

2013 HEAT INFORMATION

The pick number will be used to determine the driver's position in the heat sequence for their respective class.

2013 RACE POINTS and LINE UP PROCEDURE

- Initial lineup determined by heat results
- In any race, DNS=2 points, BF=2 points, and TECH-DQ=0 points
- Maximum of 10 cars per race
- SATURDAY HEAT EVENT – 1ST EVENT (HEAT)
 - 8 laps, all classes
 - line up by pick number
 - late entries start last
 - points given as follows
(1st=10 points, 2nd=9points, 3rd=8 points, all others=7 points)
- SATURDAY FEATURE EVENT – 2ND EVENT (FEATURE #1)
 - 20 laps, all classes
 - line up by points, low points first
 - see lineup sequence for other conditions
 - points given as follows
(1st=10 points, 2nd=8 points, 3rd=6points, 4th=4 points, all others=2points)
- SUNDAY DOUBLE FEATURE – 1ST EVENT (FEATURE #2)
 - 20 laps, all classes
 - line up by points, low points first
 - see lineup sequence for other conditions
 - points given as follows
(1st=20 points, 2nd=19 points, 3rd=18 points, 4th=17 points, others by -1 per position)
- SUNDAY DOUBLE FEATURE – 2ND EVENT (FEATURE #3)
 - 20 laps, all classes
 - line up by points (heads up), high points first
 - see lineup sequence for other conditions
 - points given as follows
(1st=20 points, 2nd=18 points, 3rd=16 points, 4th=14 points, others by -2 per position)

LINEUP SEQUENCE

- Drivers will be lined up in each race based on points, as described above, and other factors, such as a Black Flag, as described below. Multiple drivers with the same infraction will be lined up within the group by their time trial results in the order designated for that race.

SATURDAY: HEAT

- Sequence of start order – pick number– late entry

SATURDAY: FEATURE #1

- Sequence of start order – Points – Heat DNS - Heat BF - Heat TechDQ

SUNDAY: FEATURE#2

- Sequence of start order – Points – F#1 DNS - F#1 BF – F#1 TechDQ – SAT no show – second day registrant

SUNDAY: FEATURE#3

- Sequence of start order – Points – F#2 DNS – F#2 BF – F#2 TechDQ

ADDITIONAL NOTES

- Judging via LVQMRC 3 mark system, for heats and features
- Individual spin-outs will start at the rear, 2 spins = 1 mark
- Cars will line up single file in starting order upon entering the track – no warm up period
- Any car that joins the field after the cross over sign has been given, will start at the rear
- In any race, when 2 or fewer cars remain, the race length will be shortened