

### **Slinger Speedway Race Length and Qualifying Procedures for all divisions:**

All heat races (dashes) **are** subject to a time and caution limit. If the race is not completed within the allotted time or caution limit, the car leading the last completed lap will be declared the winner. Heat races, dashes, semi features will be lined up by time inverted. Feature races will be lined up by a roll of a die and a set number (depending on number of entries). The laps, and time limits and caution limits for division races are as follows:

**Qualifying:** Amount of laps subject to change depending on schedule, threatening weather, etc. SEE QUALIFYING NOTE BELOW

- a. Cars should line-up in number order according to starting number drawn each night.
- b. Any laps that are started by crossing the start finish line cannot be made up if the driver pulls off or experiences mechanical troubles.
- c. Cars that enter for qualifying and do not have a transponder in the car will be motioned off the track, lose one lap of qualifying and have to qualify at the end of the order. If that car is not available when called they will lose all qualifying attempts and start from the rear of the field.
- d. Qualifying Laps
  1. SLM – 3 Laps with warm-up lap
  2. LM – 2 Laps with warm-up lap
  3. MWS – 2 Laps with warm-up lap
  4. AS – 2 Laps with warm-up lap
  5. SBZ - 2 Laps with warm-up lap
  6. BEES – 1 Lap with warm-up lap
  7. 8's – No qualifying

**QUALIFYING NOTE:** When short on time only divisions that have enough entries for a semi feature will qualify. All others will line up by fastest time in qualifying YTD. In the event there is insufficient time to qualify all divisions will be lined up by the fastest time YTD. If within the first 5 races of the season we will go back to the previous season. Any competitor that has no official qualifying time, we will go back to their fastest practice lap. If practice is canceled the competitor will have to start scratch, just as if they didn't receive a lap of qualifying.

Competitors that have a mechanical problem or arrive late will be allowed to qualify as long as the qualifying session is still open. If the competitor arrives after qualifying they will tag the back of the semi feature, if no semi-feature they start in the back of the feature.

### **Super Late Model and Late Model ONLY - Car and Lap Counts:**

Based on 19 to 26 cars qualified

- 14 cars qualify for feature by time
- 6 car fast heat or trophy dash – 6 laps
- 2 equal car heats – 10 laps
- Feature will then consist of 14 plus 4 transfers from the semi.

Based on 27-30 cars qualified

- 16 cars qualify for the feature by time
- fast heat or trophy dash 6 to 10 cars straight up. Lap count will equal cars in the race (Example: 28 cars qualified...7th & 8th place qualifiers start outside and inside of row one...Total of 8 laps.)
- 2 heats of 10 cars a piece – 10 laps
- Feature will then consist of 16 plus 4 transfers from the semi.

Based on 31 or more cars qualified

- 18 cars qualify for the feature by time
- 6 car fast heat or trophy dash – 6 laps
- 3 heats of equal car counts – 10 laps
- Feature will then consist of 18 plus 4 transfers from the semi.

<b>Super Late Model</b>	<b>Laps</b>	<b>Time Limit</b>	<b>Transfers</b>
Heat Race	10	8 Minutes or 2 cautions	
Fast Heat or Dash	6	6 Minutes or 2 cautions	
Semi Feature	30	15 Minutes	Top 4 transfer to feature
Feature	60, 75, 100	No time limit	
<b>Late Model</b>	<b>Laps</b>	<b>Time Limit</b>	<b>Transfers</b>
Heat Race	10	8 Minutes or 2 cautions	
Fast Heat or Dash	6	6 Minutes or 2 cautions	
Semi Feature	20	12 Minutes	Top 4 transfer to feature
Feature	40	25 Minutes	
<b>Midwest Sportsman</b>	<b>Laps</b>	<b>Time Limit</b>	<b>Transfers</b>
Heat Race	10	8 Minutes or 2 cautions	
Fast Heat or Dash	6	6 Minutes or 2 cautions	
Semi Feature	20	12 Minutes	Top 4 transfer to feature
Feature	35	25 Minutes	
<b>Area Sportsman</b>	<b>Laps</b>	<b>Time Limit</b>	<b>Transfers</b>
Heat Race	10	8 Minutes or 2 cautions	
Fast Heat or Dash	6	6 Minutes or 2 cautions	
Semi Feature	15	12 Minutes	Top 4 transfer to feature
Feature	30	20 Minutes	
<b>SUPER Beez</b>	<b>Laps</b>	<b>Time Limit</b>	<b>Transfers</b>
Heat Race	8	8 Minutes or 2 cautions	
Fast Heat or Dash	6	6 Minutes or 2 cautions	
Semi Feature	15	12 Minutes	Top 4 transfer to feature
Feature	25	17 Minutes	
<b>Slinger Bee's</b>	<b>Laps</b>	<b>Time Limit</b>	<b>Transfers</b>
Heat Race	8	8 Minutes or 2 cautions	
Fast Heat or Dash	6	6 Minutes or 2 cautions	
Semi Feature	15	12 Minutes	Top 4 transfer to feature
Feature	25	17 Minutes	
<b>Figure 8</b>	<b>Laps</b>	<b>Time Limit</b>	<b>Transfers</b>
4 – 6 cars	8	10 Minutes	
8 – 10 cars	10	10 Minutes	
12 cars & up	12	10 Minutes	