



TEXAS 305 RACESAVER SPRINT NATIONALS RACE FORMAT

1. Lineups are determined by random pill draw. Draw is held at the close of the Driver's Meeting. Any driver failing to draw for heat races or pack racing surface (when requested) will not receive passing points, but only points accumulated through his finishing position in his heat race. (Scroll down for point scale)
2. The car count at the close of the drawing for qualifying heats will determine the number of heats to be run. As each number is drawn for a car, that number will be posted and this procedure will be repeated until a number has been drawn for each car that wishes to compete. The lowest number goes to the pole of the first heat race, the next lowest drawn number goes to the pole of the second heat, etc. Once pole position in each heat is filled, the next lowest number goes to the outside front row of the first heat, etc. If there are an uneven number of cars to equally distribute between heats, the last cars will be placed at the back of the lowest numbered heats. Again, any cars not represented at the drawing shall be placed at the rear of a heat race. Heat races will determine the starting position for the balance of races scheduled.
3. The passing point system will be used to determine lineups for three (3) Qualifying Races.
4. Top 30 in Passing Points from Heat Races will move into Qualifiers. Remainder will fall to the tail of the night's "B" Features. Top 18 will be inverted with the highest point earner from Heat Races starting sixth in the first Qualifier. Qualifiers will be 8 laps each. Passing Points will be utilized with the driver's total points combined with their Heat Race total. The top 16 in combined Passing Points will advance to the A-Feature. Drivers will not redraw for their starting position. Lineup is straight up by the combined Passing Point total. The remainder will fall into B-Features. Number of B-Features is dependent upon the number of cars. 40-54 cars means remaining drivers will drop into two "B" Features. Lineup will be done by passing point totals with 17th going to the pole of the first "B" Feature, 18th to the pole of the second "B" Feature, etc. 4a. If a race has 50 drivers participating, 40 cars will be taken into four (4) Qualifiers with a 24 car invert. Top 16 in combined passing points will advance to the A-Feature and lined up by their points with the highest earner starting on the pole. The remainder will fall into three B-Features. Lineup will be done by passing point totals with 17th going to the pole of the first "B" Feature, 18th to the pole of the second "B" Feature, etc.
5. On the second night of the two day event all drivers will re-qualify with the exception of the top 4 from the night before A feature results (lock in cars). The top 4 in passing points from night 2 and the lock in cars from night one will redraw for starting position in dash which will then line up the A feature first 4 rows.

6. Any driver failing to draw for heat races or pack racing surface (when requested) will not receive passing points, but only points accumulated through his finishing position in his heat race. In the event of a tie in passing points, the driver who first earned the points shall be aligned in front of any subsequent driver earning the same number of points (tie goes to the early heat). Passing points will be figured on the actual starting position on the final parade lap.
7. A car and driver qualify as a team. Each driver can qualify only one car. No driver will be permitted to change cars after taking the green flag of his qualifying heat race. An exception to this rule will be in a two day race.
8. Devil's Bowl Speedway or their representative will advise drivers of the make-up of the number of heat races, main events, field maximum size and other pertinent information at the drivers meeting.
9. The Official lineup is when the caution lights go out on the final parade lap. In the event a car drops out of the line-up for mechanical reasons, the balance of the field shall move straight forward. The exception being if 2 cars drop out from same row, then following cars will be crisscrossed.
10. The start will be official only upon the starter signaling with the green flag. In the event a pace car is used, all cars shall take their proper position behind it. In the event a pace car is not used, the pole car will set the pace which shall be consistent with track conditions and as required to keep the field in formation. Devil's Bowl Speedway shall be empowered to disqualify or penalize any driver violating this rule.
11. A White Line or Cone will be placed off the exit of Turn-4, for all double-file starts. The field must remain even until the front row reaches the cone or line. The Flag Man will be instructed not to throw the green flag until then. No on track warnings will be given.
12. On the initial start, any driver who advances position prior to the starter's signal when the front row reaches the cone or line will be docked two positions at the first caution, red flag, or the end of the race; whichever comes first.
13. On all single file starts after one lap the restarts will start at a Cone to be placed on the front straight-away. The leader must start race from turn 4 cone and all cars must go outside of cone in the proper aligned order. Any car going inside of cone or hitting the cone will force a caution and will be placed at the rear of the field. Any car advancing position prior to the cone will be penalized a minimum of two (2) positions plus one position for each position gained over on the next caution or the end of the race depending on what comes first.
14. Any car requiring a second push on start or restart of race will be placed at rear. The only exception is if a driver is stopped by a Devil's Bowl Speedway official. Instructions to stop will be delivered over the RACEceiver Radio.
15. Any car on or near the racing surface that delays the start or restart of any race shall be penalized one lap by Officials. A work area will be designated at drivers meeting.
16. Alternates will not be taken to fill any vacancies that occur.
17. Any car not running at a reasonable racing speed may be subject to disqualification for safety reasons.
18. The winner of each Heat Race, Qualifier, any consolation feature, and the top five finishers in the A Feature are required to go to the scales. Drivers must go directly to the scales. Any driver not going directly to the scales will be disqualified. The position of the scales will be disclosed during the drivers meeting. It is the responsibility of the drivers to know and understand where and how to get to the scales to avoid any penalties.

PASSING POINT SCALE

	Start												
	1	2	3	4	5	6	7	8	9	10	11	12	
1	100.0	105.0	110.0	115.0	120.0	125.0	130.0	135.0	140.0	145.0	150.0	155.0	
2	91.5	93.0	98.0	103.0	108.0	113.0	118.0	123.0	128.0	133.0	138.0	143.0	
3	83.0	84.5	86.0	91.0	96.0	101.0	106.0	111.0	116.0	121.0	126.0	131.0	
4	74.5	76.0	77.5	79.0	84.0	89.0	94.0	99.0	104.0	109.0	114.0	119.0	
Finish	5	66.0	67.5	69.0	70.5	72.0	77.0	82.0	87.0	92.0	97.0	102.0	107.0
	6	57.5	59.0	60.5	62.0	63.5	65.0	70.0	75.0	80.0	85.0	90.0	95.0
	7	49.0	50.5	52.0	53.5	55.0	56.5	58.0	63.0	68.0	73.0	78.0	83.0
	8	40.5	42.0	43.5	45.0	46.5	48.0	49.5	51.0	56.0	61.0	66.0	71.0
	9	32.0	33.5	35.0	36.5	38.0	39.5	41.0	42.5	44.0	49.0	54.0	59.0
	10	23.5	25.0	26.5	28.0	29.5	31.0	32.5	34.0	35.5	37.0	42.0	47.0
	11	15.0	16.5	18.0	19.5	21.0	22.5	24.0	25.5	27.0	28.5	30.0	35.0
	12	6.5	8.0	9.5	11.0	12.5	14.0	15.5	17.0	18.5	20.0	21.5	23.0

