

Supplemental Regulations

This event is run under the SCCA Race Experience Rules, found at <https://www.scca.com/pages/race-experience-rules> and these supplemental regulations. Drivers and Crew should read those rules and these Supplemental Regulations before entering. These Regulations will reference but not re-print specific technical specifications, standards and regulations which drivers, crew and officials will need to be familiar with.

Friday March 20: Turn One Track Day At CMP: CONTACT TRACK.

<https://carolinamotorsportspark.com/turn-one-track-days/> (Track Day is not conducted under an SCCA Sanction)

GENERAL EVENT INFORMATION

1. PROGRAM DESCRIPTION: SCCA Race Experience events are focused on your chance to go SCCA wheel-to-wheel racing at lower peak levels of performance and pressure than SCCA Road Racing Events. This means you get to race with a little less pressure, a lot more coaching, and rules as simple as we can make it without compromising safety and good on-track attitudes and approaches.

2. EVENT DESCRIPTION: This event will be a 2-day event with practice, qualifying and 20-Minute Race on Saturday, and a practice, 15-Minute Qualifying Race and 20-Minute Race on Sunday.

3. TRACK LAYOUT: The course used will be the 2.279-Mile Carolina Motorsports Park.

4. DRIVER ELIGIBILITY: For most drivers, only a State-issued driver's license is needed and SCCA Racing Licenses are NOT required for this event. Minors aged 14 through the age of majority where the event is held must have a state-issued driver's license or their SCCA Road Racing Novice Permit and all SCCA Minor Waiver documents completed.

Full driver eligibility should be reviewed at <https://www.scca.com/pages/race-experience-drivers>

If you haven't raced before, have only raced a few times, or just might like some brushing up on your skills, there will be experienced driver coaches on hand to help you through the event.

5. REQUIRED DRIVER EQUIPMENT: This event requires drivers to have and use a driver's suit, helmet, gloves, shoes, head & neck restraint device meeting specific requirements. Those full requirements can be found here: <https://www.scca.com/pages/race-experience-driver-safety-gear> All driver gear will be checked at tech.

6. DRIVER CONDUCT: Event will follow the **Club Race Experience Sporting Regulations** and because of the mixed experienced levels on track – if you have an “off” or spin you'll come in for a quick check-in with the driver coach on pit road during any practice or qualifying session and to impound following a race. Once we're sure everyone is OK – you'll be sent back on track. If there is contact with another car (or barrier) the check-in with the driver coach will be a little longer. Drivers who have repeated offs may be removed from the race.

See the full rules, linked on this page <https://www.scca.com/pages/race-experience-rules> and specifically the expectations for vehicle control and Driver Coach consultations on pages 37-39.

~ **SCCA DRIVERS SCHOOL CREDIT:** If a driver has prior Track Day, Time Trials or racing experience and demonstrates proper knowledge of and reaction to flags, awareness in wheel-to-wheel racing situations including race starts during an SCCA Race Experience event; the “drivers school approval” page may be signed off in the SCCA Participation Log and that Log may be used as Driver’s School Credit in the Novice Permit.

Drivers who earn the Driver’s School Sign Off in the participation log will need to complete the Online Drivers School Modules and upload their completed SCCA Medical Form, Novice Permit Application and a copy of the Back Page of the Participation Log in their Member Account Portal at my.scca.com to receive their Novice Permit. Once a driver has their Novice Permit, they may enter Regional SCCA Road Races.

8. VEHICLE ELIGIBILITY: This event is open to production-based cars and small-bore GT cars meeting SCCA safety requirements found at <https://www.scca.com/pages/race-experience-rules>. SCCA Spec Racer Ford is also allowed. Purpose-built racecars like Formula Cars, Sports Racers/Prototypes, Big Bore GT Cars and Pro series cars are not appropriate for this event.

This also means that your car will need to have racing items like a roll cage, racing seat, racing harness, window net, etc. If your car has run other organizations like ChampCar, AER, Lucky Dog Racing League – chances are it’s good to go, but our tech inspectors will double-check for you.

If you have questions about your specific car, please contact the registrar, and your question will be sent to the appropriate organizer.

