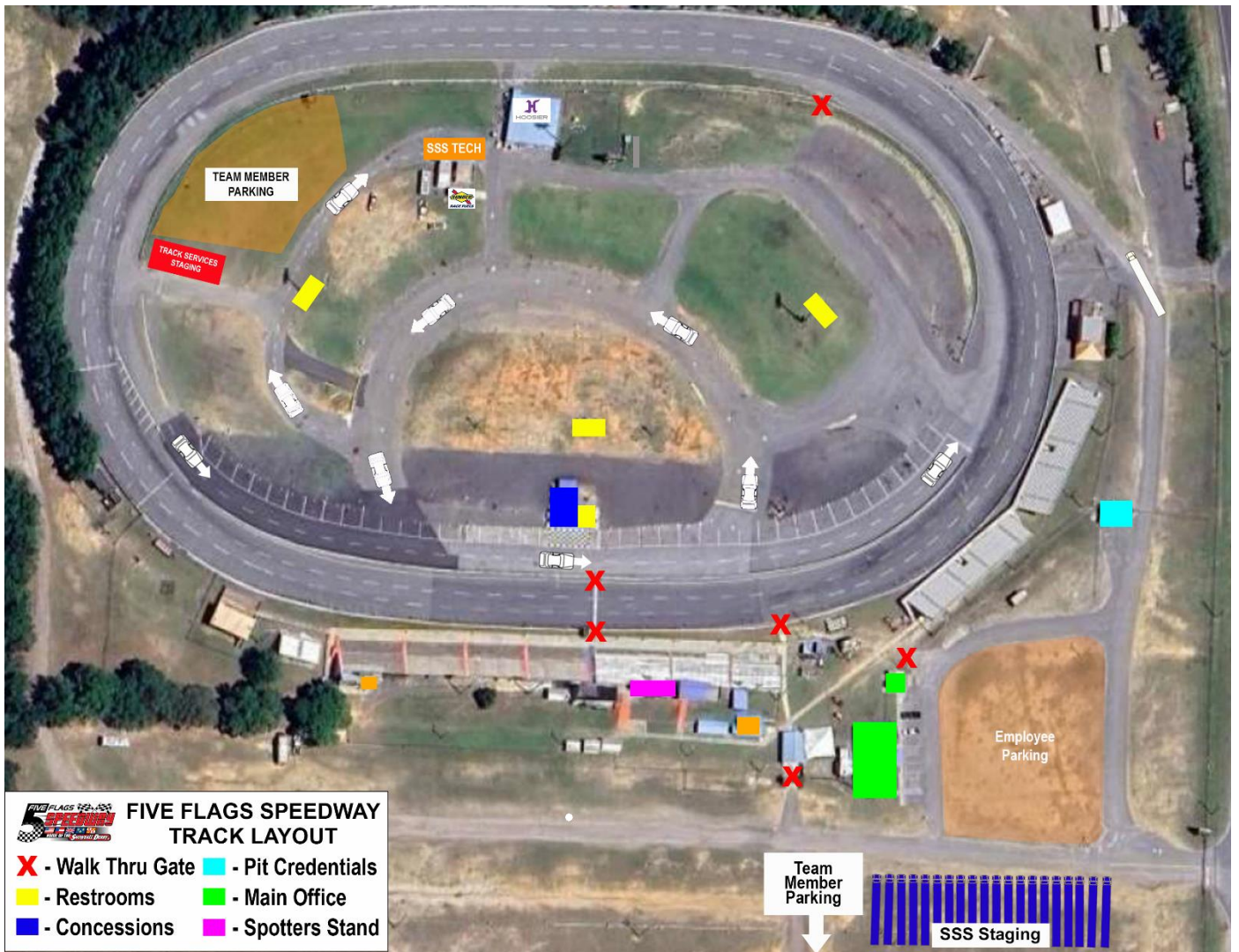
Saturday April 27th

- Pit and Track Services will open at 11am.
- We will draw for & mount race tires starting at 12pm
- All cars will pre-tech by assigned times starting at 12:30pm.
- Mandatory Driver/Crew Chief/Spotter meeting is at 1:30pm.
- We will release qualifying tires to the cars at 4:30pm.
- Pre-Qualifying tech begins at 5:00pm. All cars are required to be on the ground ready to roll to tech at that time unless on an approved mechanical waiver by tech.
- You will pit behind your trailer for emergency service during the event.
- Please be cautious on pit road as it can be hard to see pedestrians walking across pit road.
- The access road off of the back straightaway can be used for an emergency exit only to pit road.

