



COMPETITION GUIDE

ASA STARS NATIONAL TOUR • SUNSHINE STATE 200
FIVE FLAGS SPEEDWAY

MARCH 14, 2026





ASA STARS National Tour
 PO Box 186
 Woodville, Wisconsin 54028
 starsnationaltour.com
 scott.mdmpromotions@gmail.com

EVENT INFORMATION
 SUNSHINE STATE 200
 FIVE FLAGS SPEEDWAY

Race Name: Sunshine State 200 Presented by Appalachian Sucker Punch
Sanctioning Body: Appalachian Sucker Punch ASA STARS National Tour & ASA Southern Super Series
Race: ASA STARS National Tour Points Race 2 & ASA Southern Super Series Points Race 1
TV Streaming: TrackTV
Local Radio: 89.1 FM
Timing & Scoring: Race Monitor Mobile App

Five Flags Speedway
 7451 Pine Forest Road
 Pensacola, Florida 32526
 Shipping to Five Flags Speedway
 7451 Pine Forest Road
 Pensacola, Florida 32526

Phone: 850-944-8400
Web: 5flagsspeedway.com

Event Promoter: Track Enterprises & Five Flags Speedway

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Adam Mackey	Track Media	330-340-1566	adam.trackenterprises@gmail.com	On-site

Sunshine State 200 Prize Money Schedule: 1) \$15,000 2) \$5,000 3) \$3,000 4) \$2,200 5) \$2,100 6) \$2,000 7) \$2,000 8) \$1,900 9) \$1,900 10) \$1,800 11) \$1,800 12) \$1,700 13) \$1,700 14) \$1,700 15) \$1,600 16) \$1,600 17-28) \$1,500, Additional Starters TBD, Tow \$500

Required Decals / Series Marketing & Award Partners: Appalachian Sucker Punch, TrackTV, HDFive, Sunoco, Hoosier, Racing Electronics, Five Star Bodies, PepperJack Kennels, Hamke Racecars, Port City Racecars, PFC, Simpson, Bassett, Swift Springs, Fire Suppression Solutions, Holley, the Joie of Seating, Turn One, MSD, Longacre, P1 Chassis, Capital Custom Trailers.

Special Event Awards: Hamke Racecars Pole Award \$1,000; Port City Racecars Hard Charger \$500

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SCHEDULE OF EVENTS
 SUNSHINE STATE 200
 FIVE FLAGS SPEEDWAY

Friday, March 13, 2026

- 10:00 AM Credential Office Opens
- 11:00 AM Garage Area Opens
- 12:00 PM ASA Driver/Crew Chief Meeting & Draw (at Series Trailer)
- TO FOLLOW*
- ASA Tire Mounting Begins
- ASA Technical Inspection Begins (Under Car in Pit Stalls)
- 1:15 PM ASA Technical Inspection Begins (by Schedule at Inspection Building)
- 3:30-4:40 PM ASA STARS National Tour Practice 1 (70 Minutes)**
Hauler/Gate Crossing at 4:00
- 4:45-5:00 PM Outlaw Practice 1 (15 Minutes)
- 5:05-5:15 PM Crown Stock Practice 1 (10 Minutes)
- 5:20-5:30 PM Legacy Practice 1 (10 Minutes)
- 5:35-5:50 PM Outlaw Final Practice/Qualifying (15 Minutes)
- 5:55-6:05 PM Crown Stock Final Practice/Qualifying (10 Minutes)
- 6:10-6:20 PM Legacy Final Practice/Qualifying (10 Minutes)
- 6:30-7:30 PM ASA STARS National Tour Final Practice (60 Minutes)**
- 7:35 PM Local Driver Meeting
- 7:50 PM Opening Ceremony
- 8:00 PM Local Racing Program: Outlaw (40 Laps), Crown Stock (25 Laps), Legacy (20 Laps)

