



Race & Points Format

Sign in

1. Draw Pill for Heat Race and sign in at Pit Gate office.

Qualifying

No qualifying for any class.

Heat Races (10 Laps)

Lineup determined by pill draw. Lowest # drawn starts P1-Heat 1. 2nd Lowest P1- Heat 2.

Top 4 Cars transfer to A-main. Top 3 finishers in each heat will “Re-Draw” for A-Main starting position. Positions 5th and back run Last Chance Showdown (s)

Example:

24 cars	Heat 1		Heat 2		Heat 3	
	1	4	2	5	3	6
	7	10	8	11	9	12
	13	16	14	17	15	18
	19	22	20	23	21	24

Last Chance Showdown (s) (15 laps)

* Car count to determine number of LCS's run and how many transfer to A-Main.

*Example given reflects 1 LCS.

1. Top 7 Finishers transfer to A-Main.
2. Field lineup will be set based off heat race non-transfer. Heat 1 P5 – starts P1. Heat 2 P5 – starts P2. Heat 3 P5 – starts P3 and so on.
3. Highest non-transfer driver in division points will be eligible for provisional. Must finish LCS.

A-Main

Consists of 20 cars.

Previous Week's Feature Winner

Will start at highest eligible “Re-Draw” position if “Re-Draw eligible.

Points Structure

Points Format--All Events

<u>Pos.</u>	A Feature	LCS
1	100	0
2	90	0
3	85	0
4	80	0
5	75	0
6	70	0
7	65	0
8	60	0
9	55	30
10	50	29
11	48	28
12	46	27
13	44	26
14	42	25
15	40	24
16	39	23
17	38	21
18	37	20
19	36	19
20	35	18