



2019 Technical Inspection Procedures & Guidelines

Event Tech

1. All cars must go through event tech anytime during optional test day or prior to the final round of practice on race day. If there is only one practice session on race day you must get event sticker prior to hitting the track for practice.
2. Tech will consist of three (3) areas – Safety/Templates, Referee, and Scales.
3. Failure to go through event tech prior to the final round of practice on race day will result in qualifying penalty.

Pre-Qualifying Tech

1. Each team is only allowed to have five (5) people by the car after it has entered the tech area. NO push vehicles in the tech area.
2. Tech will consist of three (3) areas – Safety/Templates, Referee, and Scales.
3. Before the cars get to the tech area the Hood and Fuel cell access panel needs to be ready to come off.
4. Once cars pass line/marking/cone signifying they've enter the first tech station, cars may not be lifted, tugged, or adjusted in any manner. A qualifying penalty may be enforced.
5. All cars should have 30lbs of air in right side and 20lbs in left side tires as it comes through tech. Teams need to have an air tank with them to add air if necessary.
6. Any infraction found while going through Pre-Qualifying Tech must be able to be fixed instantly. Any infraction that needs additional work will result in moving to the rear of the tech line. Missing qualifying order position will result in qualifying penalty.
7. Tire pressure is the ONLY change that can be made to the car after Pre-Qualifying Tech is completed.
8. Generators will be permitted after ALL cars have cleared qualifying tech unless told differently during drivers' meeting.

Post-Qualifying Procedures

1. Following qualifying – minimum & maximum of two (2) crew members will remain with/near car until qualifying is completed. Those two (2) crew members are responsible for pushing cars to the designated impound area. All cars are subject to post qualifying inspection.
2. After qualifying all cars will go to a designated impound area or be staged on track.
3. If there is any work that needs to be done and the car is taken from the impound area for any reason (safety issues only can be worked on) the car will go to the rear of field.
4. If a team desires to make changes to their car prior to the green flag, they may do so by having the driver bring the car to pit road after the field is rolling behind the pace car. The car will forfeit its starting position and start from the rear of the field. That car will NOT be eligible for the "Hard Charger Award".
5. If ANY crew members go to the car in impound area without out series official's permission, that car maybe required to start at the rear of the field.

Post-Race Tech

1. Race winners will go to victory lane. Second, third place cars, as well as a random car declared by race director over radio will go DIRECTLY to the tech area. NO Team members may touch the cars until instructed by an official. Cars will be held there until further direction from officials. While held there, only air pressures may be checked. No jacking of the car will be permitted.
2. Teams must take any and all measures to comply with officials' request. Failure to do so will be deemed as an admission of guilt and result in a technical disqualification. A maximum of five (5) crew members will be allowed in the tech area after the race unless directed by officials.

(ALL Aspects of these Procedures are Subject to Adjustment or Changes as Deemed Necessary by Officials)