

SCHEDULE OF EVENTS:

2:00 PM: Gates Open
3:30 PM: Pill Draw Ends
3:30 PM: Driver's Meeting
3:45 PM: Warm-ups
4:30 PM: Racing



Tentative Running Order:

Saturday:

Warm-ups:

Winged 270
Winged 600
Sportsman

125
4 Stroke

Heats:

Winged 270 (8 laps)
Winged 600 (8 laps)
Sportsman (8 or 10 laps)
125 (8 or 10 laps)
4 Stroke (10 laps)

Qualifiers:

Winged 270 (8 laps)
Winged 600 (8 laps)
Sportsman (8 laps) - if needed
125 (8 laps) - if needed

Intermission/Redraw

Remainder of Events:

Winged 270 B-Mains (10/12 laps - 12-minute time limit)
Winged 600 B-Mains (10/12 laps - 12-minute time limit)
Sportsman B-Main (10/12 laps - 12-minute time limit)
4 Stroke A-Main (30 laps)
Winged 270 A-Main (30 laps)
Winged 600 A-Main (30 laps)
Sportsman A-Main (30 laps)
125 A-Main (30 laps)

Sunday:

Warm-ups:

Wingless 270
Wingless 600
Slingshots

Heats:

Wingless 270 (8 laps)
Wingless 600 (8 laps)
Slingshots (8 or 10 laps)

Qualifiers:

Wingless 270 (8 laps)
Wingless 600 (8 laps)
Slingshots (8 laps) – if needed

Intermission/Redraw

Remainder of Events:

Wingless 270 B-Mains (10/12 laps - 12-minute time limit)
Wingless 600 B-Mains (10/12 laps - 12-minute time limit)
Slingshot B-Main (8/10 laps - 10-minute time limit)
Wingless 270 A-Main (30 laps)
Wingless 600 A-Main (30 laps)
Slingshot A-Main (30 laps)

One-Way Radios Mandatory (Channel 454.000)

Format for Classes with 25+ entries:

- Draw will be used to determine starting position in Heat races.
- Drivers will receive finishing and passing points in their Heat race.
- After the Heats, drivers will be sorted based on total points (Heat Finish then Pill Draw will be the tiebreaker) and put into Qualifier races. Drivers will receive finishing and passing points in their Qualifier race.
 - 3 Heats = 3 Qualifiers – Top 18 drivers in points will be inverted in the Qualifier
 - 4 Heats = 4 Qualifiers – Top 24 drivers in points will be inverted in the Qualifier
 - 5+ Heats = 4 Qualifiers – Top 24 drivers in points will be inverted in the Qualifier, point positions 25 – 40 will start heads up in positions 7 – 10 in the Qualifier. Point positions 41+ will go to the B-Mains
- After the Qualifiers, the top 20 drivers in combined points (from both Heats and Qualifiers) will transfer to the A-Main. (Qualifier Finish then Pill Draw will be tiebreaker) The remainder of the drivers will go to the B-Main(s).
- A-Main starting positions will be heads up from the combined passing points.
- B-Mains will be lined up by total points.
 - 25 – 34 entered cars = 1 B-Main, Top 4 will transfer to A-Main
 - 35 – 44 entered cars = 2 B-Mains, Top 3 will transfer to A-Main
 - 45+ entered cars = 3 B-Mains, Top 2 will transfer to A-Main

		Start											
Finish		1	2	3	4	5	6	7	8	9	10	11	12
	1	100	105	110	115	120	125	130	135	140	145	150	155
	2	91.5	93	98	103	108	113	118	123	128	133	138	143
	3	83	84.5	86	91	96	101	106	111	116	121	126	131
	4	74.5	76	77.5	79	84	89	94	99	104	109	114	119
	5	66	67.5	69	70.5	72	77	82	87	92	97	102	107
	6	57.5	59	60.5	62	63.5	65	70	75	80	85	90	95
	7	49	50.5	52	53.5	55	56.5	58	63	68	73	78	83
	8	40.5	42	43.5	45	46.5	48	49.5	51	56	61	66	71
	9	32	33.5	35	36.5	38	39.5	41	42.5	44	49	54	59
	10	23.5	25	26.5	28	29.5	31	32.5	34	35.5	37	42	47
	11	15	16.5	18	19.5	21	22.5	24	25.5	27	28.5	30	35
	12	6.5	8	9.5	11	12.5	14	15.5	17	18.5	20	21.5	23

Format for Classes with 24 or less entries:

- Draw will be used to determine starting position in Heat races.
- Redraw for half the field to determine A-Main starting positions (i.e. 10 cars, Top 5 in Heat will redraw; 15 cars, top 4 in Heat will redraw)

<u>25 or more entries</u>	<u>24 or less entries</u>
Heats = 8 laps	Heats = 10 laps
Qualifiers = 8 laps	A-Mains = 30 laps
B-Mains = 10 laps (11 or less cars)	
12 laps (12 + cars)	
A-Mains = 30 laps	