

LATE MODEL PROCEDURES

Late Model Line-Up Procedure-

The Top 8 Qualifiers will make up the Fast Heat and will start inverted from their qualifying position. Cars outside of the Top 8 will start the Slow Heat(s) straight up according to their qualifying time. The finishing order of the Fast Heat will determine the line-up for the first 4 rows of the Main Event- straight up. The finishing order of the Slow Heat(s) will determine the line-up for row 5 and back of the Main Event- straight up.

In the event of two main events in the same race night, the line-up for the second main event will be determined by the finish in the first main event, with a complete inversion of all cars on the lead lap at the conclusion of the first race. Cars one or more laps down will be positioned straight up according to their finish behind the lead lap cars.

Awarding of Points-

Fast Qualifiers

1st- 4

2nd-3

3rd-2

4th-1

Main Event

1st-20

2nd-19

3rd- 18

4th- 17

Etc..... If the number of cars exceeds 20, all cars from 20th back will receive 1 point.

Fast Heat

1st-10

2nd-9

3rd-8

4th-7

5th-6

6th-8th-5

Slow Heat 9th-16th qualifiers

9th-5

10th-4

11th-3

12th-2

13th-16th-1

Additional Heats- All cars receive 1 point

Tire Procedures-

The order for tire selection each week will be set by random draw. The first race draw will take place at 1000 hrs on race day. Draws for subsequent races will be held immediately after the pit meeting at the previous race. If a car wishes to be included in a draw who was not present for the previous race, they can either request someone roll for their position as a proxy at the pit meeting or roll the morning of tire selection and will be inserted as appropriate.

Each team is allotted 10 minutes to select their tires. Teams will get a 2 minute warning at 8 minutes, and tires must be selected and taken out of the container by the end of the 10th minute. Teams may purchase up to 8 tires per race, 4 of which will be designated as race tires for impound. If a team wishes to purchase more tires than they had time to select (up to 8), they can re-enter the container after all teams waiting in the queue have completed their selection. If a team's "Start Time" has passed (See Below), and they are not present, the next team in line will begin selection, and the late team will be inserted at the conclusion of the team with selection in progress.

The tires will be impounded upon selection and released at the conclusion of the second practice session. At no time may a team take the selected tires away from the track, and tech may ask to view the selected tires at any time during the day to ensure they are present at the track and open to inspection.

Car must run the qualifying practice session and all races on the designated impound tires.

Start Times

Teams 1-5 1000

Teams 6-10 1030

Teams 11-15 1100

Teams 16-20 1130