



2015 Line Up Procedures

Late Models

1. Qualifying will line up in reverse order of practice times. 2 Laps. Slowest qualify first. Fastest practice time can go first or last. Notify the Pit Steward.
2. If you are not in line at the designated qualifying time, 1 lap. If you do not have a recorded time because you failed to install a transponder for practice, go first. 1 lap.
3. Repeat offenders will start the main at the rear.
4. Main event will be semi-invert, 6 or 8 cars. The remaining cars will line straight up by time.
5. Restarts will be double file, leader can choose inside or outside, grid up behind. Free Pass car. Lapped cars to rear.

Street Stocks

1. One lap qualifying first three races. After first 3 races, line up by point average.
2. Heat races will be Heat 1 and Heat 2. Highest average to 1, second to 2, third to 1 and so forth. Semi invert.
3. Point average is figured by main events only.
4. Main event will be semi-invert by point average. 6, 8 or 10 cars.
5. Breakout rule will be in effect for all events where qualifying is used. See Mini Stock rule 4 and 5.
6. Restarts will be double file, leader can choose inside or outside, grid up behind.

Mini Stocks

1. One Lap qualifying
2. Heat races will be Heat 1 and Heat 2. Fast time to 1, second to 2, third to 1 and so forth. Semi invert.
3. Main event will be semi-invert by qualifying time. 6, 8 or 10 cars. The remaining cars will line straight up by time.
4. **Breakout Rule:** The top 2 cars will be timed. If you run 2 or more consecutive laps .3 second faster than your qualifying time, you will either be black flagged for a stop and go under green, or you will be dropped to the tail end of the lead lap after the race. *Subject to change.*
5. You can elect to start behind the invert to be exempt from breaking out.
6. Restarts will be double file, leader can choose inside or outside, grid up behind.

Hornets

1. European style qualifying
2. Heat races will be Heat 1, Heat 2 and Heat 3. Fast time to 1, second to 2, third to 3, fourth to 1 and so forth. Full invert.
3. Main event will be full invert by qualifying time.
4. **Breakout Rule:** The top 2 cars will be timed. If you run 2 or more consecutive laps .5 second faster than your qualifying time, you will either be black flagged for a stop and go under green, or you will be dropped to the tail end of the lead lap after the race. *Subject to change.* Top 4 qualifiers are exempt.
5. You can elect to start behind fast time to be exempt from breaking out.
6. Restarts will be single file.

Figure 8 - All Classes

1. One Lap qualifying
2. Heat races will be Heat 1 and Heat 2. Fast time to 1, second to 2, third to 1 and so forth. Full invert.
3. Main event will be invert by draw, anywhere between straight up to full invert.
4. Restarts will be double file with the leader alone in front. Grid up behind.

Line up procedures are subject to change and may vary depending on conditions.

2015 Points - All Classes

Evergreen Speedway, Monroe, WA

Main Event Points

1. 50 Points
2. 48
3. 46
4. 44
5. 42
6. 40
7. 38
8. 36
9. 34
10. 32
11. 30
12. 28
13. 26
14. 24
15. 22
16. 20
17. 18
18. 16

B Main Points

1. 14
2. 12
3. 11
4. 10
5. 9
6. 8
7. 7
8. 6
9. 5
10. 4
11. 3
12. 2

Heat Race Points

1. 8 Points
2. 7
3. 6
4. 5
5. 4
6. 3
7. 2
8. 1

Note:

Summer Showdown will be for NASCAR points, Evergreen Speedway 25 flat points.

Adding cars to a heat race will add points to the top. Adding cars to a main will add points to the end.

Season point tie breakers go to the driver with the most wins, then the most 2nd place finishes and so forth.

