

53rd NAPA Spring Sizzler Open Modified Race Procedures

Race Date: **April 27th**

Official Event Info: staffordspeedway.com/sizzler

For full technical rules visit: staffordspeedway.com/rules

Tire App Access: driver.staffordspeedway.com

Tire App Questions: tires@staffordspeedway.com

Send rules questions to: tech@staffordspeedway.com

Tire Procedure

- 6 competition tires must be purchased at Stafford, Sunday April 27th.
- Optional 4 practice tires may be purchased.
- You must contact Hoosier Tire prior to the event to inform them you will be competing.
- All 6 competition tires will be scanned to your Stafford Speedway tire profile. Please login to your Stafford Speedway driver profile prior to arriving at the track.

Tire Inventory Application

- To access the Stafford Speedway tire application navigate to driver.staffordspeedway.com in your web browser.
- If you have previously used the tire app login using your previous login credentials.
- If this is your first time using the tire application use the forgot password prompt on the login page, your username is the email you used for your number registration.
- Contact tires@staffordspeedway.com with any questions.

Practice

- 45 minutes continuous practice 11:00am - 11:45am
- Transponder times from practice will determine group qualifying order (slowest to fastest)
- All cars must go through tech and be scaled prior to group qualifying

Group Qualifying

- All cars to pit road (outside lane of pit road) in order slowest to fastest from practice.
- Cars will be sent from pit road in groups of 7 and then return to pit road (inside lane pit road) after receiving the checkered flag.
- Crew members are not allowed on pit road during group qualifying.
- Three total green laps with only the last two timed.
- All cars MUST maintain a speed that does not interfere with the car behind for ALL laps.
- All cars must complete all timed laps or they will start at the rear of their assigned heat.
- A predetermined number (either 9 or 12); dependent on car count and # of heats will be inverted from qualifying for heat starting positions.
- Competition tires must be used in group qualifying.
- All others will start heats based on heads up finish from qualifying. See two scenarios below.

**When running 3 Heats - Top 9 from Group Qualifying will be inverted for starting heat lineup and rest in order of time
Top 8 Qualify from each Heat, Top 6 Qualify from LCQ**

Heat #1				Heat #2				Heat #3			
1	9th	2	6th	1	8th	2	5th	1	7th	2	4th
3	3rd	4	10th	3	2nd	4	11th	3	1st	4	12th
5	13th	6	16th	5	14th	6	17th	5	15th	6	18th
7	19th	8	22nd	7	20th	8	23rd	7	21st	8	24th
9	25th	10	28th	9	26th	10	29th	9	27th	10	30th
11	31st	12	34th	11	32nd	12	35th	11	33rd	12	36th

**When running 4 Heats - Top 12 from Group Qualifying will be inverted for starting heat lineup and rest in order of time
Top 6 Qualify from each Heat, Top 6 Qualify from LCQ**

Heat #1				Heat #2				Heat #3				Heat #4			
1	12th	2	8th	1	11th	2	7th	1	10th	2	6th	1	9th	2	5th
3	4th	4	13th	3	3rd	4	14th	3	2nd	4	15th	3	1st	4	16th
5	17th	6	21st	5	18th	6	22nd	5	19th	6	23rd	5	20th	6	24th
7	25th	8	29th	7	26th	8	30th	7	27th	8	31st	7	28th	8	32nd
9	33rd	10	37th	9	34th	10	38th	9	35th	10	39th	9	36th	10	40th
11	41st	12	45th	11	42nd	12	46th	11	43rd	12	47th	11	44th	12	48th

Heats Races

- 10 Lap Heat Races
- 24 to qualify from the Heats
- Top 3 finishers from each heat will be included in the feature invert draw.
- Feature Lineup is initially drafted based on heads up finish from the heat races.
- The fastest driver from group qualifying who also qualifies in the top 3 in the heat will be the designated driver to draw the invert number (1 through 9 if running three heats or 1 through 12 if running four heats).
- 6 competition tires scanned to inventory must be used in heat races

Last Chance Qualifier (LCQ)

- 15 lap LCQ.
- Top 6 finishers from LCQ transfer to the Spring Sizzler 100.
- There is no pitting during the LCQ races.
- If you are unable to continue the event, you will come down pit road and stop.
- The top 6 finishers from each LCQ will report directly to the scales and tech area after the LCQ's.
- 6 competition tires scanned to inventory must be used in LCQ races

Provisional Starting Positions

- There will be one provisional starting spots awarded:
- Most recent Spring Sizzler winner that has attempted to, but not qualified for the event.

Spring Sizzler Pre-Race

- 1 crew member permitted to assist driver, when signaled to do so by our officials.
- Crew member must stay on pit road until released by officials.
- Air pressure is the only thing you may adjust after introductions.
- Cars will be lined up 2 x 2 in order on the front stretch.
- If we do not have outside intro's due to time or weather, it will be rolling intro's. Your car must be ready to race when lined up out back.

Race Length

- Spring Sizzler is 100 green flag laps.

Cautions

- Pit road will open once we have slowed down and are being paced by the caution car.
- Race Control will announce that pit road is "open".
- Pitting prior to an open pit lane will require you to restart in last position, behind all other cars.
- The goal is to allow pitting in the current running order.
- Pitting from any access road other than pit road entrance will require you to restart in last position.

Pit Stops

- No fueling or refueling permitted on pit road or the infield.
- A maximum of five people may go over the wall to service your car. They must all be wearing a helmet.
- Tire changes are permitted during the feature event.
- Any tire on your car must be one that is out of your inventory of 6 registered tires
- You may pit to change or swap as many times as you choose, as long as you utilize your registered 6 tires.
- You will be disqualified for using an unapproved tire.
- Teams are permitted to use 1 jack per pitstop
- Teams are permitted to use 2 pit guns per pitstop
- Pit Road Dress Code is long pants, full coverage shoes, and a full coverage shirt.
- Jackstands must be used for any pit work other than a wedge adjustment or tire change.
- Cars can be pushed by wrecker to the hot side of the pit wall.
- Towed cars must be brought to the cold side of their pit stall.

Starts & Restarts

- Race leader has lane choice on all restarts.
- We utilize a start/restart box.
- The field will start/restart using pace car speed, two by two into the start box.
- The leader **P1** can choose to fire anywhere in that box.
- P2 can be even with P1, but cannot be ahead of P1 at all.
- Leader has to maintain pace car speed, leader cannot slow down.
- Jumping multiple restarts will result in a penalty

Free Pass

- The first car that is not scored on the lead lap will get a lap back every time the caution comes out, as long as we have completed a lap since the last caution.
- We will notify you via radio (spotter) that you are getting a lap back.
- We give you your lap back electronically, you do not need to pull up and pass the field. Once you're notified, you will drop to the back of the field.
- The Free Pass will not be applied within 10 laps to go.
- You are not eligible to get a penalty lap back using the Free Pass.
- You cannot pit during the caution if you receive the Free Pass.

Victory Lane

- Top three finishers will go to Victory lane.
- Fourth and Fifth place finishers will report to the scales for tech without stopping at their pit stall or anywhere else.
- Drivers, leave firesuits on and zipped up during victory lane ceremonies and any subsequent video interviews.
- You may not service or check your car in victory lane.
- After victory lane, the top three will report to the scales for tech, no stopping at your pit stall or anywhere else.
- Top five cars cannot have any work or service done to their car on the way to tech.
- Top five finishers are required to do an interview in the tech area.