Saturday, March 14, 2026

- 8:00 AM Garage Area Opens | Credential Office Opens
- 9:00 AM ASA Pre-Qualifying Inspection Begins
- 10:00 AM ASA Driver Meeting (at Series Trailer)
- 10:45 AM ASA Approved Qualifying Adjustments
- 11:00 AM ASA STARS National Tour Pole Qualifying**
- TO FOLLOW*
- ASA Cars to Grid
- 11:45-12:15 ASA Driver Autograph Session (On-Track)
- 12:25 PM Pre-Race Ceremony
 - 12:25 PM Sunshine State 200 Driver Photo
 - 12:30 PM Introduction of Dignitaries & Honorary Guests
 - 12:32 PM ASA STARS National Tour Driver Introductions
 - 12:49 PM Invocation & National Anthems
 - 1:00 PM Command to Start Engines
- 1:05 PM ASA STARS National Tour Sunshine State 200 Presented by Appalachian Sucker Punch**

Friday Inspection Schedule

TIME	TEAM
1:15	30 Casey Roderick
1:19	1 Kasey Kleyon
1:23	96 Derek Thorn
1:27	14 Chase Pinsonneault
1:31	22 Kyle Steckly
1:34	9 Derek Kraus
1:38	22 George Phillips
1:42	24 Jade Avedisian
1:46	5 Tristan McKee
1:50	36 Ty Fredrickson
1:54	54 Matt Craig
1:58	81 Carson Brown
2:02	17 Hudson Bulger
2:06	89 Dylan Fetcho
2:10	33 Dustin Smith
2:14	35 Jake Garcia
2:18	96 Spencer Davis
2:22	44 Cole Butcher
2:26	7 Paul Shafer
2:30	20 Jett Noland
2:34	08 Nicholas Naugle
2:38	69 Michael Hinde
2:42	26 Bubba Pollard
2:46	44 Conner Jones
2:50	7 Isaac Kitzmiller
2:54	51 Stephen Nasse

Cars not on this list may present for inspection at 2:58.