9. VEHICLE INSPECTION (TECH): Before being allowed on track, each vehicle and driver’s gear will need to go through Safety Inspection. Vehicles with a current SCCA Annual Tech Inspections in their logbooks will be honored. Any vehicle without an annual tech/logbook will need to be individually inspected. Annual Tech stamps can be reviewed and a sticker will be issued at the covered shelter between the track and open-air garages.

Express Tech will also be available in the express line for those card holders that have a valid Annual Tech, 2026 Helmet sticker and no notations in their logbook. You must meet all three of these criteria to be eligible for the Express Tech. If eligible, you will only need to bring your logbook to Registration building. If you do not meet one or more of these criteria, you will need to visit tech shed inside the paddock near impound. It is the driver’s responsibility to ensure that their gear is in compliance with the GCR.

Tech Hours: (at Tech Shed)

Friday, March 20: 6:00pm-9:00pm

Saturday, March 21: Opens 7:00am

Sunday, March 22: Opens 7:00am

10. DRIVERS MEETINGS: A driver’s meeting and a short Novice classroom will be held at 8:00 am Saturday at/in the shelter by the control tower. All drivers with less than three wheel-to-wheel events or have never run with the SCCA are required to be at each meeting. (All drivers are recommended to attend all meetings.)

11. POST-SESSION DEBRIEFS: Post session debriefs will be held about five minutes after each practice/qualifying session (enough time for you to get out and get a drink) and should be at the covered

garages. If we have to change this, we'll let you know on grid. All newer drivers (less than three wheel-to-wheel events) are required to attend all debriefs. (All drivers are recommended to attend all meetings.)

12. IMPOUND: Following each race, all drivers will report to impound for debrief.

13. TIMING & SCORING: To be timed/scored, a MyLaps transponder is required for this event and must be installed and working for each session. If you do not have a transponder Turbo John is expected to be onsite to provide a rental. Contact information www.turbojohn.com 803-732-0937. For entries without a transponder or who's transponder isn't working, loss of any qualifying/grid position is likely.

14. CLASSING: There will be no individual classes for this event. All cars are grouped in "Race Experience."

15. GRID & STARTING POSITION: Grid and Starting position will most likely be determined by transponder timing. If the group desires, and everyone agrees – random grids may be used. If a driver does not desire to take a grouped start, that driver can always start at the back/away from other drivers.

16. SOUND LIMITS: Sound level maximum is 105 dB and will be measured by CMP from the front straight near turn 14. Sound may also be monitored by SCCA staff inside turn 3.

17. BLACK FLAG STATIONS: The black flag will be shown at the finish line and/or at Turn 9 with a number board. The checkered flag is located at the finish line.

18. PADDOCK: We ask for all competitor's cooperation with the Paddock Marshal or his designate when parking. Failure to follow the direction of the Paddock Marshal or his designate regarding paddock parking or activities may result in expulsion from the facilities. Speed limit in the paddock is 10 miles per hour. Please be respectful to drivers running the Turn One test day that may be packing up to leave and give them time.

19. SOCIAL EVENT: The traditional Saturday Social after the final race group of the day will have food and beverages available.

20. MEDICAL FACILITIES: Medical is located in the Ground Floor of the Race Control building and will accommodate non-racing medical requirements.

21. RADIO FREQUENCIES: Race staff uses 460.625 and 456.400 MHz. Please do not use these frequencies for personal communication. Crew members are encouraged to monitor these frequencies to alert their driver of the communications.

22. CLOTHING: Closed toed shoes are required on the grid and over the wall on pit lane. Crew members on pit lane must display their event credentials or have a hot area wrist band at all times while on pit lane.

23. PIT LANE: Pit lane speed shall not exceed 30 mph. Violators may be penalized.

24. START/FINISH: All race starts and finishes will be at the CMP start/finish line. In the case of time-limited races, if a race is halted by black flag all or red flag, the race clock will not be stopped.

25. COURSE NOTES: Please be aware of the pit out blend line that leads directly into turn one. When exiting the pits, cars must stay left of this line. Violators may be penalized. If your car stops on course for any reason it will be moved to a safe place and may be towed-in after every other session to save time. A White flag at all stations will be displayed for the first lap of the first practice and qualifying session for flag station identification.

