

Night 1

Heat Races

Heat Races will be lined up by a random pill draw.

Features Races

Feature Races will be lined up by re-draw of feature results.

Any driver not finishing in the heat is not included in the re-draw. Re-draw will be up to 12 cars.

Night 2

Heat Races

Heat Races will be lined up by complete invert of previous weeks results. Any drivers not at the first week of racing will be placed at the tail-end of the heats.

Feature Races

Feature Races will be lined up by the finish of the heats with an invert of the specified number plus the dice roll. (See invert sheet). If less than 10 cars, re-draw in place.

Any driver not finishing in the heat is not included in the re-draw. Re-draw will be up to 12 cars.

Night 3+

Heat Races

Heat races will be lined up by their most recent 2 week average finish. Drivers that have only attended one event will be put in order behind drivers with a 2 week average. Drivers with a more recent last race will be positioned higher than those who have not raced as recently. Drivers who have not raced yet in the season will start at the back of their heat.

Features Races

Feature Races will be lined up by the finish of the heats with an invert of the specified number plus the dice roll. (See invert sheet).

If fewer than 10 cars, full invert will be done based on current point standings, with drivers not qualifying for the invert at the back.

Mid-Season Championships

Mid-Season Championships will be features only and will be lined up in this order:

- Drivers with no wins, no top-10's, no top-5's, from least amount of points to most –then-
- Drivers with top-10's but no top-5's or wins are sorted from least to most –then-
- Drivers with top-5's but no wins are sorted from least to most –then-
- Drivers with wins are sorted from least to most –then-
- Any drivers who have not raced a feature yet this year

* Any tie breaker needed will be based off of pill draw.

Invert Ineligible

A driver is ineligible for invert/re-draw for these reasons:

- Top two finishers from Hornets and Sport-Mods (start at rear)
- INEX experience (by their rules)
- Drivers that did not finish their heat race
- Drivers that were DQ'd from after heats

Inverts

# of Cars	Invert Number (plus dice roll)	Minimum Invert	Maximum Invert
1 - 9	INVERT POINTS	INVERT POINTS	INVERT POINTS
10	4	5	10
11	5	6	11
12+	6	7	12

Cars In Each Heat

# of Cars	# of Heats	Cars in Heat
1-9	1	9
10	2	5-5
11	2	6-5
12	2	6-6
13	2	7-6
14	2	7-7
15	2	8-7
16	2	8-8
17	2	9-8
18	3	6-6-6
19	3	7-6-6
20	3	7-7-6
21	3	7-7-7
22	3	8-7-7
23	3	8-8-7
24	3	8-8-8
25	3	9-8-8
26	3	9-9-8
27	3	9-9-9
28	4	7-7-7-7