



RACING FORMAT FOR NORMAL SHOWS

Changes may be made by Southern Oregon Speedway Officials for time and or car count

All drivers will have a pill draw, pill draw will be done by my race pass auto draw

HOTLAPS:

- 1) Drivers will run hot laps in your pill draw group

TIME-INS:

- 1) Time-ins will be in your same groups and hot laps, all groups will get 5 laps

HEAT RACES:

- 1) All IMCA cars First night, all drivers draw for heats. Qualifiers redraw for starting positions. One heat - 5 redraw; two or five heats - 10 redraw; three, four or six heats - 12 redraw. After Night 1 heat races are lined up by drivers point average, stagger inverted, lowest point average to the front highest to the rear, point averages are figured by drivers average IMCA point earned in the drivers 3 most recent appearances in weekly points events at the track, NEW DRIVERS carrying no point average have to start in the rear.
- 2) "ALL" Other classes, heat races will be based off of your time ins.
- 3) A Lucky Winner Kid will be chosen to pull a pill draw to either line you straight up our complete invert from your time ins

TROPHY DASHES:

Top 4 fastest cars in Time -Ins will run the trophy dash

MAIN EVENTS: IMCA

- 1) First night all classes will run mains based on heat race finishes
- 2) A lucky winner kid will draw your invert for the mains

“B” mains are lined up straight up from heats with highest finishers to front. 4. When one heat is run, top five qualifiers will be inverted for feature lineup according to three-event IMCA point average. When two or five heats are run, the top 10 qualifiers will be inverted for feature lineup according to three-event IMCA point average. When three, four or six heats are run, top 12 qualifiers will be inverted for feature according to three-event IMCA point average. IMCA and promoter reserve the right to relocate a driver from an invert position to the rear of the field if deemed necessary for the safety and well-being of all involved. Remainder of “A” feature is lined up straight up from heats and/or “B” features. NOTE: IMCA Late Models - 18 or more cars will require at least three heats. (Half-mile tracks have the option of not using three heats until there are 22 or more cars.) 5. A driver that qualifies but has no point average shall be lined up in last invert position. Should there be more than one driver with no point average, positions will be lined up at discretion of officials. 6. Driver does not lose point average for missing any race nights. Once driver establishes a point average, the driver maintains a point average for remainder of the season. 7. There are no double feature nights allowed, excluding rainout make-up features. A program is not considered a rainout unless qualifying races have been completed. If feature is rained out and will not be run at later date, all drivers are to be awarded last place points. 8. Track option to line up season championships straight up by total points. 9. Other than opening night, track may have additional programs where a draw-redraw system may be used for line-ups. Track may hold one draw/ redraw program for every four weekly track points events scheduled for the season. Non-track point events are excluded. Must be requested in writing and approved by IMCA prior to race

MAIN EVENTS NON IMCA:

‘B: Mains are lined up straight up from heats with highest finishers to front, car count will determine number of heats. number of heats will determine how many transfers to A Main A main will be lined up based on heat race finishes

A lucky winner kid will pull a pill draw to determine invert