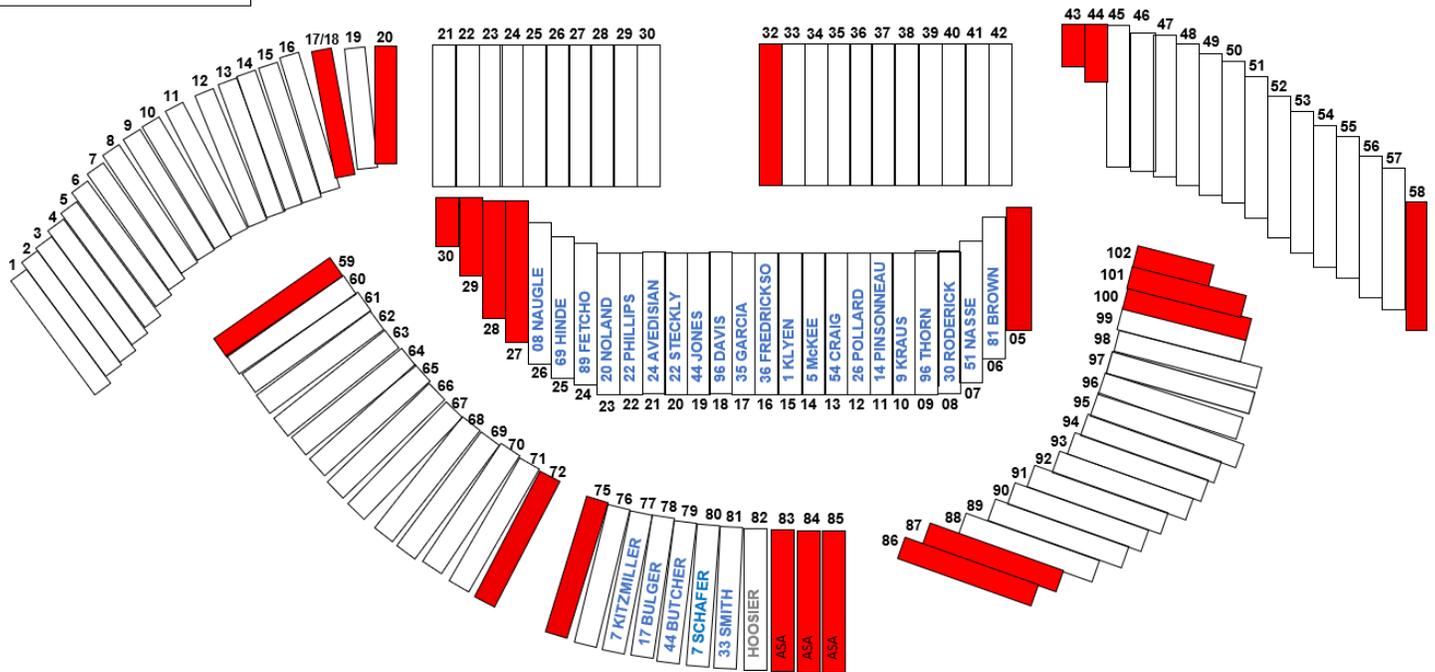
GARAGE AREA
 SUNSHINE STATE 200
 FIVE FLAGS SPEEDWAY

Platinum Team check-in is located next to the Credentials Office at the pit gate.

Minors are allowed in the pits with proper minor paperwork completed.

Teams will work from their haulers in the garage area on Friday during Practice. Hauler Parking is assigned by 2025 Owner Points. Garage speed is 25 MPH.

Five Flags Speedway Parking Map
 Stalls in red cannot be used
 Revised 12/3/2025



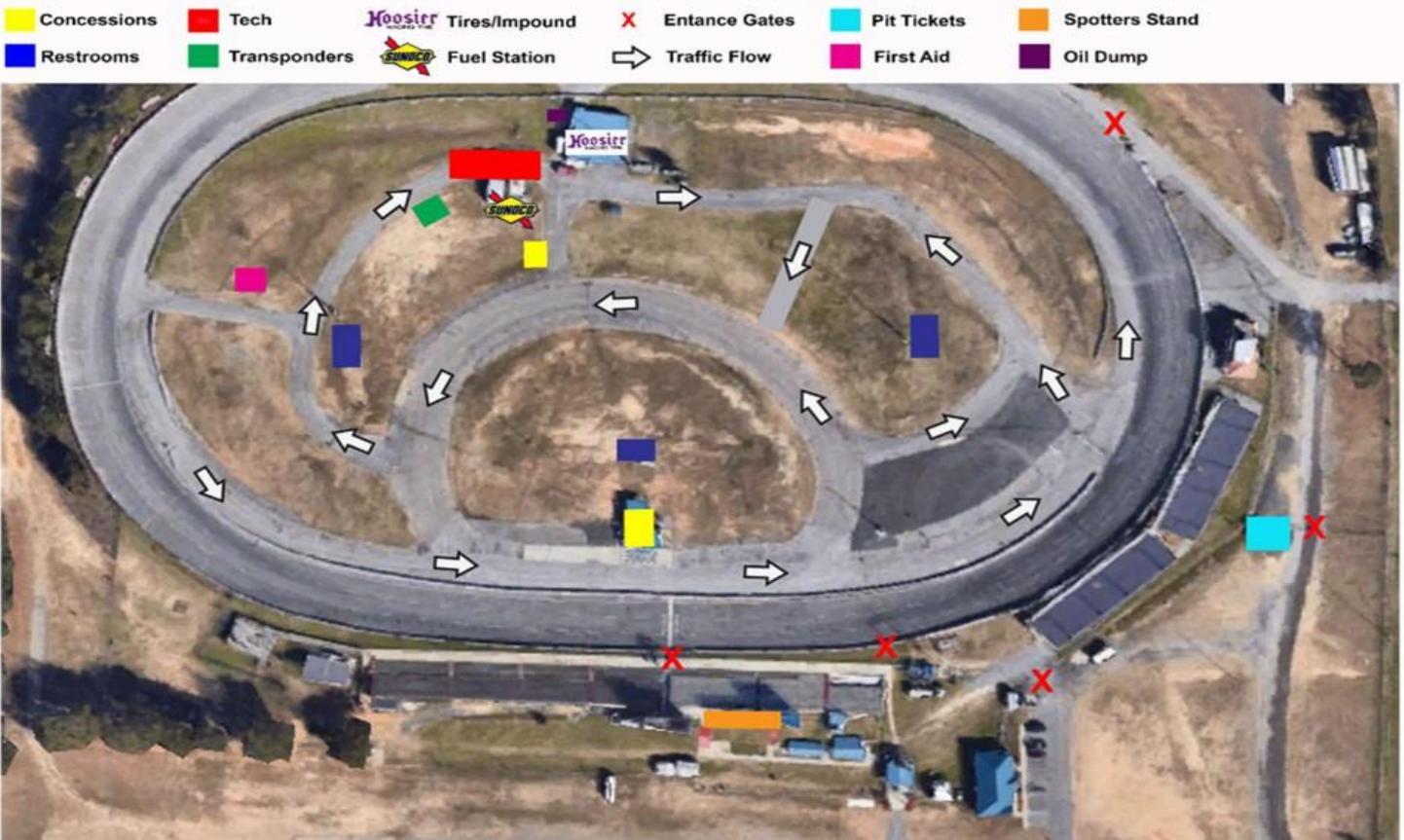
HAULER PARKING ASSIGNMENTS							
6	81 C. Brown	13	54 M. Craig	20	22 K. Steckly		76
7	51 S. Nasse	14	5 T. McKee	21	24 J. Avedisian		77 7 I. Kitzmiller
8	30 C. Roderick	15	1 K. Kleyn	22	22 G. Phillips		78 17 H. Bulger
9	96 D. Thorn	16	36 T. Fredrickson	23	20 J. Noland		79 44 C. Butcher
10	9 D. Kraus	17	35 J. Garcia	24	89 D. Fetcho		80 7 P. Schaffer
11	14 C Pinsonneault	18	96 S. Davis	25	69 M. Hinde		81 33 D. Smith
12	26 B. Pollard	19	44 C. Jones	26	08 N. Naugle		