26. RESULTS: Qualifying, official results, sound readings will be posted on the bulletin board outside the timing building. After the event you will be able to download results from the Central Carolinas Region SCCA web site (<http://www.CCRSCCA.com>). Live timing will be available during the event. Timing and results on Race Monitor are not official.

27. PROVISIONS: Camping is allowed in the paddock. See CMP Information for details. Racing safety equipment and supplies: Turbo John (800) 247- 4260.

REGISTRATION INFORMATION

1. REGISTRATION: This event will be online registration only. You can register at MotorsportReg.com (direct link: <https://msreg.com/2026CCRDoublSARRC> If you have registration questions, please contact Vicki Lanning directly at 828-231-1990 (Text first please) Before 8pm - or by email at vlanning98@charter.net.

Registration Hours: (Registration Building outside gates)

Friday, March 20: 5:00pm-9:00pm

Saturday, March 21: 7:00-11:00am

Sunday, March 22: 7:00-10:00am

2. ENTRY FEE: \$525.00

Payments are by cash, check, or credit card, but cards will not be charged until you register for the event at the track. Credit cards can't be accepted at the track except in your MSR account.

3. CANCELATIONS/REFUNDS: You must contact the chief registrar before the event is over if you are requesting a refund. No refunds will be granted if you enter pit road or turn a wheel on track at any entry point.

4. CREW/GUEST PASS POLICY: Each entry is entitled up to five passes. Only SCCA members will be issued hot pit passes (Weekend Memberships may be purchased at registration for \$20). Members and race staff will be issued one guest pass. Anyone entering the track after registration hours must pay a fee of \$5.00 for a spectator pass and will not be issued a hot pass. No refunds will be given for spectator passes.

TRACK RULES & INFORMATION

These rules are set by the track and are a condition of the use of the facilities by the SCCA. They are not protestable/appealable and failing to follow these rules not only risks personal consequences (e.g., being asked to leave), but could jeopardize the event and future events at the track for all SCCA members.

1. GATE HOURS: The gate will be closed overnight to new arrivals but will be staffed for re-entry into the facility. Participants and Guests will not be able to enter the facility after hours unless they have previously received a wristband.

2. SPEED LIMIT: The speed limit in all non-competition areas including grid, paddock, and access roads is 10 mph. Any driver or guest found to be in violation of this speed limit may be ejected by the event or track staff.

3. CAMPING: Camping is only available for selected days/events. You can find this info, as well as gates times, on the event listing on our calendar. General/tent camping is no charge. CMP has 15/20AMP receptacles throughout the facility at no charge – first come first serve. Clean, air-conditioned restrooms/showers are located centrally on the grounds. Camping quiet time begins at 10 pm.

- 4. PADDOCK ROADS:** No parking, repairing, or refueling vehicles or placing scales or jack stands on any paddock road. These access roads are considered an Emergency Fire Lane by the Fire Marshall.
- 5. ELECTRICAL POWER:** 20 amp service is available without a fee. 30 amp service is available for a nominal fee through online booking at <https://carolinamotorsportspark.com/30amp-sites>
- 6. RV HOOKUPS:** RV hookups are not available at the track.
- 7. CAMPFIRES:** Open campfires are NOT allowed. The use of fully enclosed grills is allowed.
- 8. FIREWORKS/FIREARMS:** Fireworks, firearms, weapons and illegal drugs are strictly prohibited on the premises.
- 9. TRASH:** Trash receptacles are readily available throughout the facility. These can be easily identified as they are wrapped in "checkered flag" patterned plastic. Do not place any waste fluids or hazardous waste into the trash receptacles.
- 10. WASTE FLUIDS:** Waste disposal containers for oil and antifreeze can be found near the center of the paddock area.
- 11. GARAGES:** Garages are available for rent. For pricing and availability please check online reservations at <https://carolinamotorsportspark.com/day-garages>
- 12. FIRE EXTINGUISHER:** Each competitor must have at least one (1) portable BC dry chemical fire extinguisher of at least 10lbs and in good working condition in their pit area.
- 13. FUEL:** Race fuel is available for purchase from the track. You must take any metal cans from race gas with you, they may not be left at facility. Gas can be purchased just outside of the track entrance (Independent gas station) and in the town of Kershaw (BP station).
- 14. PETS:** Pets must be kept on a leash and not allowed to roam the paddock area. Pets are not allowed in any hot areas including grid, false grid, pit road, etc.
- 15. LAKE:** The lake is off limits to event participants/guests at all times. Fishing and swimming is not allowed in or around the lake at any time.
- 16. MINORS:** All minors must be under the supervision of a responsible adult. All minors must have a track minor waiver completed before they are allowed on site.
- 17. MOTORIZED SUPPORT VEHICLES:** No pit bikes, dirt bikes or mini bikes are allowed on the premises without prior approval from the track management. Pit support motorized vehicles (ATV'S, golf carts, mopeds, motorcycles) may only be operated by a person with a valid driver's license and used only for race support. Car # must be displayed on support vehicle at all times. Unauthorized or dangerous use of these vehicles such as speeding, joy riding, or double riding will result in the vehicle being impounded and the driver reported to the Event Lead.
- 18. GRASS:** Please do not damage the grass in any of the non-paved areas of the facility.

