



Hart to Heart 100 Event & Race Procedures

- **Pre-Tech**
 - All cars must go through tech before the start of practice.
 - Anything not in compliance with the event rules during pre-tech must be corrected and brought back for re-inspection and approval prior to 4:30.
 - Tech will be open until 4:30 for rechecks and to verify weights.
- **Qualifying**
 - Qualifying order will be determined by draw. You will draw when you get your transponder.
 - Qualifying tire selection will start at 1:45.
 - Qualifying tech will open at 5:00 for the first group of cars.
 - All cars must go thru tech in their designated time slot. Failure to be in your time slot without prior approval may result in you receiving the slowest of your two laps.
 - Qualifying tires will be released from impound once you reach tech line. They are to be taken directly from impound and put on car. Tires should be set at 30 on right and 20 on left.
 - Once car reaches designated point in tech line you can no longer jack up, lift, or tug on car. Any effort to change ride height past this point will result in loss of a qualifying lap.
 - All boxes should be cleaned with brake clean and set per rules. They will be sealed and must not be altered.
 - The only tape allowed on the car is for brake ducts and grill opening. No other tape allowed.
 - You will have one attempt to correct any issues in tech you have not previously had. If you fail second attempt it may result in receiving slowest of your two laps. Fail on third attempt and you can start no better than 11th.
 - Once you clear tech car is to be taken directly to staging area and lined up in qualifying order. No adjustments can be made after tech other than air pressure. No generators
 - All cars will be given a dead lap then 2 consecutive timed laps unless under penalty. Once you have taken the white flag you have an official time. In event of a tie order will be set by who qualified first.
 - If you are in line but unable to come out for your attempt or you wave off your attempt before taking the green for an acceptable reason you will be put on a 5 minute clock. If you do not make it out within the 5 minutes you will not be allowed to qualify. If you miss your place in line you may receive the slowest of your two laps
 - Once in impound one crewmember will be allowed to pull tape, check air pressure and check stagger with stagger stick only. No other adjustments can be made.
 - Top 8 will redraw for starting position.
 - In the event qualifying is canceled combined practice times will be used to determine lineup before invert.
- **Race Notes**
 - This will be an impound race. Teams will be given ample time to set air pressure and install driver items only.
 - Only work in impound will be for safety issues approved by officials. If you must work on your car for other reasons prior to the cars being gridded you may be assessed a minimum of a one lap penalty.
 - This is a 4 tire race. You will be allowed 2 scuffs in your pit stall for flats only. Must have an official present.
 - You must pit on front pit road for service. If you go the behind the wall you are done for the night.
 - Minimum 10 gallon fuel purchase before qualifying.
 - Winner to victory lane then tech post race. Driver must drive car back to scales. Second thru fifth and any other car requested must go directly to the scales. Only driver and 4 crew members allowed in tech.
- **Weights can be checked at any time and there is no consideration given for left side. You will get one pound per lap burn off on total. Scales are available during the day to check your weights to prevent issues.**
- **No cell phones in car at any time**
- **Social distancing measure will be in place and masks are highly recommended for everyone.**
- **Drivers are responsible for crew members actions. Any physical or verbal abuse of an official by a team member or driver will result in penalties to the driver up to being disqualified from the event. SSS officials reserve the right to make final decisions in the interpretation of any rule or procedure**

Thank you for coming to compete with us in the Hart to Heart 100. If we can be of any assistance please get with a series official. Our next event is next Saturday night at Five Flags Speedway for the Blizzard Series 150. Hope to see you there.



SSS Hart to Heart 100 Race Procedures

- **Race**
 - 100 Green flag laps. SSS reserves the right to count cautions under certain circumstances.
- **Start**
 - Initial start will be in the box. Flagman will start the race. Front row should stay side by side until the green waves. Jumping the start will result in a black flag for a pass through penalty.
 - If a caution occurs before the completion of the first lap there will be a complete restart. All cars retain position unless they pit or receive assistance from the safety crew.
 - On a complete restart if a car drops out or goes to the rear that line will just advance forward.
- **Yellow Flags**
 - Do not race back to yellow. Get single file behind pace car. **No scuffing around workers on track.**
 - If you are involved, spin, slowed or your progress is disrupted by the incident, you will be positioned where you rejoin or blend back into the field – NOTE: the incident must play itself out before the order is set. If you pit and don't rejoin in your proper position at tail of the line before the one to go, you will restart at the tail.
 - Any discrepancies in line up will be determined by Race Control or may revert to the last completed green lap.
 - Pits will open for everyone second time by behind the pace car.
- **Red Flags**
 - Stop as quickly and safely as possible. Pits are closed. No one allowed on track. No working on car on track.
 - Penalty for pitting under red is restart at tail of the line. Must have approval before coming to pit road.
- **Black Flag**
 - If you are given the black flag go to pit road as soon as safely possible.
 - Scoring will stop after the third lap you receive the black flag.
 - If you receive the black flag in the last three laps and do not serve penalty you will be put to the tail of that lap.
- **Restarts**
 - A "lucky dog" will be awarded to the highest car on track laps down at time of the caution. Must restart on tail
 - No "lucky dog" will be given in the last 10 laps or if the eligible car was involved in the caution.
 - Cars behind the pace car and on the tail end of a lap will be given a 'wave-by' until the leader is the first car.
 - At one to go the leader can choose inside or outside everyone else double up. Lap cars to the rear.
 - The leader is the control car and must fire first in the designated box. If you jump the start or play games you will be black flagged to serve a pass thru penalty at pit road speed..
 - Stay in line. Do not advance your position before the start finish line. Please try to avoid three wide into turn one on restarts.
- **Finish**
 - Once the white flag is displayed we are coming to a checkered unless the track is blocked.
 - If track is blocked we will go red and revert to last lap. We will finish with a green/white/checkered.
- **Penalties**
 - If you stop on track or are determined to have intentionally drawn a caution it will be a two lap penalty.
 - Three unassisted spins or multiple avoidable incidents and you will be parked for the remainder of the event.
 - Taking tires without approval will be a 2 lap penalty per tire.
- **Spotters**
 - Spotters are required in designated area during race. Spotter must check in with official for car to be able to compete. Should have car number clearly visible. If spotter leaves for any reason the car will be black flagged.
 - Spotters must have the ability to monitor race control with a separate radio or scanner. Racing Radios is on site
 - Any spotter causing a disturbance or fighting will be removed and car will be black flagged.