Event Procedures – Both Events

- You will have two opportunities to pass tech before you are under penalty of the slowest of your two laps. You should have your ignition box clean with brake clean, sway bar set, and all taping done prior to pre-qualifying tech. An official will send you to tech in order.
- After tech no adjustments can be made other than air pressure. A maximum of 4 crew members and the driver with the car. You will be advised on generators in the drivers' meeting.
- Qualifying is dead lap first time by then green, white, checkered. Once you take the green you have a time. If you have an issue prior to taking the green you will be put on a 5-minute clock. You must be rolling to stop & go when that clock expires.
- If you spin prior to taking green you cannot go backwards on the track. You will come to green from where you spin. After taking the green, if you spin, you are allowed to go counter. Do not cross start/finish.
- You will be directed to impound at the conclusion of your lap. One crew member can check air pressure and check stagger with a stagger stick only.
- At Mobile you will exit the track on the back access after your qualifying lap.
- Following qualifying cars will not be allowed out of impound. Safety items will be dealt with on a case by case basis. Anyone that must pull out of impound will face possible penalties including starting laps down.
- When cars are gridded for their event teams can go to their pit stall to make any needed adjustments. Penalty is to start on the tail.
- Race is (4) tires max. You can have four marked scuffs from practice in your pits for approved flats only. Flats must be on the rim or must be inspected and approved by an official before the tire is touched by a crew member. An unapproved tires change will result in a two lap penalty per tire.
- At the conclusion of the event the top 3 will go to the front straightaway for victory lane ceremonies. Fourth, fifth and any other requested car will go straight to tech. Driver must drive car to scales.
- Please make sure your transponder is returned.





Super Late Model Race Procedures Both Events

- 1. Event:** The race is 100 green flag laps. Series reserves the right to count cautions in certain situations including excess number of cautions. If a red flag is thrown once the leader has taken the white flag there will be a green, white, checker restart. The event is complete after three g/w/c attempts.
- 2. 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 total restart with all cars back in their original starting position except for any cars that are penalized, receive assistance or cars that pit.
- 3. 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.
- 4. 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 receive assistance or 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 at any time 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 intentionally create a caution in any way you will lose a minimum of two laps naturally or by penalty.
- 5. Pitting Procedure:** You must stay single file behind the pace car during the cautions unless you are coming to the pits. **Unless blocked pit road is open second time behind the pace car for everyone.** Only traditional tools and procedures may be used during a pit stop. A maximum of 5 crew members allowed to service the car. Crew cannot go to their car until it is completely stopped in their pits. The pit road speed limit is 35mph, if a car goes over the limit, it will be black flagged for a stop and go penalty.
- 6. Restart:** Field will be set based off last completed lap. 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 free pass on the tail. 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. Field will choose at designated point just past finish line when instructed to by race control. Once the pace car leaves the field the leader can steadily increase their speed until the box. The 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 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.
- 7. Choose Rule:** On restarts, the lead car remains out front while all others line up single file behind the leader. Drivers will be notified by the flag man and race director that drivers will choose this lap. The leader has the option to choose either lane (high or low) and stay in that position. All cars behind the leader must choose the high (outside) or low (inside) lane for their restart. Drivers must select a lane upon reaching the cone and must stay in that lane until the green flag is displayed. Changing lanes after choosing will result in restarting at tail of longest line. Cars may gain positions by selecting the shortest lane. Free pass and any car under penalty must restart at the tail of the longest line. If a yellow occurs prior to the completion of a green lap the running order will revert to previous restart prior to drivers choosing unless directed otherwise by race control.
- 8. Mandatory Caution:** A caution will be displayed after 50 consecutive green flag laps up to lap 90.
- 9. 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.
- 10. 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.
- 11. 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 throughout the caution period (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. Free can choose at the choose cone. No free pass will be awarded in the last 10 laps.
- 12. 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 they have been passed by the leader.
- 13. Scoring:** Transponders will be used for scoring. Teams must return the transponder to a scoring official before leaving pit area...There is a \$400 PENALTY for failure to turn in your transponder.
- 14. Spotters:** 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 is 461.2000 Drivers should keep your spotter's patient and polite; spotters keep your drivers the same. Tower will be monitoring during the race. Spotters must be respectful to officials and other spotters at all times. If the spotter leaves or is removed from the spotters stand car will be parked.
- 15. Post-Race:** The top three finishers go 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. Driver must drive car to tech after victory lane.

*These procedures will be superseded by any procedures provided during the event.



***Thank you for being a part of the
Gulf Coast Doubleheader Weekend***



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