



2024 Sprint Car Racing Format

All competitors will pill draw during registration.

Once registration is closed, competitors will be ordered based on that draw.

- Single Car Qualifying -

Competitors are Qualifying against the entire field one-at-a-time.

Each driver will receive 2 laps at speed to achieve the fastest single lap time possible.

Qualifying results will determine heat race lineups, with all heat races inverted by six.

QUALIFYING POINTS:

4 HEATS - 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5

3 HEATS - 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5

2 HEATS - 15, 14, 13, 12, 11, 10, 9, 8

- Heat Races -

Heat Races are lined up based on Qualifying results, but with an invert of six.

In addition to Qualifying Points, ASCS Passing Points are being tallied during Heat Races.

Top 16 in accumulated Qualifying & Heat Points will advance directly to the A Main.

* TIE BREAKER - QUALIFYING TIME *

HEATS:

2 HEATS | 17 cars or less |

3 HEATS | 18-23 cars |

4 HEATS | 24+ cars |



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- B Main -

B Main Events are lined up by accumulated Points.

(21-32 CARS) One B Main Event - Top 4 Transfer

(33+ CARS) Two B Main Events - Top 2 Transfer

- A Main -

A Main Events are provisionally lined up by accumulated Points.

However, after Heat Races, a redraw will shuffle the front of the field.

The number of drivers in the redraw will be determined at the drivers meeting based on car count.

All cars behind the redraw lineup based on their accumulated Points with B Main cars at the very back.

* DOUGLAS COUNTY DIRTRACK OFFICIALS RESERVE THE RIGHT TO ALTER THE FORMAT AS NEEDED *
