

2026 Twin-Features Payoff MOD(Modifieds)

S/S (Street Stocks)

FWD (Front Wheel Drive)

	1st	1st	2nd	2nd	1st	1st	2nd	2nd	1st	2nd	1st	2nd	1st	2nd	
	MOD	MOD	MOD	MOD	S/S	S/S	S/S	S/S	FWD-A	FWD-A	FWD-B	FWD-B	FWD-C	FWD-C	
Laps	20	20	25	25	15	15	20	20	20	20	15	20	15	15	Laps
Car Count	15 ↑↑	14 ↓↓	15 ↑↑	14 ↓↓	14 ↑↑	13 ↓↓	14 ↑↑	13 ↓↓							
1st	600	500	600	500	400	300	400	300	225	225	125	125	75	75	1st
2nd	400	300	400	300	250	200	250	200	140	140	90	90	50	50	2nd
3rd	300	250	300	250	200	175	200	175	90	90	65	65	40	40	3rd
4th	250	200	250	200	175	150	175	150	75	75	50	50	35	35	4th
5th	200	150	200	150	150	125	150	125	65	65	45	45	30	30	5th
													5th ↓↓	5th ↓↓	
6th	150	125	150	125	125	115	125	115	50	50	40	40			6th
	6th ↓↓	6th ↓↓	6th ↓↓	6th ↓↓					6th ↓↓	6th ↓↓	6th ↓↓	6th ↓↓			
7th					115	100	115	100							7th
8th					100	90	100	90							8th
					8th ↓↓	8th ↓↓	8th ↓↓	8th ↓↓							
Tow	50	50			50	50			35		35		35		Tow

2026 Single - Features Payoff

	MODIFIED		STREET STOCK		FWD - A	FWD - B	FWD - C	FIGURE - 8's		
Laps	40	40	30	30	25	20	TBD	20	20	Laps
Car Count	15 ↑↑	14 ↓↓	14 ↑↑	13 ↓↓				16 ↑↑	15 ↓↓	
1st	1,200	1,000	800	600	450	250	150	1,000	600	1st
2nd	800	600	500	400	275	175	100	600	400	2nd
3rd	600	500	400	350	175	125	75	400	300	3rd
4th	500	400	350	300	150	100	70	300	250	4th
5th	400	300	300	250	125	90	60	250	200	5th
							5th ↓↓			
6th	300	250	250	225	100	80		200	150	6th
	6th ↓↓	6th ↓↓			6th ↓↓	6th ↓↓				
7th			225	200				175	125	7th
8th			200	175				150	100	8th
			8th ↓↓	8th ↓↓					8th ↓↓	
9th								100		9th
								9th ↓↓		
Heats	20 / 15 / 10 / 10		20 / 15 / 10 / 10		15/10/5/5	15/10/5/5	15/10/5/5	N/A	N/A	
Tow	50	50	50	50	35	35	35	35	35	Tow

2026 Destruction Payoff

	TRAILER FIG- 8's	FLAG POLE X	REVERSE RACE	ENDURO	ROAD RAGE	DRAGON'S TAIL	
Laps	15	7	7	30	TBD	7	Laps
1st	500	400	200	600	250	250	1st
2nd	300	200	100	300	200	200	2nd
3rd	200	150	75	200	175	175	3rd
			3rd↓↓				
4th	150	125		100	150	150	4th
5th	125	100		75	125	125	5th
		5th↓↓		5th↓↓			
6th	100				100	100	6th
	6th↓↓						
7th					75	75	7th
					7th↓↓	7th↓↓	