

Course Overview

Fast facts

Cost	\$8950
Class Size	10-12
# of Weeks	9
Class Hours	M-F 8 AM – 4:30 PM; Saturday & Sunday – Optional
Hotel information	Crestwood Suites or 9 week apartment rental accommodations

Class Schedule 2005 – 2006.

2005

August 15th – October 7th

October 17th – December 16th

2006

January 2nd – February 24th

March 13th – May 5th

May 15th – July 7th

July 24th – September 15th

September 25th – November 17th

Course Description

During your time with us at Hedgecock Racing Academy, our team will be dedicated to your training and successful certification. The program is designed to simulate the action packed and fast pace of working for a stock car race team.

Daily schedule

Monday – Friday	8 AM – 4:30 PM (or later if necessary)
Weekends	Optional: Racing is a weekend business. Saturday & Sunday classes will be on an as needed basis and optional

Week One - Introduction to Welding

- Learning the hardware needed to mig weld
- Learn how to adjust welders for different thicknesses
- Welding beads on flat surfaces and tubing
- Learning how to set up tig welder
- Welding aluminum and steel with tig welder

Week Two – Introduction to Types of Machinery Used in Sheet Metal Fabrication

- Learn how to layout sheet metal templates
- Learn how to make patterns
- How to operate sheet metal shears
- How to operate bead roller
- How to operate Rotex punch
- How to operate sheet metal roller

Week Three – Introduction to Bending Roll Bars and Tubing Knotchers

- Getting familiar with benders and degree protractors
- How to figure bend degrees
- Figure distances between bends
- Figure bend rotation
- How to fit roll bars

Week Four – Introduction to Frame Jigs and Suspension

- How to use cold cut saws
- How to use vertical band saws
- How to figure angles for tubing joints
- How to read blue prints for chassis parts
- Making A-frames, spindles, and rear suspension

Week Five – Introduction to Making Steel & Aluminum Bodies

- How to align chassis on surface plate
- Align rear end in chassis
- Check front end settings
- Using templates
- Mounting body
- Fitting front and rear windows

Weeks 6, 7, 8 & 9 will be dedicated to building a race car from scratch and track testing it as a class. The class will work on the car fabrication as a team and have the opportunity to drive the car as well as work pit crew positions

Week Six

- Fabricate new chassis, roll cage, interior sheet metal
- Manufacture suspension

Week Seven

- Mount body
- Assemble suspension
- Install motor and transmission

Week Eight & Nine

- Set-up for race track
- Track Test
- Pit Practice and Training
- Job Placement

****For more information about Hedgecock Racing Academy Certifications Programs – [Email Us](#) or call 336.659.3311**

Enrollment Information

Hedgecock Racing Academy's premier fabrication and certification program consist of eight weeks of intensive training at the company's High Point, NC race shop. Because of

the intensity of Jay's certification programs - **Space is limited to only 125 students total for 2005 and 2006. **First come first serve****

Sign up now for Hedgecock's Certification program in three simple steps:

1. **ENROLL** - Fill out an enrollment application (**click here**) or by calling Hedgecock at 336.659.3311.
2. **PAY DEPOSIT** - Pay a \$950 deposit to hold your reservation either by completing the online form in step one or by calling Hedgecock at 336.659.3311.
3. **PAY TUITION** - Pay the remaining balance at least 30 days prior to the first day of class.

?? Send check or money order to:

Hedgecock Racing Academy
1520 Horney Town Rd.
High Point, NC. 27265

Equipment

During your experience at Hedgecock Racing, you will use and be trained to operate the following machines:

Greenlee Tubing Benders
Milling Machine
Cold Cut Saws
Tubing Knotchers
Miller Wire Welders
Hydraulic Metal Shear
Sheet Metal Rollers
Iron Worker
Plasma Cutter
Hydraulic Press

Metal Lathe
Vertical Band Saws
Horizontal Band Saws
Porta Band Saws
Miller Tig Welders
Sheet Metal Break
Rotex Metal Punchers
Oxygen & Acetalene Torch
Bead Roller