

Monaco Modified Tri-Track Series Haunted Hundred @ Seekonk – Sat., Oct. 22, 2022

Race Procedure & Driver/Spotter's Meeting Notes

- **8:00 AM:** Sign-in, Pit Gates Open
 - **9:00 AM:** Hoosier Tire Corral opens
 - **10:00 AM:** Driver/Spotter's Meeting - **ATTENDANCE MANDATORY**
 - **10:30 - 11:15 AM:** Practice - one (1) continuous session, 10 cars at a time, **TRANSPONDERS REQUIRED**
 - **12:45 PM:** **3-Lap** Qualifying Session, **6-Cars** per Group
 - **1:30 PM:** (4) Heat Races, Consis to follow
 - **2:30 PM:** Trick-Or-Treat Autograph Session (estimated time – following consis)
 - **5:00 PM:** Estimated Feature – 100 green flag laps (caution laps do NOT count), 28-car field
- You may purchase nine (9) tires total. One change tire allowed during the feature. Tires **MUST** be scanned before you leave tire impound. Playing ANY games with tires – for example: taking tires that are not marked for your team, or leaving impound before being scanned, etc. – will result in your car starting last in the heat race, with no opportunity for a promoter's option.
 - Race control frequency: 461.2000
 - Transponder times from practice will determine tire scuff *distribution*.
 - The scales will open at approximately 11:30 - *be prepared for a tight turnaround*. ALL cars must go over the scales with heat race tires. No blocking off noses.
 - During the tire scuff, six (6) cars will take the green; next time by for **three (3) timed laps**. All cars MUST maintain a speed that does not interfere with the car behind for ALL three laps. All cars must complete all three laps or they will start at the rear of their assigned heat. Any car that causes a caution will start at the rear of the heat. At the conclusion of the tire scuff, cars are to return to trailers.
 - Following the tire scuff, the following are **prohibited**: adding or removing fuel; adding, subtracting or moving lead; gear changes. The following are **permitted**: Tire swap from front to rear/visa versa; chassis adjustments.

Top 12 from scuff will be inverted for starting heat lineup, with the rest in order of time

Top 5 Qualify from each Heat, total of 6 qualify from 2 Consis.

Heat #1			
1	12th	2	8th
3	4th	4	13th
5	17th	6	21st
7	25th	8	29th
9	33rd	10	37th

Heat #2			
1	11th	2	7th
3	3rd	4	14th
5	18th	6	22nd
7	26th	8	30th
9	34th	10	38th

Heat #3			
1	10th	2	6th
3	2nd	4	15th
5	19th	6	23rd
7	27th	8	31st
9	35th	10	39th

Heat #4			
1	9th	2	5th
3	1st	4	16th
5	20th	6	24th
7	28th	8	32nd
9	36th	10	40th

- Feature Lineup is initially drafted based on heads up finish from the heat races. A blind draw will take place to invert the Top 1 through 12 for the actual Feature Starting Lineup. *Ties in scuff will go to the driver that completed that time first in the session.

- All calls throughout the event (heats, consis, feature) and resulting penalties are at the sole discretion of MMTTS Officials. Calls are including but not limited to rough riding, overaggressive driving, etc.
- Initial start and restarts take place within the box; leader must fire first.
- No passing until after the start/finish line on initial start and restarts.
- **Feature only will be a cone race.** After the initial start (one lap must be completed) drivers will be given lane choice to be selected at such a time when the cone is displayed on the exit of turn three. Once a decision is made, drivers cannot change lanes without forfeiting position. On subsequent restarts one lap MUST be completed before lane choice again becomes optional.
- Pit stalls will be assigned. Refueling is prohibited during the feature race.
- Pits will be closed until the pace car picks up the leader first time by the start/finish line (feature only).
- Cars are to pit in the order of running – do NOT pull up to pit. Pitting while pits are closed or pulling up to the pace car will result in restarting at the tail end of the longest line.
- Pits will close on restarts when the leader crosses the start/finish line.
- **SPEEDING IN THE PITS WILL RESULT IN A ONE-LAP PENALTY AND OFFENDERS WILL NOT BE ELIGIBLE FOR THE LUCKY DOG FOR THE REMAINDER OF THE EVENT.**
- The Lucky Dog Award will go to the first car one lap (or more) down on each restart, provided the car was not the cause of the caution or does not pit prior to announcing the Lucky Dog Award. At least one additional green flag lap must be run before awarding the next Lucky Dog. Cars are eligible to be the Lucky Dog recipient an unlimited number of times. *MMTTS scorers will manually give the lap back (do not pull up to the pace car).* Lucky Dog recipient can pit the SECOND time by with the pace car (NOT with the leaders). After receiving The Lucky Dog, the car must restart last on the subsequent restart. No Lucky Dog will be awarded within 10 laps to go (when scoreboard reaches lap 91).
- On restarts, lapped cars drop to the tail of the field in the order of running.
- Intentional yellows will be called at the discretion of MMTTS Officials and will result in a one-lap penalty AND guilty parties will not be eligible for the Lucky Dog for the remainder of the event.
- Three (3) Caution Rule: If you bring out three (3) cautions (spin or stop on your own) you will be parked for the remainder of the event.
- Courtesy laps in the pits will be NOT provided for single car spins.
- **Functioning radios are required at all times.** Each team is required to have a spotter who must report to and spot from the designated spotter's area at ALL times when your car is on the track (practice, heat, consi, feature).
- When shown the passing flag/move over signal cars should move to the bottom of the race track – allowing leaders to pass on the outside - all the way through the field.
- No MMTTS Official will be on the racetrack at any time.
- **DO NOT LEAVE TIRES BEHIND IN THE PITS WHEN YOU LEAVE.**