



## RACE FORMAT

Every time racers hit the track on their qualifying and preliminary night, they will earn Qualifying Points. For all races, a driver must attempt to run the race to get qualifying points.

### QUALIFYING NIGHT - Tuesday, August 27, 2024

Racers will get 2 hours of practice time before qualifying begins.

Qualifying - Teams will draw a pill at registration to determine qualifying groups. Racers will be distributed evenly in groups of around 25 participants.

400 points are awarded for group quick time, 398 for 2nd, 397 for 3rd, 396 for 4th, etc. If a racer does not attempt a qualifying lap, they will receive 325 points.

Odd groups (1, 3, 5, 7, etc.) will race on the first preliminary night. Even groups (2, 4, 6, 8, etc.) will race on the second preliminary night.

### PRELIMINARY NIGHTS - Wednesday, August 28 and Thursday August 29, 2024

Heat races will be lined up by qualifying with an invert of 6 cars. Passing points will determine the lineup for the preliminary mains and be added to the Qualifying Points total.

Heat Races – 200 points will be awarded to the heat race winner, 197 for 2nd, 194 for 3rd, 191 for 4th, 188 for 5th, etc.

2.5 points are added for each car passed compared to official starting position.

E Main – Depending on car count, 1 E Main may be run. The Top 10 will transfer into the D Main.

D Main – 1 D Main of 24 cars will be run. The Top 10 will transfer into the C Main.

C Main – 1 C Main of 24 cars will be run. The Top 10 will transfer into the B Main.

B Main – 1 B Main of 24 cars will be run. The Top 10 will transfer into the A Main.

A Main – 1 A Main of 30 cars will be run.

The A Main winner will receive 400 points. 2nd place will receive 398 points, 3rd place will receive 396, and points will keep descending by 2.

In all preliminary mains, 1.5 points are added to the qualifying points for each car passed compared to starting position.

The best strategy will always be to attempt to get the best finish in each race. However, with a field of hundreds of competitors, it is impossible to predict the strategies each team will attempt to collect the most points, much less execute that strategy.

The Top 20 in overall Qualifying Points from the Preliminary Nights will transfer directly into the \$100,000-to-win Feature. The rest of the field will be split into Alphabet Soup based on their Qualifying Points totals.

Tiebreakers are determined first by preliminary main finish, then heat finish, then qualifying placement, then lowest pill draw.

**FINALE - Friday, August 30, 2024**

Alphabet Soup

XR Super Series Late Model Qualifying

1 Stock Car K Main – Top 10 Transfer to J Main

1 Stock Car J Main  
24 Cars – Top 10 Transfer To I Main  
(133-146 in Qualifying Points + K Main Transfers)

1 Stock Car I Main  
24 Cars – Top 10 Transfer to H Main  
(119-132 in Qualifying Points + J Main Transfers)

1 Stock Car H Main  
24 Cars – Top 10 Transfer to G Main  
(105-118 in Qualifying Points + I Main Transfers)

1 Stock Car G Main  
24 Cars – Top 10 Transfer to F Main  
(91-104 in Qualifying Points + H Main Transfers)

XR Super Series Late Model Heat 1

1 Stock Car F Main  
24 Cars – Top 10 Transfer to E Main  
(77-90 in Qualifying Points + G Main Transfers)

XR Super Series Late Model Heat 2

1 Stock Car E Main  
24 Cars – Top 10 Transfer to D Main  
(63-76 in Qualifying Points + F Main Transfers)

XR Super Series Late Model Heat 3

1 Stock Car D Main  
24 Cars – Top 10 Transfer to C Main  
(49-62 in Qualifying Points + E Main Transfers)

XR Super Series Late Model Heat 4

1 Stock Car C Main  
24 Cars – Top 10 Transfer to B Main  
(34-48 in Qualifying Points + D Main Transfers)

XR Super Series Late Model B Main 1

1 Stock Car B Main  
24 Cars – Top 10 Transfer to A Main  
(21-34 in Qualifying Points + C Main Transfers)

XR Super Series Late Model B Main 2

1 Stock Car Non Qualifier Feature – 30 Cars

1 XR Super Series Late Model A Main

1 Stock Car A Main – 30 Cars  
(1-20 in Qualifying Points locked in + B Main Transfers)

Qualifying Points

Finish in Group	Points
1	400
2	398
3	396
4	394
5	392
6	390
7	388
8	386
9	384
10	382
11	380
12	378
13	376
14	374
15	372
16	370
17	368
18	366
19	364
20	362
21	360
22	358
23	356
24	354
25	352
No Attempt	325





Qualifying Main Points  
+1.5 Points Per Position Gained

Finish	A Main	B Main	C Main	D Main	E Main
1	400	TRANSFER	TRANSFER	TRANSFER	TRANSFER
2	398	TRANSFER	TRANSFER	TRANSFER	TRANSFER
3	396	TRANSFER	TRANSFER	TRANSFER	TRANSFER
4	394	TRANSFER	TRANSFER	TRANSFER	TRANSFER
5	392	TRANSFER	TRANSFER	TRANSFER	TRANSFER
6	390	TRANSFER	TRANSFER	TRANSFER	TRANSFER
7	388	TRANSFER	TRANSFER	TRANSFER	TRANSFER
8	386	TRANSFER	TRANSFER	TRANSFER	TRANSFER
9	384	TRANSFER	TRANSFER	TRANSFER	TRANSFER
10	382	TRANSFER	TRANSFER	TRANSFER	TRANSFER
11	380	340	312	284	256
12	378	338	310	282	254
13	376	336	308	280	252
14	374	334	306	278	250
15	372	332	304	276	248
16	370	330	302	274	246
17	368	328	300	272	244
18	366	326	298	270	242
19	364	324	296	268	240
20	362	322	294	266	238
21	360	320	292	264	236
22	358	318	290	262	234
23	356	316	288	260	232
24	354	314	286	258	230
25	352	-	-	-	228
26	350	-	-	-	226
27	348	-	-	-	224
28	346	-	-	-	222
29	344	-	-	-	220
30	342	-	-	-	218