



THIRD ANNUAL JIM HALLAHAN 333 COMPETITOR PACKAGE *RACE WEEKEND SCHEDULE*

SATURDAY, JANUARY 28TH - DIRT DERBY

7pm Atlantic - Track Opens | Street Stocks (15 Minutes)

7:15pm Atlantic - Gridding for First Heat (Up to Four Heats - 8 Laps)

To Follow - Last Chance Showdowns (Two - 10 Laps)

To Follow - Feature (35 Laps)

8:15pm Atlantic - Track Opens | UMP Modifieds (15 Minutes)

8:30pm Atlantic - Gridding for First Heat (Up to Four Heats - 8 Laps)

To Follow - Last Chance Showdowns (Two - 10 Laps)

To Follow - Feature (35 Laps)

~ 10 Minute Intermission

To Follow - Practice Opens (10 Minutes)

Grid to Feature Top Ten in Street Stocks, Top Ten in UMP Modifieds plus Provisionals. Field size is 20.

To Follow - Super Late Model Finale (50 Laps)

SUNDAY, JANUARY 29TH - JIM HALLAHAN 333

11am Atlantic - Track Opens for Practice (60 Minutes)

12pm Atlantic - Cars Grid for Heat Races (Up to Five Heats - 20 Laps - Top Four Advance)

To Follow - Last Chance Showdowns (Up to Two - 33 Laps - Minimum Top Two Advance)

2pm - Track Opens for Practice (15 Minutes)

2:15pm - Third Annual Jim Hallahan 333 (333 Laps)



- There is no entry fee for the Jim Hallahan 333. We will take up to 60 registrations for the event.
- There is no entry fee for the TCM Dirt Derby. We will take up to 40 registrations for the event.
- Qualifying on Sunday afternoon will lock 24 into the show through 20-lap heats and 33-lap Last Chance Showdowns. Up to four Provisionals, including a TCM Dirt Derby winner provisional, will complete the field. The field size is expected to be 28 cars.

BASE PURSE PAYOUT - JIM HALLAHAN 333

1st - \$75
2nd - \$33
3rd - \$28

Dirt Derby:

Street Stock - \$10 to Win
UMP Modified - \$10 to Win
Super Late Models - \$25 to Win + Provisional into JH333

- Race will have race controlled yellow flags. If the incident is a single car spin, chances are the yellow will not be thrown unless the car is in the line of traffic. If a single car spins and does not attempt to get going or use a tow to the pits and it triggers a yellow flag, race officials will hold the car under green for a minimum of five laps.

- "Modified Tap" rule is in effect. If you feel like you caused the incident to bring out the caution, you have the right to tap within the first lap of caution to claim the caution. If rule is not used and no blatant reason can be found by race officials for the cause of caution, incident will be deemed no fault and offending parties will go to the rear of the field for the restart. Should "netcode" be prevalent and enough evidence is present that the two drivers were not going to make contact, race control may not penalize any driver in the yellow.

- If a driver is the direct cause of three caution flags or involved in four yellow flags, they will be disqualified from the event. Race control has the right to park any driver they deem is a hinderance to the racing program.

- START/RESTARTS: Drivers must maintain pace speed once pace car goes off. Leader fires first from the time the pace car peels off to when the sim triggers the green. Leader cannot slow down from pace speed and back the field up in an attempt to get a jump. Penalties from the sim for jumping starts will not be cleared. Listen to your in-sim spotter to figure out where you need to be lined up. Should a restart need to be taken back, the yellow will be thrown down the backstraight and the restart will be tried again. Should a driver receive a second warning, they will be placed to the back of the next restart.

- The general rule of thumb is that black flags will not be cleared. We will look at most incidents but it's simple - don't do anything the sim doesn't like and you won't receive a penalty! Black flags will not be cleared for incident point penalties.

- If you would like to have a level headed conversation with your peers in the race session, that is ok. Anything past that could result in chat privileges being pulled, a black flag to the driver or both.

- Aggressive driving, even if it does not cause an incident, could warrant a warning from race control.

- Any last lap incidents could result in the finishing order being altered based on the incident(s).

- Drivers that are having connection issues will have one "Warp Warning" per race. If a driver's connection to the session does not clear up in three laps, a black flag will be issued (or an EOL under yellow) for the driver to fix the issue. Should they return to the track and it is not fixed, race control has the right to disqualify the driver from the night's event. We have given plenty of lenience in the past – we hope to tighten this up.

- Drivers must accept league invitations by Saturday evening, January 27th at 6pm Atlantic. Failure to accept your invitation before the deadline could result in conflicting car numbers receiving a penalty.

- Please be respectful to race officials, broadcasters and sponsors of this event. Failure to do so could result in penalty.

- The Jim Hallahan 333 will be broadcast on Vidane TV on Sunday, January 29th.

- Additional rules or procedures will be communicated via the iRacing League Page, the TCM Facebook Page or TimsCorner.ca.