VENUE & PIT ROAD
 SUNSHINE STATE 200
 FIVE FLAGS SPEEDWAY

On Saturday morning, teams will move pit equipment to their assigned pit box on Pit Road. Due to the limited time on Saturday, between Qualifying and Racing, Pit Boxes for the race are assigned by 2025 Owner Points.

Please discard waste in provided trash cans or closed trash bags. Oil dumps are provided in the infield.



SATURDAY - PIT ROAD ASSIGNMENTS									
1	22 K. Steckly	8	9 D. Kraus	15	35 J. Garcia	22	33 D. Smith		
2	81 C. Brown	9	14 C. Pinsonneault	16	96 S. Davis	23	7 P. Shafer Jr.		
3	24 J. Avedisian	10	26 B. Pollard	17	44 C. Jones	24	44 C. Butcher		
4	51 S. Nasse	11	54 M. Craig	18	20 J. Noland	25	17 H. Bulger		
5	30 C. Roderick	12	5 T. McKee	19	89 D. Fetcho	26	7 I. Kitzmiller		
6	96 D. Thorn	13	1 K. Kleyn	20	69 M. Hinde				
7	22 G. Phillips	14	36 D. Fredrickson	21	08 N. Naugle				



TECHNICAL INSPECTION
SUNSHINE STATE 200
FIVE FLAGS SPEEDWAY

Technical Inspection

Under Car, Under Hood and Safety inspection will take place in the pit stall on Friday morning. Please have car on jackstands with wheels, hood, and decklid removed. Please have driver safety gear readily available.

Cars failing safety inspection may not take to the track until all infractions are rectified.

All cars are required to go through the inspection line, on Friday, at the designated time. Times are assigned by order of entries. Tech line stations include but are not limited to templates, referee, and scales.

Weight will be checked with driver sitting in driver seat, steering wheel in place with hands on steering wheel, and helmet on head or in lap.

Cars shall have 30 lbs. of air in the right side and 20 lbs. in the left side tires while in the inspection area.

A maximum of four crew members may be with the car in the inspection area.

Qualifying Inspection

All cars participating in the event are required to present for inspection at the designated time. Order of inspection is determined by qualifying order.

Car must be on the ground, ready for inspection at [9:00 AM]. Please wait for officials to send you to the inspection area. If additional time is needed for mechanical reasons, teams must get permission from the Head Tech Official prior to the time in which cars are required to be on the ground. Cars failing to present for inspection (this includes car being late to tech, driver being late to tech, cars not on the ground) at the appropriate time may be placed under penalty and forfeit the fastest of their two qualifying lap times.

Please have desired tape applied on the grill before inspection.

Please have ignition box cleaned prior to inspection.

