

Regular Classes Format (Modified Format Is Below)

Qualifying- 2 laps (Group 2-3 cars)

Heat Races will have a 4 car invert from qualifying

Trophy Dash- Fastest 4 cars inverted

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

Fan will roll dice or draw a pill for invert

0, 6, 8, or 10 (Invert for all classes will be the same each night)

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

10-Chip: Invert the top 10 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