



## Summer Thunder Sprint Series Format 1 Day

### 33 cars and less

- All cars draw for qualifying spot
- 2 laps qualifying
- 3 Heats, invert 6, take 5 to A main (10 Laps)
- B main, lined straight up by qualifying time, top 4 to the A main; Top 2 get their qualifying time back but cannot start any farther up than the back of the inversion. 3<sup>rd</sup> & 4<sup>th</sup> start behind heat transfer cars (16<sup>th</sup> & 17<sup>th</sup>) (12 Laps)
- Balance of field to the Last Chance main lined up by how they finished the B main. 3 cars transfer to A Main and line up behind the last B main transfer cars (2 Laps per car, max 10 Laps)
- The top 8 in qualifying that transfer from the heat races will redraw for their starting spot in the front 4 rows of the A main
- A Main will be 22 cars for 30 Laps

### 34 cars and more

- All cars draw for qualifying spot
- 2 laps qualifying
- 4 Heats, invert 6, take 5 to A main (10 Laps)
- B main, lined straight up by qualifying time, 2 transfer to the A main and get their qualifying time back but cannot start any further up than behind the back of the inversion (12 Laps)
- Balance of field to the Last Chance main lined up by how they finished the B main. 2 cars transfer to A Main and line up behind the heat race transfer cars (2 Laps per car, max 10 Laps)
- The top 8 in qualifying that transfer from the heat races will redraw for their starting spot in the front 4 rows of the A main
- A Main will be 24 cars for 30 Laps

This format is designed to give all participants up to 3 chances to make the A main. It will also create fuller heat races for the fans.