Please have sway bar set before inspection.

Cars failing qualifying inspection will have one attempt to resolve the infraction(s). If multiple attempts are needed to rectify the infraction, car may be placed under penalty and forfeit the fastest of their two qualifying lap times.

Once the car enters the inspection area (and impound area), crews may not lift, tug, or adjust the car in any manner. Crew members, including the driver, are NOT permitted to be with the race car once the car is parked in the impound area without an official present. Please park the car, fasten the window net, crew may lower air pressure, and then leave the area. Crew may return to the car at the schedule approved adjustment time. Tampering with the car in the impound area may result in penalties forfeiting the fastest of the two qualifying lap times.

Approved Qualifying Adjustments

Generators may be permitted in the staging lane once all cars have passed inspection and/or permission is given by series officials. Cooldown units are not allowed. Use of such units are subject to severe penalty.

At the designated time [10:45 AM] a maximum of three crew members, plus the driver, may make approved qualifying adjustments. Those adjustments are air pressure, and driver comfort only. All tape must be completed prior to qualifying inspection. Tape may NOT be added after the car clears inspection.



PRACTICE & QUALIFYING

SUNSHINE STATE 200

FIVE FLAGS SPEEDWAY

Practice Procedures

Car numbers in all locations described in the rulebook, series administered transponder and windshield valance are required to be installed for Practice.

A spotter is required to be in the spotter stand and monitor race control via scanner during Practice (467.7875).

For this event, teams will work from their haulers (on the back straightaway of the quarter-mile track) in the garage area during Practice. Cars will use Pit Road to enter and exit the race track. Access the garage from Turn 1 of the short-track and exit the garage from Turn 4 of the short-track.

All adjustments and/or servicing of the race car must be performed within the team's designated garage/hauler stall.

Pit Road/Garage Speed is 25MPH. No scuffing tires on pit road/in the garage. No ATVs, Golf Cars, Scooters, etc. on pit road when the track is hot.

For this event, cars shall lineup on Pit Road in the following fashion; those ready to enter the race track, use the outside lane. Mock run cars also use the outside lane. The middle lane should always stay clear as the drive through lane for cars returning to their pit boxes and for cars passing mock run cars in the queue staged against the outside wall.

Cars entering the race track MUST stay, on the apron, below the blend line, all the way to the exit of turn 2.

Practice will remain green for the session. Cars will blend in, at the command of the pit out official (or light) with a maximum of approx. 12 cars on track at a time. If a yellow flag is displayed, all cars are to return to pit lane immediately. Cars that were on track at the time of the caution have priority to return first when practice resumes.

Failure to comply with practice/pit procedures including but not limited to; blend line, speeding on pit road, running the stop sign/light, scuffing tires, etc., may result in penalties including loss of practice time.

Qualifying

Qualifying will be conducted one car at a time. Each car will receive one warm up lap and two laps on the clock. Cars may only make one qualifying attempt. An attempt is officially made when the car passes the finish line to begin the first lap on the clock.

The order of qualifying is determined by draw. Cars must qualify in the proper order. If a car misses their position, the team will be placed on a 5-minute clock to present the car for qualifying. Once the 5-minutes expires, that car may not qualify.

For this event, cars will be staged on pit road and sent directly onto the race track from pit out. After the checkered flag, cars will return to pit lane for impound.

Post-Qualifying Impound

Cars will be impounded after qualifying.

The only adjustments allowed in impound are air pressure, stagger (may be checked with a stagger stick only), tape on the nose and brake ducts, and driver comfort. A maximum of three crew members are allowed at the car. Once adjustments are complete, crews must leave car and may not return until given permission to do so by series official. Teams may not pull cars out of impound or work on race car in impound. Working on, or attempting to work on, an impounded race car constitutes an unapproved adjustment and is subject to penalties. If permitted by the Chief Technical Inspector/Series Director, teams may rectify only the declared mechanical failure(s) and will forfeit their starting position. Any attempts to make additional adjustments to the race car outside of the declared mechanical issue may result in lap penalties.



