



Winged Sprint Car Format

Qualifying: Single car qualifying among your group/heat race only (All Star Format).

Heat Races: 8 Laps with lineup based on group qualifying and an invert of 4. Winner and fastest qualifier to transfer go to redraw. If heat race winner is the fastest qualifier, they will be the only one to redraw from that heat race. Number of transfer TBD and announced at driver's meeting.

B Mains: 12 Laps, number of transfers TBD

Feature Event: 30 Laps on Friday, 35 Laps on Saturday and Sunday. 35 minute fuel clock from the first push off. Double file restarts with leader choosing inside or outside. 3rd place will always restart on the inside.

Entire Event:

360 Spin Rule: If a yellow is thrown, driver will restart behind those cars who passed the 360 spin prior to the yellow being displayed

Split Scoring: Leader plus one crosses the line prior to yellow being displayed, lap will be scored.

More information - www.wildwingshootout.com