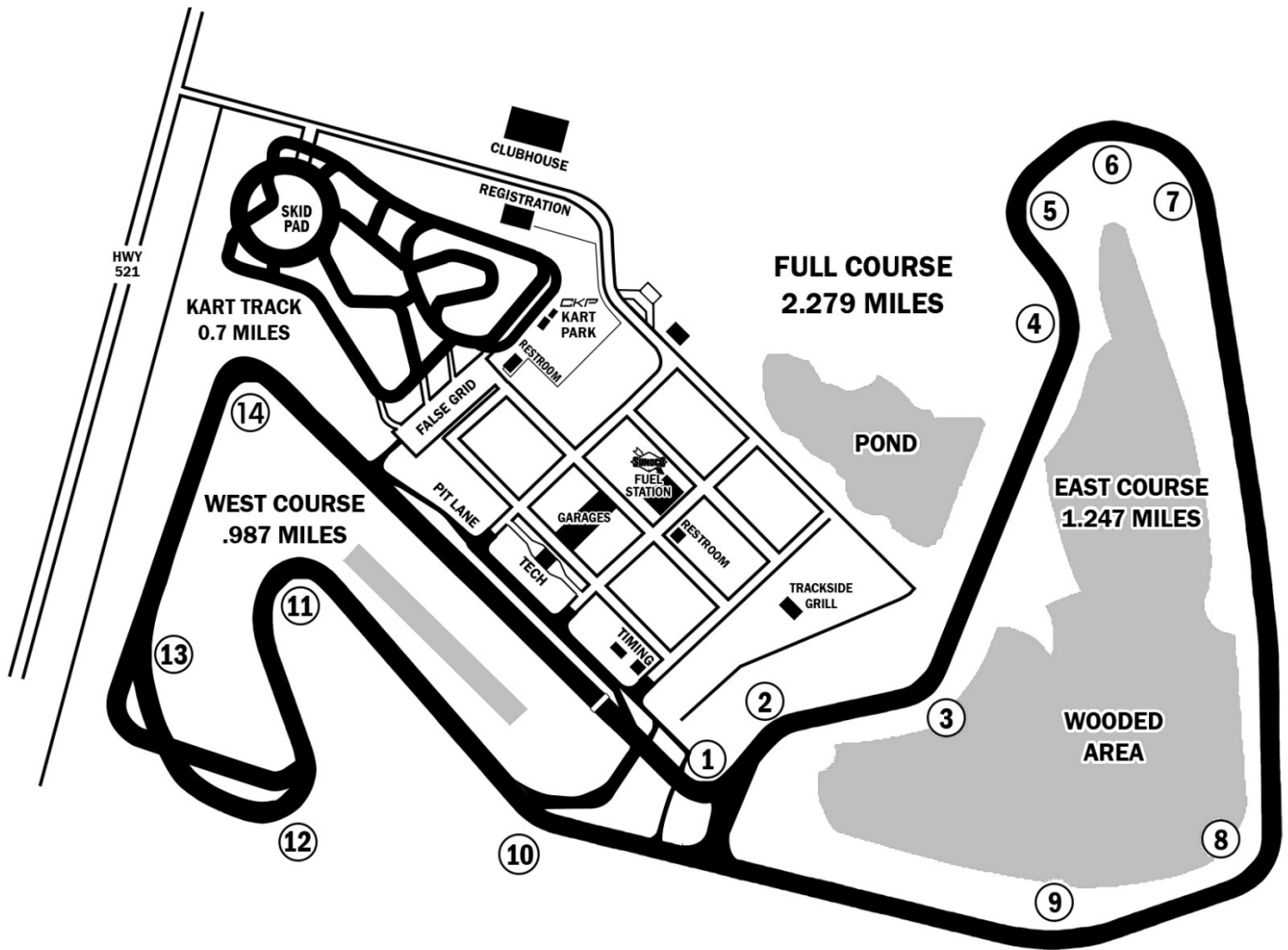
19. FENCES: Fences may not be jumped or climbed in any area of the facility. Doing so is cause for expulsion from the track.

