

Regular Classes Format (Modified Format Is Below)

Qualifying- 2 laps, Street Stocks 1 lap, Hornets qualify in Hot Laps

Trophy Dash- Fastest 4 cars inverted

Heat Races will have a 4 car invert from qualifying

Main Events will be lined up by heat race finish with a dice roll invert

Main Events lined up by heat race finish position

Fan will roll dice for invert

0, 6, or 8 (Invert for all classes will be the same each night) Only the top 4 are included in the invert

0-Chip: Main Event lineup heads up from Heat Race results

6-Chip: Invert the top 6 from the Heats

8-Chip: Invert the top 8 from the Heats

Modified Format

First Night- Qualifiers will redraw for main position

1 Heat- Top 5 Redraw

2 or 5 Heats- Top 10 Redraw

3, 4, or 6 Heats- Top 12 Redraw

After First Night

Heat races lined up by season IMCA points with a full invert. Cars with having no points will start at the rear.

“B” Mains are lined up heads up by heat race finish

1 Heat- Top 5 are inverted from IMCA points

2 or 5 Heats- Top 10 are inverted from IMCA points 3,

4, or 6 Heats- Top 12 are inverted by IMCA points

Remainder of main is lined up by heat race finish

If a car qualifies for the invert but has no points they will be the last car in the invert