

### **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 will be declared the winner. Heat races, dashes, semi features will be lined up inverting half the field by time. Feature races will be lined up inverted 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 and threatening weather.

- 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. BEES – 1 Lap with warm-up lap
  6. 8's – No qualifying

**NOTE:** We will be testing "**Grand Prix**" type qualifying starting with the Slinger Bee division. You will be notified with enough time to prepare. When using the Grand Prix type of qualifying the qualifying line-up will be in groups of 8 set by the current point standings. Each group will get (3) green flag laps.

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

Based on 26 or less 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
- 6 car fast heat or trophy dash + additional cars over 26 **start in order**. Lap count will equal cars in the race (Example: 28 cars qualified... **Top 6 make the fast heat or trophy dash ... 7th & 8th place qualifiers start inside and outside 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		
<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>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>
Must have 4 cars to race			
4 – 6 cars	8	10 Minutes	
8 – 10 cars	10	10 Minutes	
12 cars and up	12	10 Minutes	