20. BURNOUTS: Performing Burnouts for tire warming or any other reason are NOT allowed in any area of the facility.

21. ALCOHOLIC BEVERAGES: No consumption of alcoholic beverages is allowed until after the last timed session of the day is complete.

22. SIGNS/NOTICES: Bulletin boards are provided by the restrooms, snack bar and timing and scoring building. Please do not tape notices to any painted surface, mirrors, guardrails, building walls, etc.

TRACK MAP



OFFICIALS

Club Race Experience Officials	
Event Lead	Jon Krolewicz/Steve Eckrich
Race Director	Jon Krolewicz
Driver Coach	Jon Krolewicz, Blair Deffenbaugh
Chief of Tech	Mark Seiler
Safety Steward	Jon Krolewicz

EVENT SCHEDULE: The schedule and Supplemental Regulations may be modified due to unforeseen circumstances. For Race Experience – when you see “formula cars” or sports racers on track (cars that look sort of like IMSA prototypes or open-wheel with or without wings e.g., F1/IndyCars) you should be getting ready. When those cars come off track and a group of “big bore” sedans (NASCAR cars, Corvettes, etc..) you should be headed to or on the grid. The all-formula car “Driverz Cup” without wings is after Race Experience.

Friday March 20		
Registration and Paddock Parking	5:00pm – 9:00pm	Building Outside Front Gate
Tech/Safety inspection	6:00pm – 9:00pm	Tech Shed Between Pit Road and Garages

Saturday March 21		
10-Minute Practice Sessions		
GROUP 1	8:00 - 8:10	SM,SMSE,SMT,SMSET,B-SPEC,SMX,C-SPEC
GROUP 2	8:15 - 8:25	ITA,ITS,ITR,IT7,ITB,ITC,MXP,STL,SSM,HP,T4,FP,EP
GROUP 3	8:30 - 8:40	P, P2, FA,FX,FC,FE,FS,FE2 CF,F6,FF,FST,FV, SRF, SRF3,SR1,SR3
GROUP 4	8:45 - 8:55	ASR,AS,GT1,GT2,GT3,GTA,GTX,SPO,T1,T2,T3,ITO,STU,SPU,GTL,SC
GROUP 5	9:00 - 9:10	Club Race Experience 10-Minute Practice
GROUP 6	9:15 - 9:25	DRIVERZ CUP (FV)
15-Minute Qualifying Sessions		
GROUP 1	9:30 - 9:45	SM,SMSE,SMT,SMSET,B-SPEC,SMX,C-SPEC
GROUP 2	9:50 - 10:05	ITA,ITS,ITR,IT7,ITB,ITC,MXP,STL,SSM,HP,T4,FP,EP
GROUP 3	10:10 - 10:25	P,FA,FX,FC,FE,FS,FE2 CF,F6,FF,FST,FV, SRF, SRF3,SR1,SR3
GROUP 4	10:30 - 10:45	ASR,AS,GT1,GT2,GT3,GT3U,GTA,GTX,SPO,T1,T2,T3,ITO,STU,SPU,GTL,SC
GROUP 5	10:50 - 11:05	Club Race Experience Qualifying
GROUP 6	11:10 - 11:25	DRIVERZ CUP (FV)
14 Lap or 25-Minute SARRC Races + 20-Minute Club Race Experience Race		
GROUP 1	11:30 – 11:55	SM,SMSE,SMT,SMSET,B-SPEC,SMX,C-SPEC
	12:00 – 1:00	LUNCH BREAK – APPROX 1-HOUR
GROUP 2	1:00 -1:25	ITA,ITS,ITR,IT7,ITB,ITC,MXP,STL,SSM,HP,T4,FP,EP
GROUP 3	1:35 -2:00	P,FA,FX,FC,FE,FS,FE2 CF,F6,FF,FST,FV, SRF, SRF3,SR1,SR3
GROUP 4	2:10 -2:35	ASR,AS,GT1,GT2,GT3,GT3U,GTA,GTX,SPO,T1,T2,T3,ITO,STU,SPU,GTL,SC
GROUP 5	2:45 -3:10	Club Race Experience 20-Minute Race
GROUP 6	3:20 -3:55	DRIVERZ CUP (FV)
	End Of Day	Social Event at Garages

