

IMCA MODIFIED/SPORTMOD/SPORT COMPACT FORMAT

Heats are lined up by driver's three-event IMCA point average, stagger inverted, lowest point average to front, highest point average to rear. Point averages are figured by driver's average IMCA points earned in driver's three most recent appearances in weekly points events at the track. New drivers carrying no point average start at the rear. "B" mains are lined up straight up from heats with highest finishers to front. 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. Remainder of "A" feature is lined up straight up from heats and/or "B" features. A driver that qualifies but has no point average shall be lined up in last invert position. 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.

Night 1 uses a draw/redraw format different from above

Trophy Dashes will be lined up with the Regular CG Format

REGULAR CG FORMAT

****Changes may be made at officials discretion for time and/or car count**

Qualifying – All cars will qualify in their assigned hot lap group, failure to hot lap with your group will result in a no time and you will start at the tail of the heat race. 360 Sprints will get 2 laps of individual qualifying.

Heat Races – Staggered 4 car invert from qualifying

Trophy Dash – Fastest 1 or 2 cars from each group (depending on number of groups that run) of qualifying will be inverted by overall time

Main Event – Lined up off of heat race finish, dice will be rolled after heat races for invert