



2017 DIRTcar Nationals Race Formats (by division)

DIRTcar Late Model Late Models (Nights 1, 2 & 3)

Event Format:

- (6) Heats - 3 Transfer
- B-Mains - 2 Transfers to Feature
- 2 Provisional's
- Minimum 22 Feature event cars

Race Procedures

- All drivers will draw each day
- Qualifying is three lap Qualifying
- Three position qualifying grace
- Heats will be within qualifying group
- Heat winner will redraw to establish Feature event start position.
- Remaining cars will be staggered in the Feature Event, B-Mains in heat finish order.
- Double file original starts, Single file restarts.

DIRTcar UMP Modifieds (Nights 1, 2, 3 & 4)

- All cars will pill draw for group qualifying each night. Each ½ group will qualify for 3 laps with your best time recorded for the night. Heats will have a 4 car inversion and will be 8 laps
- The top 3 cars will transfer to the feature, Remaining cars will transfer to the b mains straight up from the heats. B mains will be 10 laps with the top 3 cars from each B main transferring to the A main. A main will be 20 laps
- Heat winners will redraw for Feature event start position

DIRTcar UMP Modifieds (Nights 5 & 6)

- These events will split the event entries into two nights – Saturday or Sunday. Drivers will select their preferred night to compete on the entry blank. Preferences will be assigned in order the entry is received. The fields may be evened out by DIRTcar Officials by assigning the night to later entries or "at gate" entries – ENTER EARLY AND ASSURE YOUR NIGHT!!
- Lineup and events will be the same as nights one thru four
- Top 10 drivers from each nights feature will be locked in to the Gator Championship race on Monday Night.
- New drivers are allowed, however, they will be required to start at the tail of a heat race, no matter their time. A driver may only race 1 night, Night 5 or Night 6.
- Gator Qualifer Features will be 20 laps and the B-main will be 10 laps

DIRTcar UMP Modifieds (Night 7) -Gator Championship Night

- All cars/entries are eligible to race
- We will run as many B Mains as we need to with 4 cars coming out of the B-Mains. B mains will be 10 laps
- 4 provisionals-2 DIRTcar provisionals from current DIRTcar UMP Modified National points, 2 DIRTcar UMP Modified Provisional from 2013 National points. In order to receive a provisional, you must have at least raced at 2 prior DIRTcar events during the week
- The A-main (30-laps) will require that the top 5 from the 2 qualifiers (10 total drivers) redraw on the front straight. 11th thru 20th will lineup straight up behind the top 10, 21st thru 24 will be the B main cars and the last 4 spots will be the provisionals

DIRTcar UMP Modifieds (Night 8) - Night of Features (All Feature Line-up)

- All drivers will run a feature. The field will be divided into features with the maximum of 25 cars and a minimum of 15 in each feature
- Feature will be 15 laps each. You can only run 1 feature
- Features will be determined according to points. We will follow point order, for example: Top 15 to 20 Drivers in point standings will race in race one. Drivers in point positions 21-40 will race in race two.... Etc
- The top 10 will be inverted

Artic Cat All-Star Sprint Cars Circuit of Champions

- Nightly hot lap in group
- Time trials for one car at a time for 2 laps
- 3,4,or 5 heat races (determined by car count) - 8 laps w/ 4 cars inverted in each from time trials
- Top 6,5,or 4 finishers advance to A-main, with remaining cars going to a B-main consolation race
- Top finishers from B main advance to tail of A-main
- A-main is 30 laps in distance nightly

2017 World of Outlaws Craftsman Sprint Car Series

20 CARS OR LESS:

- Draw and Qualify as normal
- Divide field into two (2) Heats lined straight-up by qualifying times – no invert – 1st and 2nd place finishers go to the Dash.
- Remaining cars go into one (1) Non-Qualifier race lined-up by their respective Heat finishes – no inversion – 1st and 2nd place finishers go to the Dash.
- **Provisional Dash lined-up by Heat and Non-Qualifier finishes followed by an inversion draw of 0 or 4.**
- Dash finish determines the first 3 rows of the Feature lineup. The remainder of the field will line up behind the Dash cars by their respective Non-Qualifier finish.
- The WoO Tire Rule is waived for the Dash.

21 TO 31 CARS:

- Draw and Qualify as normal
- Three Heats lined up by times – no invert – top 6 finishers transfer to the Feature.
- 1st and 2nd place Heat finishers go to the Dash.
- Provisional Dash will line up by Heat finish followed by an inversion pill draw of 0, 4 or 6.
- Dash finish determines the first 3 rows of the Feature lineup. Remaining transfer cars line up by Heat finish behind the Dash cars.
- Cars not making the transfer line up by qualifying times in the LCS (Last Chance Showdown). Top 6 finishers transfer to the Feature and tag the rear of the field in their LCS finishing order.
- If there is no LCS the non-transfer cars line up by their Heat race finish.

32 TO 37 CARS:

- Draw and Qualify as normal.
- 4 Heats line up by times – no invert – top 5 finishers transfer to the Feature.
- 1st and 2nd place Heat finishers go to the Dash.
- Provisional Dash will line up by Heat finishes followed by an inversion pill draw of 0, 4, 6 or 8.
- Dash finish determines the first 4 rows of the Feature lineup. Remaining transfer cars line up by Heat finish behind the Dash cars.
- Cars not making the transfer line up by qualifying times in the LCS (Last Chance Showdown). Top 4 finishers transfer to the Feature and tag the rear of the field in their LCS finishing order.

