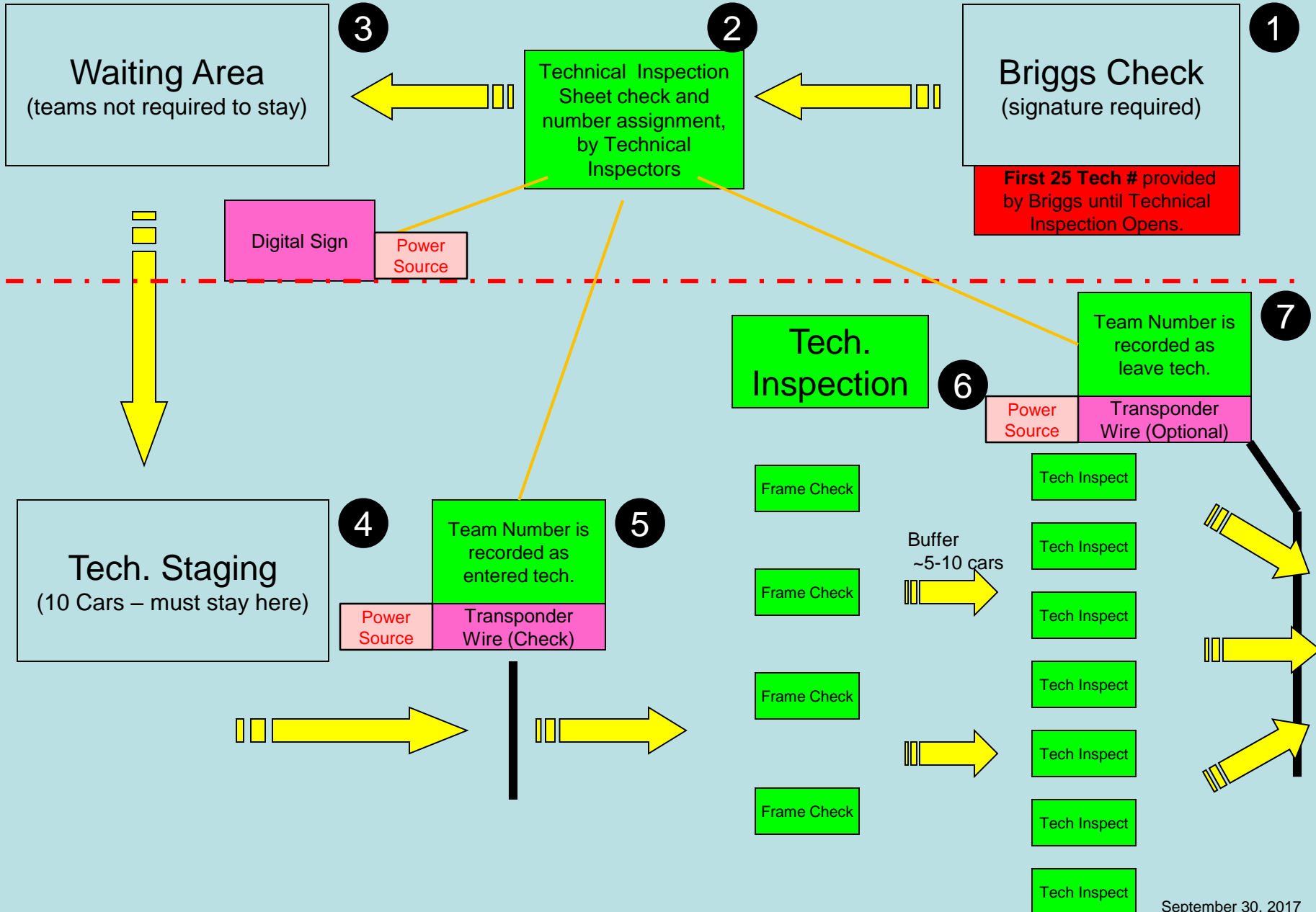


# Technical Inspection Flow



1. Briggs Engine Check and Signature (The first 25 teams will receive a Tech Number at Briggs, all other teams will get a number when Technical Inspection opens)
  - Briggs Signature Required for Progress
2. Teams bring Technical Inspection Sheet after going through Engine Check to receive number
  - Only one (1) number will be assigned per team directly written on tech sheet. (Teams can not trade numbers)
  - All number assignments will be tracked in technical inspection
  - Make sure you estimate when your number will be called so you do not miss other static events
3. Team can go directly to waiting area or if waiting area is full they can leave
  - If you don't enter when your number is called you can get back in line for reassignment of number
  - The numbers that we are on will be updated on the mobile.bajasae.net website and/or digital sign.

Remember that teams requiring rechecks will typically start entering the line around 2pm so the line will start moving much faster
  - If a team decides they want a higher number *(to not conflict with design times)*, they can bring tech. inspection to tech to have a new # assigned . *(Example: A team with earlier design should wait to get their number assigned)*
4. Teams may enter the tech staging area if they are prepared for tech inspection
  - All team members present and all equipment (goggles, fire extinguishers, etc) is available
  - All Transponders charged and on the car or available
5. Teams leave tech staging and cross transponder line to enter tech inspection
  - Transponder # is recorded and functionality verified
  - Data retained on what teams have entered tech. and when
6. Teams progress through tech inspection
  - Only two (2) team members with car, all others stand outside of tech area unless directed otherwise by a tech.
7. Teams exit tech inspection
  - Data recorded on when teams have left tech. and when.

Rechecks will be done through main line, only tech sheet is needed to get a new number