FRI. & SAT SEPT 22-23 FORMAT



SKAGIT MODIFIED CHAMPIONSHIP RACE --- HAPPENS BEFORE ANY 55 HEATS

This is for cars that have ran for 2023 Skagit Aggregates Modifieds points. 24 cars will start the Championship Night A feature.

FRIDAY RACE FORMAT

- DRAW FOR HEAT START POSITION: DRAW CLOSES AT 4:30
- YOU GO TO REAR IF YOU DO NOT DRAW BY 4:30

HOT LAPS: HOT LAP IN HEAT RACE GROUPS.

HEAT RACES: 8 LAPS / 10 CARS PER HEAT

ASCS PASSING POINTS USED + 5.0 POINTS GAINED / -1.5 LOST HEATS STRAIGHT UP BY PILL DRAW SECOND SET OF HEATS FULLY INVERTED BY ORIGINAL HEAT LINE UP. (NOT BY HEAT FINISH) TIES BROKEN BY HEAT FINISH (HEAT 1 THEN HEAT 2, THEN PILL DRAW) MORE THAN 55 CARS = 1 SET OF HEATS

TOP 18 IN POINTS GO TO SATURDAYS 'A' MAIN

19 – 32 IN POINTS GO TO SATURDAYS 'B' MAIN.
33 – 46 IN POINTS GO TO SATURDAYS 'C' MAIN.
47 – 60 IN POINTS GO TO SATURDAYS 'D' MAIN.
61+ GO TO SATURDAYS 'E' MAIN. *IF THERE ARE 65 CARS OR LESS THE 'E' MAIN WILL NOT BE RUN IF THERE ARE 75 CARS OR MORE, ADDITIONAL MAINS MAY BE ADDED*!

THIS IS A BONUS RACE THAT PAYS \$500 TO WIN....:

FRIDAY FEATURE - FULLY INVERTED (OPTIONAL) - TOP 12 IN POINTS

(THIS IS NOT THE SKAGIT CHAMPIONSIP RACE) \$500 TO WIN: 12 CARS – 20 LAPS / FULL INVERT BASED ON POINTS FROM HEATS.

SATURDAY RACE FORMAT:

TOP 18 IN POINTS LOCKED IN FOR SATURDAY 'A' MAIN

TOP 8 IN POINTS REDRAW for starting position on front stretch

Hot lap E, D, C Main Cars

E MAIN (IF NEEDED) 8 LAPS: 4 transfer to D main. **D MAIN 18 CARS, 10 LAPS:** 4 transfer to C Main. *Hot Lap B Main Cars*

C MAIN 18 CARS, 12 LAPS: 4 transfer to B main.

Hot Lap A Main Cars

B MAIN 18 CARS, 15 LAPS: 4 transfer to A Main (Plus TWO Provisionals)

A MAIN 24 CARS 55 LAPS FUEL STOP 25-30 LAPS: 10 MINUTE LIMIT ANYTHING CAN BE DONE. PIT GATES

OPENS AT 1:00PM

PILL DRAW

CLOSES AT 4:30

REQUIREMENTS

IMCA LICENSE REGISTRATION W-9

PROVISIONALS

TWO AVAILABLE

PIT PASS

\$40 PER PERSON \$80 TWO-DAY PASS

TRANSPONDER RENTAL

\$25 PER DAY 2 DAYS FOR \$40 (YOU MUST HAVE A WORKING TRANSPONDER – OR YOU ARE SCORED LAST)

PER IMCA SUPER NATIONAL RULES

https://www.imca.com/supernationals/procedures/

LINEUP

DRIVERS ARE RESPONSIBLE FOR KNOWING WHEN THEIR SCHEDULED EVENTS ARE TO BEGIN. DRIVERS NOT IN THE LINEUP IN STAGING AREA WHEN THE WHITE FLAG FALLS IN THE RACE IMMEDIATELY PRIOR TO THEIR RACE WILL BE PLACED AT THE REAR OF THE LINEUP. DRIVERS NOT IN LINEUP IN STAGING AREA WHEN THE CHECKERED FLAG FALLS WILL BE ALLOWED TO COMPETE IN THAT EVENT ONLY AT THE DISCRETION OF THE PIT OFFICIAL. IF YOU MISS YOUR HEAT RACE, YOU WILL NOT BE PLACED IN ANOTHER HEAT.

STOPPING ON THE TRACK

THE KEY WORD IS "STOPPED." IN ALL QUALIFYING RACES, ANY DRIVER WHO STOPS FOR ANY REASON AFTER ENTERING THE RACETRACK (OTHER THAN AT AN OFFICIALS' REQUEST) WILL BE DISQUALIFIED. IN ALL FEATURE RACES, DRIVER WILL BE SENT TO REAR OF FIELD FOR FIRST OFFENSE STOPPING AND DISQUALIFIED FOR SECOND OFFENSE. ANY DRIVER STOPPING TO ARGUE WITH OFFICIALS WILL BE DISQUALIFIED.

SPIN RULE

HANDLED THE SAME AS STOPPING ON THE TRACK.

IN ALL QUALIFYING RACES, A "ONE SPIN" RULE WILL BE IN EFFECT. ANY CAR STOPPED ON THE TRACK WHEN THE YELLOW FLAG IS INITIALLY DISPLAYED WILL BE CONSIDERED INVOLVED. IN ALL FEATURE RACES, THERE WILL BE A "TWO SPIN" RULE IN EFFECT.

WORKING ON CARS

- HEAT RACES HAVE NO TIME IN WORK AREA.
- ALL CARS ENTERING THE WORK AREA, WHETHER DURING YELLOW OR RED FLAG, WILL RESTART AT THE BACK OF THE FIELD.
- PIT CREWS ARE NOT ALLOWED ON THE TRACK AT ANY TIME, FOR ANY REASON.
- BETWEEN LAP 25-30. THERE WILL BE A 10 MINUTE STOP. ANYTHING CAN BE DONE
- NO GUARANTEED TIME AFTER HALF-WAY.
- LAPPED CARS

• ALL LAPPED CARS WILL BE POSITIONED AT THE BACK OF THE FIELD ON RESTARTS.

ADDITIONAL

- HOOSIER G-60 TIRES ONLY (NO SOAKING).
- TIRES AND FUEL AVAILABLE AT THE TRACK.
- THIS IS AN IMCA SANCTIONED EVENT, MUST BE A MEMBER, CHASSIS AND MOTOR RULES APPLY.
- NO CAR SWITCHING ONCE A CAR IS QUALIFIED FOR SAID NIGHT.
- POINTS GO TO THE DRIVER. / RACE GAS OR METHANOL.