



CraneWorks 100

COMPETITOR INFORMATION

MOBILE INTERNATIONAL SPEEDWAY – IRVINGTON, AL

September 5, 2026



Event Information

Friday September 4th

3:00pm Pit Gate & Track Services Opens
4:00pm Crew Chief Meeting (Tire/Box/Qualifying Draw)
5:00-8:00pm Rotating Practice

Saturday September 5th

12:00pm Pit Gate & Track Services Opens
12:30pm SSS Tech By Appointment
2:00pm SSS Driver/Spotter Meeting
3:00-3:30pm SSS Practice 1
4:00-4:30pm SSS Practice 2
5:30pm SSS Pre-Qualifying Tech
7:00pm SSS Qualifying
7:45pm Pre- Race Ceremonies
8:00pm Racing Begins

Hauler Parking & Pit Ticket Sales

- Hauler parking begins at 3pm on Friday. Teams can stage in the parking lot. Please do not block gate or driveways.
- Pit ticket sales will be open on Friday from 2:30pm-7:00pm and Saturday from 11:30am until. Please fill out a team form and leave an open check for team members arriving separately.

Testing

- **There is not a test ban for this event.**

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 7800 Park Blvd., Irvington, AL. 36544. Packages will be in the office for pickup.

Contact Info

- 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 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 spoiler gap, 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 Saturday.
- 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 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. Tire drawing will be at 4pm Friday. If you are not present an official will draw for you. This is also the qualifying & ignition box draw.
- 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 may be available but not guaranteed.**
- Teams can mount and take practice tires only.
- Teams should only have four marked practice tires that will be used for emergency spares in their pit area during the feature.

Ignition Boxes

- All cars will be issued an ignition box by random draw at the crew chiefs meeting.
- This box must be used for all on track activities.
- Please return box & transponder at the conclusion of the event.

Friday September 4th

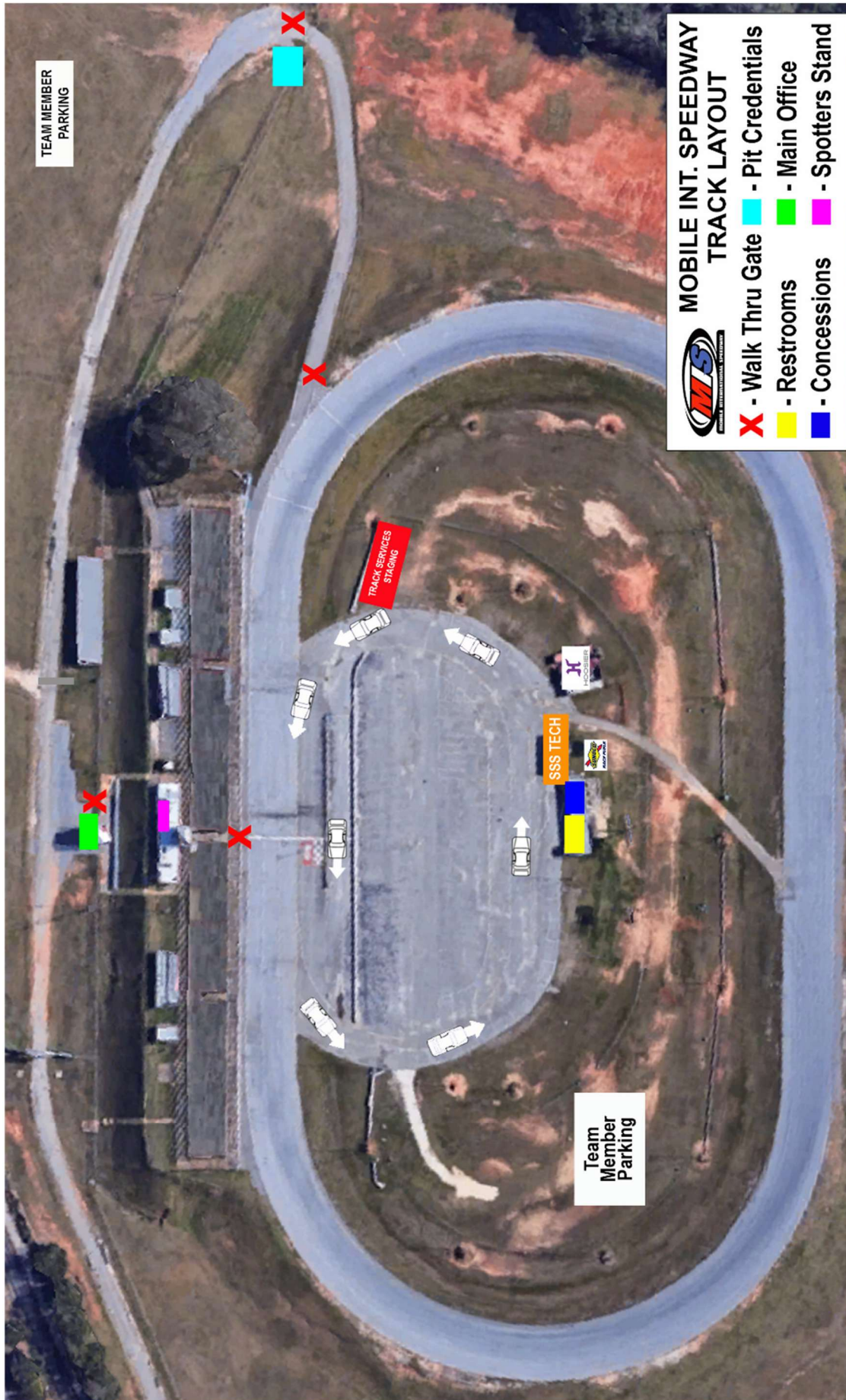
- Pit gate opens at 3pm
- Crew Chief Meeting & draws are at 4pm
- Practice will run from 5pm-8pm rotating between SSS & local divisions.
- We will use the chute on the front to send cars on track.

Saturday September 5th

- Pit and Track Services will open at 12pm.
- All cars will pre-tech by assigned times starting at 12:30pm.
- Mandatory Driver/Spotter meeting is at 2pm.
- We will release qualifying tires to the cars at 5:00pm.
- 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.**
- 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.
- We will use the chute on the front strait for all on track activities.
- The access road off of the back straightaway can be used for an emergency exit only to pit road.

Event Procedures

- You will have two opportunities to pass qualifying 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 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.
- **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 and ignition box is returned at the end of your events.



Super Late Model Race Procedures

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 with only the leader 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 MINIMUM restart speed is 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 50 consecutive green flag laps up to lap 90.
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. **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.
11. **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.
12. **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.
13. **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.
14. **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
Battle on the Bayou Weekend***



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