

Monaco Modified Tri-Track Series @ WMMP – Sat., July 27, 2024

Race Procedure & Driver/Spotter's Meeting Notes

- **12 PM:** Pits Open
 - **12:30 PM:** Hoosier Tire Corral opens
 - **1:45 PM:** Driver/Spotter's Meeting - **ATTENDANCE MANDATORY**
 - **2:35 PM:** Practice – 1-Hour, 1 continuous session, 10 cars at a time, **TRANSPONDERS REQUIRED**
 - **4:45 PM:** 3-Lap Qualifying Session
 - **6:30 PM:** 2 Heat Races
 - **8 PM:** *Estimated* Feature – 100 green flag laps (caution laps do NOT count), 26-car field
- **Multiple additions and amendments have been made to our Series' Rules.** [Visit our website – MonacoModifieds.com/rules](http://MonacoModifieds.com/rules) - to review all changes.
 - This is a 5-tire race, you may purchase nine (9) tires total. 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 3:30. 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, five (5) cars will take the green; next time by for three (3) laps, the last two (2) of which will be timed. All cars **MUST** maintain a speed that does not interfere with the car behind for ALL laps. All cars must also complete all 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/vice versa; chassis adjustments.

Top 6 from scuff will be inverted for starting heat lineup, with the rest in order of time

Heat #1				Heat #2			
1	6th	2	4th	1	5th	2	3rd
3	2nd	4	7th	3	1st	4	8th
5	9th	6	11th	5	10th	6	12th
7	13th	8	15th	7	14th	8	16th
9	17th	10	19th	9	18th	10	20th
11	21st	12	23rd	11	22nd	12	24th

- 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 6 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, and 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 entrance to 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. ***If another green flag lap is not completed, the running order will revert to the original lineup prior to the cone choice less any accident cars or cars that pit. Lane choice will then again be offered prior to the next restart.***
- 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.**
- **Lucky Dog will be used during the feature ONLY (NOT in effect for the heats, consis, or non-qualifiers race):** 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 NOT be 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 in the turn four grandstands at ALL times when your car is on the track (practice, heat, consi, and 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.**
- **ANY AND ALL INFORMATION PROVIDED AT THE IN-PERSON DRIVER'S MEETING SUPERSEDES THIS DOCUMENT**