



Order of Events 11/1

Hot Laps 6:15pm

- 600cc Modifieds
- Graydon Excavation Factory Stocks
- 600cc Sprints
- 4-Cylinders
- Stafursky Paving Modifieds
- SpeedSport1 DIRTcar Sportsman

HEAT RACES 7pm

- 600cc Modifieds (8-laps)
- Graydon Excavation Factory Stocks (8-laps)
- 600cc Sprints (8-laps)
- 4-Cylinders (6-laps)
- Stafursky Paving Modified Timed Hot Laps (8-laps)
- SpeedSport1 DIRTcar Sportsman Timed Hot Laps (8-laps)

CONSOLATIONS - SAME ORDER / SAME LAPS

INTERMISSION - IF NEEDED

FEATURES

- 600cc Modified Feature (20-laps)
- Graydon Excavation Factory Stock (25-laps)

VICTORY LANE

- 600cc Sprints (20-laps)
- 4-Cylinders (20-laps)

VICTORY LANE

- Stafursky Paving Modified Timed Hot Laps (8-laps)
- SpeedSport1 DIRTcar Sportsman Timed Hot Laps (8-laps)

Schedule is subject to change



Order of Events 11/2

Hot Laps 1pm

- SpeedSport1 DIRTcar Sportsman
- Stafursky Paving Modifieds
- Vintage Modifieds
- 600cc Modifieds

HEAT RACES 2pm

- SpeedSport1 DIRTcar Sportsman (8-laps)
- Stafursky Paving Modifieds (10-laps)
- Vintage Modified/Sportsman Feature (20-laps)
- 600cc Modifieds (8-laps)
- Vintage Antique/Mystique Feature #2 (20-laps)

Vintage Victory Lane

CONSOLATIONS

- SpeedSport1 DIRTcar Sportsman (8-laps)
- Stafursky Paving Modifieds (12-laps)
- Last Call Modified Race (10-laps - non-qualified cars stay on track after consolation)
- 600cc Modifieds (8-laps)

INTERMISSION - MODIFIED/SPORTSMAN REDRAW

FEATURES - VICTORY LANE AFTER EACH FEATURE

- SpeedSport1 DIRTcar Sportsman (30-laps)
- Stafursky Paving Modifieds (40-laps)
- 600cc Modifieds (25-laps)

Schedule is subject to change

Modified/Sportsman Format

31 or less cars - 3 heats (4 qualify / 2 to redraw - 8 cars)
32 or more cars - 4 heats (3 qualify / 2 to redraw - 10 cars)

Two drivers from Friday night hot lap / time trials

31 or less cars - draw in positions 7 and 8

31 or more cars - draw in positions 9 and 10

You may race on Saturday to improve your redraw position. If you choose to race you give up your position in the redraw. You may take hot laps at the back of ONE heat race event.

Last Call Modified Race to be lined up based on consolation event finish. The race will be run directly following the consolation event for the Modifieds with no break. If need be, plan on 22 laps of racing.

Winner of Last Call Modified Race gets an option of \$400 or 25th starting spot in the feature, second gets a Hoosier racing tire, everyone else gets \$75. Positions 2 - 11 also get a DIG Race Products \$50 gift certificate.

Sportsman first non-qualifier gets a Hoosier tire. Positions 2 - 11 get a DIG Race Products \$50 gift certificate. Redemption draw money will go to pay tow money. To be determined based on redemption draw number.

Redemption Draw

- All drivers in the Modified and Sportsman division may pay a redemption fee and draw a second time.
- Drivers who choose to draw a second time must take the second pill drawn regardless of position.
- Modified Fee = \$50 / Sportsman Fee = \$25
- Modified Redemption draw money is added to the feature purse.
- Sportsman redemption draw is paid as tow money to non-qualifiers in order based on entries. (If 5 drivers pay to draw again, first five drivers after first non-qualifier and so on (first non-qualifier gets a free Hoosier tire) get \$25 each tow money. Tow pay positions will be announced at the drivers meeting.

Modified / Sportsman Race Format

- All drivers must have a transponder
- Cautions laps do not count
- Two courtesy laps to change a flat tire / make repairs from crash in the feature event prior to halfway ONLY. Drivers are only eligible for ONE time in the pit area.
- Any driver that stops on the speedway to bring out an intentional yellow without a flat tire will be penalized one lap and will not receive any courtesy laps.
- There will be one wave around driver that is one lap down per caution flag period unless there are back-to-back cautions on the same lap. Then only the first caution counts.
- At every caution, lapped cars will be placed back behind lead lap cars. The wave around car will fall in line behind the last car on the lead lap.
- Two cautions on the same lap the restart will be single file. All other restarts will be double file until the conclusion of the feature event.
- Race will finish under a green, white, checkered format. A race can be extended with a caution on the final lap.

Other Divisions

- All drivers must have a transponder
- Draw for starting positions in heat races.
- All line-ups will be heads up based on finishing position for feature and consolations.
- Two courtesy laps to change a flat tire / make repairs from crash in the feature event prior to halfway ONLY. Drivers are only eligible for ONE time in the pit area.
- Any driver that stops on the speedway to bring out an intentional yellow without a flat tire will be penalized one lap and will not receive any courtesy laps.
- Each feature will start 24 cars ONLY. Consolation events will be run.
- Two cautions on the same lap the restart will be single file. All other restarts will be double file until the conclusion of the feature event.
- Races will finish under a green, white, checkered format. A race can be extended with a caution on the final lap.
- **NY6A Hoosier Tire 600cc Sprints** will follow Series format
- Vintage Modifieds will follow **Mohawk Valley Vintage Dirt Modified Series** tour rules for divisions and draw.