Sunday March 22		
10-Minute Practice Sessions		
GROUP 1	8:00 - 8:10	SM,SMSE,SMT,SMSET,B-SPEC,SMX,C-SPEC
GROUP 2	8:15 - 8:25	P,FA,FX,FC,FE,FS,FE2 CF,F6,FF,FST,FV, SRF, SRF3,SR1,SR3
GROUP 3	8:30 - 8:40	ITA,ITS,ITR,IT7,ITB,ITC,MXP,STL,SSM,HP,T4,FP,EP
GROUP 4	8:45 - 8:55	Club Race Experience Practice
GROUP 5	9:00 - 9:10	ASR,AS,GT1,GT2,GT3,GT3U,GTA,GTX,SPO,T1,T2,T3,ITO,STU,SPU,GTL,SC
GROUP 6	9:15 - 9:30	DRIVERZ CUP (FV) 15-Minute Qualifying
7 Lap or 15-Minute Qualifying Races		
GROUP 1	9:40 - 9:55	SM,SMSE,SMT,SMSET,B-SPEC,SMX,C-SPEC
GROUP 2	10:05 - 10:20	ITA,ITS,ITR,IT7,ITB,ITC,MXP,STL,SSM,HP,T4,FP,EP
GROUP 3	10:30 - 10:45	P,FA,FX,FC,FE,FS,FE2 CF,F6,FF,FST,FV, SRF, SRF3,SR1,SR3
	10:45 - 12:00	LUNCH BREAK – QUIET HOUR – NO RACE ENGINES
GROUP 4	12:00 – 12:15	ASR,AS,GT1,GT2,GT3,GT3U,GTA,GTX,SPO,T1,T2,T3,ITO,STU,SPU,GTL,SC
GROUP 5	12:25 - 12:40	Club Race Experience 15-Minute Race
15 Lap or 30-Minute SARRC Races, 20-Minute Club Race Experience Race		
GROUP 6	12:50 - 1:20	DRIVERZ CUP (FV) 30-Minute Final Race
GROUP 1	1:30 - 2:00	SM,SMSE,SMT,SMSET,B-SPEC,SMX,C-SPEC
GROUP 2	2:10 - 2:40	ITA,ITS,ITR,IT7,ITB,ITC,MXP,STL,SSM,HP,T4,FP,EP
GROUP 3	2:50 - 3:20	P,FA,FX,FC,FE,FS,FE2 CF,F6,FF,FST,FV, SRF, SRF3,SR1,SR3
GROUP 4	3:30 - 3:50	ASR,AS,GT1,GT2,GT3,GT3U,GTA,GTX,SPO,T1,T2,T3,ITO,STU,SPU,GTL,SC
GROUP 5	4:00 - 4:30	Club Race Experience 20-Minute Race
	End Of Day	