



## Race Night Format

### 1) Heat Race Structure by Car Count

#### Heat Race Count

- 1 heat race when there are **1–9 cars**
- 2 heat races when there are **10–17 cars**
- 3 heat races when there are **18–24 cars**
- 4 heat races when there are **25–36 cars**

#### Heat Size Philosophy

- Target heat size is **7–8 cars**
- Acceptable range: **6–9 cars**
- 5-car heat races are avoided
- If a choice must be made, heat sizes will favor **smaller (6)** over larger (9)

#### Standard Heat Splits

- **10–17 cars (2 heats):** split as evenly as possible

- Example:  
14 → 7 / 7  
17 → 9 / 8

#### **18–20 cars (3 heats):**

18 → 6 / 6 / 6  
19 → 7 / 6 / 6  
20 → 7 / 7 / 6

#### **21–24 cars (3 heats):**

21 → 7 / 7 / 7  
22 → 8 / 7 / 7  
23 → 8 / 8 / 7  
24 → 8 / 8 / 8

#### **25–36 cars (4 heats):**

25 → 7 / 6 / 6 / 6  
28 → 7 / 7 / 7 / 7  
32 → 8 / 8 / 8 / 8  
36 → 9 / 9 / 9 / 9



## 2) Pill Draw (Heat Assignment)

- All drivers draw a random pill number at sign-in.
  - Pills are assigned to heats in numerical order:
    - Heat 1 → lowest pills
    - Heat 2 → next set of pills
    - And so on
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## 3) Hot Laps & Qualifying (by heat only)

### Key Principle

Drivers only qualify against cars in their own heat race.  
There is **no overall qualifying order** for the night.

### Procedure

- Each heat is split into two qualifying groups.
- Hot laps & qualifying are run by heat group only.
- The larger group always goes out first.
- Each group will have 4 timed green flag laps with the fastest lap recorded as their qualifying time.
- Some tracks may allow for hot laps and qualifying to be separate and qualifying is only 2 laps.

### Examples

- 9-car heat:
  - Pills 1–5 → 4 timed laps
  - Pills 6–9 → 4 timed laps
- 8-car heat:
  - Pills 1–4 → 4 timed laps
  - Pills 5–8 → 4 timed laps
- 7-car heat:
  - Pills 1–4 → 4 timed laps
  - Pills 5–7 → 4 timed laps



## Qualifying Points

Qualifying awards points **within each heat**:

Position	Points
1st	10
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1

- Fastest qualifier in each heat receives **10 points**, regardless of heat size.

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## 4) Heat Race Lineups (4-Car Invert)

Heat race lineups are set by qualifying rank within the heat:

- Qualified 1st → starts 4th
- Qualified 2nd → starts 3rd
- Qualified 3rd → starts 2nd
- Qualified 4th → starts 1st (pole)
- Qualified 5th and back → straight up



## 5) Heat Race Points

Heat race finishing positions award points:

<b>Finish</b>	<b>Points</b>
1st	12
2nd	11
3rd	10
4th	9
5th	8
6th	7
7th	6
8th	5
9th	4
10th	3

## 6) Feature Lineup – Points System

Each driver earns a **Feature Lineup Score**:

### **Qualifying Points + Heat Race Points**

- Drivers are ranked by total combined points.
- Highest total points start closest to the front.
- **Ties are broken by fastest qualifying time.**

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## 7) A-Main (Feature) Format

### **When There Are 24 Cars or Less**

- All cars advance to the A-Main.
- Feature lineup is determined by total points ranking.



## When There Are 25 Cars or More

- The A-Main starts **20 cars**.
- A B-Main will be run.

## Locked Into A-Main

- The **Top 16 drivers in total points** automatically lock into the A-Main.
  - Locked drivers are ranked by total points for lineup order.
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## 8) B-Main Format (When Used)

### B-Main Lineup

- Remaining drivers line up strictly by **total points**:
  - Highest points driver not locked into the A starts on the pole.
  - Next highest starts 2nd, and so on.

### B-Main Transfers

- **Top 4 finishers** transfer to the A-Main.
  - Transfers start at the rear of the A-Main.
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## 9) Top-6 Redraw (Feature Only)

- After the A-Main field is set, the top 6 drivers in points redraw.
- Drivers draw numbers 1–6.
- Draw determines starting positions 1–6.
- Positions 7–20 line up straight up by total points ranking.