38 TO 48 CARS:

- Draw as normal
- Divide draw into two (2) Flights with the first half of the draw comprising Qualifying Flight A and the second half of the draw comprising Qualifying Flight B. If there is an odd number of cars, using 41 as an example, **Flight A would have 21 cars and Flight B would have 20 cars.**
- Flight A qualifies then Flight B qualifies which creates a Flight A Qualifying Finish and a Flight B Qualifying Finish.
- Heats 1 and 2 will line up by times from Flight A – no invert – top 5 finishers transfer to the Feature.
- 1st and 2nd place of both Heat finishes go to the Dash.
- Repeat above steps for Flight B.
- Provisional Dash will line up by Heat finishes with Flight A cars on the inside lane and Flight B cars on the outside. An inversion pill of 0, 4, 6 or 8 will be drawn to complete the Dash lineup.
- Dash finish determines the first 4 rows of the Feature lineup.
- The remaining transfer cars line up by Heat race finish behind the Dash cars with Flight A cars on the inside and Flight B cars on the outside.
- The next 7 cars in each Qualifying Flight not making the transfer line up by qualifying times in one (1) LCS (Last Chance Showdown) race with Flight A cars on the inside and Flight B cars on the outside. The top 4 finishers transfer to the Feature and tag the rear of the field in their LCS finishing order. Remaining cars go to the C Main with Flight A cars on the inside and Flight B cars on the outside. The top 2 finishers transfer to the LCS and tag the rear in their C Main finishing order.
- The Alternate will be the first LCS non-transfer car.

49 AND ABOVE CARS:

- Draw as normal
- Divide draw into two (2) Flights with the first half of the draw comprising Qualifying Flight A and the second half of the draw comprising Qualifying Flight B. **If there is an odd number of cars, using 41 as an example, Flight A would have 21 cars and Flight B would have 20 cars.**
- Flight A qualifies then Flight B qualifies which creates a Flight A Qualifying Finish and a Flight B Qualifying Finish.
- There will be 6 Heats. Heats 1, 2 and 3 will line up by times from Flight A – no invert – top 3 finishers transfer to the Feature. Heats 4, 5 and 6 will line up by times from Flight B – no invert – top 3 finishers transfer to the Feature
- There will be two, 6 car Dashes.
- 1st and 2nd place Heat finishers from Flight A go to Dash A and line up by their respective Heat finish. An inversion pill of 0, 4 or 6 will be drawn to determine the final Dash lineup for both Dashes. The Dash A finish will set the first six positions of the inside lane of the A Main. Dash B will be conducted in the same manner utilizing Flight B cars. Remaining transfer cars line up behind the Dash cars with Flight A cars placed on the inside lane and Flight B cars placed on the outside lane. 4th thru 9th of both Flights A & B go the LCS (Last Chance Showdown) and line-up in their respective lanes by their qualifying times. The top 6 LCS finishers transfer and tag the rear of the A Main in their LCS finishing order. 10th thru 14th of both Flights hold their times in the C Main, the top 2 finishers tag the LCS. When necessary remaining cars go to a D Main and/or E Main and line up in the same manner as the LCS and C Main.

World of Outlaws Craftsman Late Models Series

- Pill draw determines qualifying order
- If more than 32 cars there are two separate groups of qualifying A and B
- Qualifying times set the heat races
- If 4 heats the top 4 transfer
- If 6 heats the top 3 transfer
- If 4 heats there are two Last Chance Showdowns and top 3 will transfer

- If 6 heats there are three Last Chance Showdowns and top 2 will transfer from each
- Two provisionals going to the two highest in points

Super DIRTcar Series Big-Block Modifieds

30-Lap Event – (Night 1)

- Pill draw determines each group
- Group Hot Laps. Hot Laps will be 'timed' to determine Qualifying Race Line Up(s)
- 26 Car Field Maximum
- 4 heats (8-laps) with 5 cars from each qualifying for 'A' Feature
- 2 'B'-Features (10-laps) with 3 cars transferring (if necessary)
- 'Heads Up' Start for Feature from Qualifying events (No draw)

30-Lap Event – (Nights 2 & 3)

- Pill draw determines each group
- Group Hot Laps. Hot Laps will be 'timed' to determine Qualifying Race Line Up(s)
- 26 Car Field Maximum
- 4 heats (8-laps) with 5 cars from each qualifying for 'A' Feature
- 2 'B'-Features (10-laps) with 2 cars transferring (if necessary)
- 2 Provisional Positions to highest finishing point earners not to qualify through the 'B'-Features
- (Top 8 – 1st and 2nd – from each heat Redraw – 'At Trailer')

50-Lap Event (Championship Night)

- Pill draw determines each group
- Group Hot Laps. Hot Laps will be 'timed' to determine Qualifying Race Line Up(s)
- 28 Car Field Maximum
- 4 heats (8-laps) with 5 cars from each qualifying for 'A' Feature
- 2 'B'-Features (10-laps) with 3 cars transferring (if necessary)
- 2 Provisional Positions to highest finishing point earners not to qualify through the 'B'-Features
- (Top 8 – 1st and 2nd – from each heat Redraw – 'At Trailer')