



## Line Up Procedure

### **First Race of the Season:**

#### *Heats:*

Drivers draw for starting position. Lowest number starts on the pole, next lowest starts outside pole etc. There will be two heats races if there are less than 21 in the pits, 3 heats if 21 cars or more. Rookies start at the rear of the heats.

#### *B-Main:*

SCoNE only starts 18 cars for the feature. If there are more than 18 sprint cars in the pits, there will be a "B" main to qualify for the feature. The first 7 (or 5, if three heats) cars to finish each heat race will be qualified for the feature. The top 4 (or top 3 if three heats were run) cars from the "B" go to the feature. The number of laps in the "B" based on the number of cars in the "B". Finishing order in the "B" will be your starting order in the main feature, behind the qualified cars.

#### *Feature:*

If there are 18 cars or less in the pits, all cars will start the main feature in the order that you finished the heat races.

Feature lineup is a **staggered** finishing order from the heats. Winner of heat #1 on pole, winner of heat #2 outside pole, etc. There will also be an inversion draw for the feature. Number on the pill will invert that number of rows of cars.

## **Second and Third Race Event:**

### *Heats:*

Drivers will be lined up by points for the heat races. Lower points in first heat(s), highest points in last heat. There will be two heats races if there are less than 21 in the pits, 3 heats if 21 cars or more. Rookies start at rear of high point heat. The last race feature winner will start at the tail of the high point heat but ahead of the rookies. Any driver not present for the previous race(s) starts at the tail of the high point heat, behind last race winner but ahead of the rookies.

### *B-Main:*

If there are more than 18 sprint cars in the pits, there will be a "B" main to qualify for the feature. The first 7 (or 5, if three heats) cars to finish each heat race will be qualified for the feature. The top 4 (or top 3 if three heats were run) cars from the "B" go to the feature. The number of laps in the "B" based on the number of cars in the "B". Finishing order in the "B" will be your starting order in the main feature, behind the qualified cars.

### *Feature:*

If there are 18 cars or less in the pits, all cars will start the main feature in the order that you finished the heat races.

The feature lineup is the finishing order of the heats. Low point heat finishes followed by higher point heat finishes.

## **Fourth Race Day to End of Season:**

### *Heats:*

Drivers will be lined up by points for the heat races. Low points in first heat(s), high points in last heat. There will be two heats races if there are less than 21 in the pits, 3 heats if 21 cars or more. Any new rookies start at rear of high point heat for three race events. The last race feature winner will start at the tail of the high point heat but ahead of the rookies. Any driver not present for the previous 3 consecutive races starts at the tail of the high point heat, behind the previous race winner but ahead of the rookies.

### *B-Main:*

If there are more than 18 sprint cars in the pits, there will be a "B" main to qualify for the feature. The first 7 (or 5, if three heats) cars to finish each heat race will be qualified for the feature. The top 4 (or top 3 if three heats were run) cars from the "B" go to the feature. The number of laps in the "B" based on the number of cars in the "B". Finishing order in the "B" will be your starting order in the main feature, behind the qualified cars.

### *Feature:*

If there are 18 cars or less in the pits, all cars will start the main feature in the order that you finished the heat races.

The feature lineup is the finishing order of the heats. Low point heat finishes followed by high point heat finishes.

**Important notices:**

- The finishing order given to us by the track is final. No arguments, video testimony, witnesses called to testify, etc. will be entertained.
- The board retains the right to re-evaluate these line-up procedures as any problems arise.