RACE FORMAT
 SUNSHINE STATE 200
 FIVE FLAGS SPEEDWAY

Starting Lineup

The starting field is set by qualifying results. Starting positions 1-20 are locked in from Qualifying. Feature starting positions 21 through 24 are determined by the finishing results of the Last Chance Race. Starting positions 25 and 26 will be awarded to the cars highest in ASA STARS National Tour 2025 Owner Championship point standings. Starting positions 27 and 28 will be awarded to the cars highest in ASA Southern Super Series 2025 Owner Championship Point Standings. Additional starters may be added.

Feature Race

The race is a 200-lap, caution counting, race, except for the final 10 laps of the race. Cars cannot lose a lap during a caution period. The race will be conducted in three stages with the completion of Stage 1 at lap 60 and the completion of Stage 2 at lap 120. The stage may be completed if a caution flag occurs within the final ten laps of the scheduled stage distance (lap 50-59, 110-119). There are no scheduled competition cautions in this race. The race is complete after three overtime finishing procedure attempts.



Pit Cycle

Controlled pit stops will occur every time the caution flag is displayed unless Race Control, at their discretion, calls a 'Quickie Yellow' or no cars come to pit road the first lap pits are opened.

The controlled pit stop cycle is two laps.

When pitting during a controlled pit stop cycle, cars that pitted will return to the track in the same order as they entered the pits, relative to the cars that pitted, and will line up behind the cars that stayed out. Cars returning after the controlled pit cycle is complete (2 laps) will be penalized. To remain in the cycle, cars must beat the pace car off pit road, the second time by. Cars pitting too soon or out of cycle (second time by, or later, after the pits are opened) will also be placed under penalty and restart at the tail of the field, behind all cars that stayed out or pitted correctly.

Pitting Procedure

Cars shall remain single file behind the pace car during the caution. Do not pull up to pit. When pit road is open, remain in line until your car reaches the designated pit entry point.

The pit road speed limit is 35 mph.

Cars must pit within their designated pit box.

Only traditional tools and procedures may be used during a pit stop. All pit equipment and crew must remain behind the pit wall until your car is in the box. A maximum of 5 crew members allowed to service the car. No shorts or open toe shoes for over the wall crew members.

Teams may take tires and fuel at the same time. All four tires may be changed. Race tires may be changed during a controlled pit stop or under green flag conditions. Tire changes during a quickie yellow must be approved by a pit road official.

Teams may work on cars on pit road during red flag conditions.

Pit Road infractions including but not limited to speeding, late off pit road, running the stop board, pitting out of the box, too many men over the wall, equipment leaving the box, advancing positions on pit entry, etc. will result in a penalty of restarting at the tail of the field, behind all cars that stayed out or pitted without penalty.



TIRES & FUEL
SUNSHINE STATE 200
FIVE FLAGS SPEEDWAY

Tires

The approved tires for competition are Hoosier Racing Tires F45*.

This is a 10-tire maximum race.

Qualifying and Race Tires are impounded. Approved tools in the impound area include tire gauge, tire tape, and air hose. Car number decal must be on wheels.

Teams are no longer permitted to scuff race tires in Practice.

Qualifying tires will be impounded until the designated release time [8:30 AM] on Saturday morning for Qualifying. Tires must be scanned/stamped prior to leaving the impound area.

If a Last Chance Qualifier race is run, transfer cars will have an option to purchase a new set of tires for the main event. Cars must qualify on sticker tires, from impound, purchased at the event, and start the race on the same tires used for qualifying.

All flats must be approved. Race tires can only be changed during a controlled pit cycle or green flag conditions.

Fuel

This is a 20-gallon minimum Sunoco Race Fuel 110 required purchase event. Fuel shall be purchased before qualifying inspection.

General Procedures

It is required that the Crew Chiefs attend the scheduled Crew Chief Meeting [12:00 PM]. The draw conducted at the Crew Chief Meeting is the same draw used for tire stacks, ignition boxes, and qualifying order.

All cars are required to use ASA provided ignition boxes. Monetary fine applied to the Car Owner for unreturned boxes.

Lead weight must be painted white with car number marked.

Any safety infractions found during inspection must be rectified prior to Practice 1.

Cars must display series windshield and required contingency decals and a transponder is required to be on the car at all times the car is on track.

No scuffing tires in the garage area, on pit road, or around track safety workers/officials.

