



Dakota Dunes Casino

Western Canadian Super Late Model Challenge Series

Race Day Procedures

Pre Race:

- Competitor's gate will open at 9:00 am.
- Drivers will line up single file with their truck and trailer to go through the gate.
- Once you have made it into the infield and unloaded, put your car up on jack stands with your tires off to show that you are ready for the tech officials to come inspect your car. This only applies to cars that are competing in the WCSLMCS for the first time.
- No cars will be allowed on the track until you have been approved by a tech official.

Practice

- Practice will consist of two sessions at one hour a piece, with a break between the two sessions.
- There will be a maximum of ten cars on the track at a time, with a maximum of 25 laps per time you are on the track (not per session).
- You must have radio communication between driver and spotter when on the track at all times.
- Race control will let you know if you are to come off the track via the flag man or on the provided radio frequency to your spotter.
- To line up for practice, you must enter pit lane by turn 4 and not down at turn 1.
- There will be absolutely no racing during practice.

Qualifying:

- Qualifying order will be predetermined prior to qualifying.
- A random number will be drawn (example 34, then car # 34 would go first and 35 would be second up to 100 and back to zero up to 33.)
- If qualifying is rained out for the first event, the grid for the heat races will be set based on practice times during that day; after this first event, if qualifying is rained out, the field will be set by championship points.
- It will be a green-white-checkered format.
- Two laps and the fastest lap counting.
- If a car and driver are not in the designated qualifying position at the time of qualifications, the driver will get only one lap to qualify unless the driver has notified the tech official in charge of a problem.
- If a car does not pass inspection or weight requirement at qualifying tech in the designated qualifying order, the driver will get only one lap to qualify.
- Driver and crewmembers will be given ample time to adjust and/or verify car's weight prior to qualifying tech. Scales will be available prior to the first practice and throughout the day. **SSCRA scales are final.**
- It will be the responsibility of the driver to be sure their car is ready to pass qualifying tech at the designated time and in correct position.
- A driver may qualify only one car and a car may only qualify one time.
- Pre qualifying tech will commence one hour prior to qualifying.
- After you roll through pre qualifying tech, you go directly to the staging lane for qualifying (do not go to your pit after tech).

- On the staging lane you are only allowed to adjust air pressures.

Green Flag:

- When race line-up has been determined via qualifying, inversion, draw, etc; and a car drops out or loses its position for whatever reason before the cars are moved onto the track, that row will just move straight ahead.
- When the cars have already moved onto the racing surface and a car drops out, that row of cars will move straight ahead.
- Once the field has hit the track, any car that goes to the pits will be placed at the tail of the field, unless the race director puts them back in their position.
- Any car not on the starting grid when driver introductions begin will have to start at the tail of the field.
- All races will be started by the official starter (flagman) and the green flag.
- On all starts, the race is started for all drivers when the green flag is waved to the lead car.
- On the initial start there is no passing until you cross the start finish line.
- On restarts the track is wide open for passing once the green flag is taken by the leader.
- Pole sitters (on initial start) and the race leader (on re-starts) will remain at caution (pace car) speed until the green flag is displayed.
- Completion of the first lap shall be when the whole field crosses the start-finish line for the first time after the original green flag is displayed.
- If the race is stopped or caution occurs before the first lap is completed, there will be a complete re-start with cars in original positions

Yellow Flag:

- There will be no racing back to the caution.
- When the yellow flag is displayed, **the field is frozen** and the lineup is determined by the last completed lap.
- Any disputes on track position will be resolved by a call from the tower officials.
- Only the first three caution laps will be counted up to lap 124.
- **Caution laps do not count in the last 25 laps of the race, time pending.**
- Cars must take the checkered flag on the racetrack in order to claim the win.
- Any car causing three cautions in a race will be sent to the pits for the remainder of the race.

Red Flag:

- All cars must stop as quickly and safely as possible when the red flag is displayed in the designated area determined by the flag man.
- Pit crews may not leave the pit area to service a disabled or damaged car on the racing surface during a red flag period.
- Cars that enter the pits during the red flag period must return to the tail of the field.
- No working on cars under a red flag condition.
- If a car that is already in the pits, or a car that enters the pits under a red flag, is worked on during the red flag period; a one-lap penalty will be assessed.

Cars Involved in the Caution:

- Only the car(s) directly involved in bringing out the caution will go to the tail of the field.
- All cars that spin or stop as a result of the initial cause of their caution will get their spots back if they do not go to pit road.

Black Flag:

- Cars that receive the black flag must go to pit road immediately and stop at the start finish line on the staging lane and wait for instructions from the officials.
- If you do not go to pit road, your scoring will stop until the situation is rectified. Check with your spotter for guidance from race control.

Slow Cars:

- Cars fighting to stay on the lead lap are not forced to yield to the leaders until the leader has passed them. At that point lapped cars must yield to the balance of the lead lap cars.

Restart Line-Up:

- The restarts will be single file re-starts with lapped cars maintaining their position or having the option of dropping all the way to the tail of the field.

Cautions/Restarts in the last 10 laps:

- Any re-start in the last 10 laps will be single file with the lead lap cars to the front of the pack, and all cars a lap down or more fall in behind them in the order they were on the track behind them.

Spotters:

- Spotters are required to be in the designated spotters stand at all times during any of the heat or feature races that their car is on the track.
- Spotters do have the ability to listen to race control via a standard electronic scanner at all times during the event.
- The frequency will be given out that morning by race control. Spotters must have their team's car number in full view on their visible clothing.

Post Race:

- The top 3 finishers must go to the front-stretch immediately following the completion of the feature race for trophy presentations.
- Positions 4 and 5 must report directly to tech, and a random pick by the tech officials.
- Teams may take tire temps, air pressures and tire sizes but no jacks will be allowed.
- Immediately after leaving the front straightaway the cars must go directly to tech
- Besides the items outlined previously, no crewmembers may touch the car.
- Crews may work on the cars only when directed to by officials.
- Refusal of tech will result in automatic disqualification of points and prize money.
- Any protests refer to ACMS Super Late Model rule book.