



RUMBLE BY THE RIVER 125

COMPETITOR INFORMATION

MONTGOMERY MOTOR SPEEDWAY – MONTGOMERY, AL

April 17-18, 2026



Event Information

Friday, April 17

2:00 Pit Gate Opens
 2:45 Crew Chief Meeting (Tire/Qual/Box Draw)
 3:00 Crew Chief Meeting At Tech 3:00
 Tech Begins By Assigned Time 4:00-
 7:00 Rotating Practice
 20 min. Super – 10 Min. SS -15 Min. MOM – 10 Min. CS
 8:00 Pit Area Closes

Saturday, April 18

11:00 Pit Gate & Track Services Opens 11:30
 Remaining Teams Can Tech
 1:00 Driver/Crew Chief/Spotters Meeting
 2:00 SSS Practice #1
 3:00 SSS Practice #2
 4:30 SSS Pre Qualifying Tech
 6:00 SSS Qualifying
 6:45 Pre-Race Ceremonies
 7:00 Racing Begins
 MOM 50
 Street Stocks 30
 Rumble By The River 125
 CS 20

Hauler Parking & Pit Ticket Sales

- Hauler parking begins on Friday at 2:00pm. Teams arriving overnight please stage in the main parking to the right not on entrance road to pit gate or main parking lot driveway, please do not block driveways.
- Pit ticket sales will be open on Friday from 1:00pm-7:00pm and Saturday from 10:30am. Please fill out a team form and leave an open check for team members arriving separately.

Testing

- The last day for private testing was April 4.

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 480 Booth Rd., Montgomery, AL. 36108. Packages will be in the office for pickup.

Contact Info

- Track Office – 334-262-6101
- Tim Bryant SSS Promoter – 850-217-0539
- Nicholas Rogers SSS Comp. Director – 850-418-0559



General Procedures

- This event is being conducted using 2026 ASA Southern Super Series event rules.
- **Driver & Owner must have an ASA license to compete.**
- No cellphones allowed in cars at any time. This would be an automatic disqualification.
- **No tape allowed on the car except grill screen & front brake ducts.**
- 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. If not at the track or unable to make it on Friday you will tech first thing Saturday morning.
- All tech issues must be fixed and marked off by 3:00pm on Saturday or possible penalty is slowest of qualifying laps.
- You will draw for tire stacks at 2:45pm Friday in the tire building. If you are not present, we will draw for you.
- In the event qualifying is cancelled we will use 2026 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 a 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 on Friday at 2:45pm in the tech building. If you are not at track an official will draw for you.
- Each team will be allowed to purchase up to two sets of sticker tires for use during practice.
- Teams can mount and take practice tires only. Qualifying/Race tires will remain in impound.
- Qualifying tires will remain in impound until qualifying tech.
- Race tires will be released when cars are gridded.
- Teams should only have four marked practice tires that will be used for emergency spares in their pit area during the event.

Event Notes

- No personal vehicles will be allowed in the pit area unless they have a parking pass.
- 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.



Friday April 17th

- Hauler parking begins at 2:00 pm.
- Crew Chief meeting is at 2:45pm. You will draw for qualifying, tire stacks & ignition box. We will draw for anyone not in attendance.
- Pre-tech begins at 3:00pm and will be by assigned times. This will be emailed to primary contact prior to the event.
- Transponders are required any time you are on track.
- Decal packs are available at registration. Window valance and required decals should be on the car prior to going on track for practice.
- SSS tech will close at 7:00pm.

Saturday April 18th

- Pit and Track Services will open at 11:00am.
- Any cars that did not pre-tech on Friday can do so starting at 11:30am. This will be first come first serve.
- Mandatory Driver/Crew Chief/Spotter meeting is at 1:00pm.
- We will release qualifying tires to the cars at 4:00pm.
- Pre-Qualifying tech begins at 4:30pm. 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.
- You will have two opportunities to pass tech before you are under penalty of the slowest of your two laps. You should have your 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 3 crew members and the driver with the car. You will be advised on generators in the drivers' meeting.
- Qualifying is green first time by then white, checkered. Once you take the white you have a time. If you have an issue prior to taking the white 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 remove tape, check air pressure and check stagger with a stagger stick only.
- 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 (6) tires max. You can have four 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 tire change will result in a two lap penalty per tire.
- You must pit on pit road. If you go to garage area, you will not be allowed to return to competition.
- Pit stalls will be first come first serve. Please work with pro teams who will need to use stalls during their event..
- 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 and ignition box are returned as soon as possible.



Super Late Model Race Procedures

- 1. Event:** The race is 125 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 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. Please see controlled caution procedures for detailed instruction. 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 with the leader only having lane choice. **Once the pace car leaves the field the leader will maintain pace car 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 restart speed will be 40 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. Mandatory Caution:** A caution will be displayed after 75 consecutive green flag laps up to lap 115
- 8. 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.
- 9. 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.
- 10. Wave Around:** At the end of any caution period, any cars that are at the tail of the lead lap, behind the pace car but in front of the race leader will be "Waved Around" to pass the pace car and return to the tail of the lead lap cars, thus ensuring that the leader of the race will always start the race at the head of the field. Cars using the "Wave Around" cannot pit during that caution period.
- 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 pass 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.
- 16. Controlled Cautions:** This event will use Controlled Cautions up to lap 115 unless declared a quickie yellow. You can only take tires during controlled cautions unless for an approved flat. A quickie yellow may be used if we have not completed 25 laps since the last controlled caution for an issue that can be cleared quickly. Controlled Cautions will consist of a 3-Lap grace period. Pace car will pick up field in turn 2. Pits are closed until the lineup is established. Once lineup is established race control will announce pit road open next time and pit open flagman will show green. You can enter pit road when you get to the entrance. Do not advance. That 3-lap grace period is only the first three laps that pit road is open after the cars have been brought to pit road. After the grace period, cars will lose positions. When pitting under a Controlled Caution, the cars that pit the first time by will return to the track in the same order they were scored running in the race prior to coming to pit road, relative to the other cars that pitted, and will line up behind the cars that did not pit, as long as they return to the track within the stated 3 lap window. Any car that returns to the track AFTER that 3-lap window will not get their position back and must fall to the tail of their lap. Any car that pits and does not return to the track prior to the field receiving the "one to go" signal must restart at the tail of all cars. A mandatory caution will be thrown at the end of any run of 75 consecutive green flag laps. There will be NO mandatory caution thrown in the last 10 laps.



Thank you for being a part of the Rumble by the River 125



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