Cell phones are not allowed in the race car at any time. Violations may result in penalties up to disqualification.

Courtesy Laps: Any team (car) that has been on track and needs to go to a backup car must notify Chief Technical Inspector and upon approval could be given the following options; 1) Will be given safety laps, but must start at the rear of the field, 2) Qualify following normal procedures with no safety laps.

Technical Notice

Approved seat belts with a minimum SFI 16.1 or higher certification rating will be required. A capable form of head & neck restraint with a minimum SFI 38.1 certification rating will be required. Approved clean, full driving suit with a minimum SFI rating of 3.2A/1 will be required. Fireproof gloves, undergarments, shoes and socks with a SFI 3.3/5 rating will be required.

Teams must use ASA provided MSD Ignition Box tray. It is highly recommended by MSD that the ignition tray has a separate ground wire. The chassis and roll cage are no longer considered an adequate ground.



RACE PROCEDURES

Initial Start: Flagman starts the race. No jumping a start or changing lanes before the finish line. If a green flag lap is not completed on the initial start, there will be a complete restart with all cars back in their original starting position except for any cars that are penalized, receive assistance, or cars that pit.

Stages: The race will consist of three stages. The red/white/blue ASA STARS flag will be displayed at lap 60 and 120 signifying the completion of the stage and should be treated accordingly. Caution lights will illuminate when the lap is completed.

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 including being placed at the rear of the field and up to disqualification. No tire scuffing around workers on track.

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 to avoid and 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 can result in penalties including being sent to the tail of the field, pass-through penalty, lap penalties, and/or possible disqualification from the event. Cars deemed intentionally stopping or creating their own caution will receive a two-lap penalty.

Restart: Restarts will always take place in the box coming off turn four. The restarts will be double file and will use the choose rule described below for restart lineup. The leader of the race is the control car and must maintain pace speed. The front row shall be side-by-side. Once the pace car leaves the field, the leader maintains pace speed until the box. No slowing, weaving, brake checking, increase or decrease in speed once the pace car leaves the field. The leader accelerates first, at their descension, once in the box, before the end of the box. No jumping a start. If a restart violation occurs Race Control reserves the right to call the start back by displaying the yellow flag. The infringing car(s) will be penalized, restarting at the tail of the lead lap. Cars will not re-choose, rather the row will move up. On restarts, cars must stay in their lane and may not pass until the finish line. Changing lanes may result in a pass-through penalty. 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.

Restart Lineup: The field will be realigned according to the last completed lap. The field will be realigned in the following order: lead lap cars, lead lap cars that pitted, lapped cars, lapped cars that pitted, lead lap cars under penalty, lapped cars under penalty, free pass car, and waive around cars. Field will choose at designated point just past the finish line when instructed to by race control. All cars are eligible to choose at the cone. Restarts will be double file. Cars may choose the inside or outside lane as they approach the choose cone. If a car strikes the choose cone or changes lanes after the cone, that car must restart at the tail of the longest line. Cars that miss the choose lap will realign at the tail of the longest line. Any disputes in track position will be resolved by a call from race control. Failure to lineup in proper position may result in a pass-through penalty.

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 they have received approval from race control to do so. Cars pitting under red must restart at the tail of the field.

Black Flag: Cars that receive the black flag must go to pit road immediately. If a car does not go to pit road within three laps, that car's scoring will stop until the situation is rectified. Check with the spotter for guidance from race control.

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.

Free Pass: At the time the caution comes out, the first car behind the leader one lap down will be deemed to be the Free Pass (if Free Pass is the cause of the yellow then it would go to the next car in line). Free pass will stay in their position (Free Pass may pit if they elect to and still retain the Free Pass), until directed to pass the pace car after the pit cycle is completed. No free pass will be awarded in the last 10 laps of the event.

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 the leader has passed them. Minimum speed is 120% of the fastest lap from Practice.

Spotters: Spotters are required to be in the designated spotters stand for all on track 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. The frequency for this event is ASA 467.7875. If the spotter leaves or is removed from the spotter's stand, the car will be black flagged.

Post-Race: The top three finishers report directly to the victory lane area, fourth and fifth directly to tech inspection. Crews may touch the cars only how and when they are directed to by series officials.