

2025 Fremont Speedway – Standard Race Format (All Divisions)



*Special events may have a different format

Car Count	# of Heats	Transfer	Flights	B-mains
17 or less	2	All*	1	-
18 - 22	3	All*	1	-
23 - 31	3	5	1	1
32 - 41	4	4	1	1~2
42 and above	6	3	2	2

410	305 and Dirt Trucks
2 lap of single car time trials (2 cars at a time)	2 Laps of green flag group qualifying. (3~5 at a time) during your hot lap session

- The penalty for missed time trial position, with a two (2) car grace, is one (1) timed lap at the end of qualifying Flight – Your actual time, and points, will be adjusted to be no better than the first car not in the heat invert for your flight.
- Qualifying against cars only in your flight.
- If you don't Qualify you will receive last place qualifying points.
- All divisions- If no transponder on car, then you get no Time.
- If you have a non-working transponder, you must immediately go to the concrete pad just off the front stretch.
- Heat invert of 4 per heat.
- If you don't start your heat, you will receive last place finishing points.
- Qualifying points and heat points (see Below) will be added together to determine **Total Driver Points** (Ties will be broken by actual qualifying time).
- A-main transfer cars will initially be lined straight up by **Total Driver Points**, then inverted with a dice roll invert of 4, 6, or 8
- The last heat winner of each division will perform the dice roll on the front stretch.
- B-main(s) cars will be lined straight up by **Total Driver Points**
- B-main transfers will tag the tail of the A-main by their B-main finish.

Total Driver Point Scheme

Qualifying Points - (1) 200; (2) 198; (3) 196; (4) 194; (5) 192; (6) 190; (7) 188; (8) 186; (9) 184; (10) 182; (11) 180; (12) 178; (13) 176; (14) 175; (15) 174; (16) 173; (17) 172; (18) 171; (19) 170; (20) 169; etc.

Heat Finish Points: (1) 100; (2) 97; (3) 94; (4) 91; (5) 88; (6) 85; (7) 82; (8) 79; (9) 76; (10) 73; (11) 70

200 Bonus Points added to all transfer Cars. *(22 or less cars, must finish in the top 5 to earn bonus points.)



2025 Fremont Speedway – General Scoring\Racing Procedures (All Divisions)

- In the A-main only, lap cars will get their lap back under yellow. Only allowed 1 time per event. If you are 2 or more laps down at the time of the yellow you will not get a lap back.
- On Initial starts and single file re-starts, All cars, (Except the caution causing cars) must cross the scoring loop for that lap to count.
- In 2025 be a split Scoring will be utilized (leader +1)
- All re-starts will be single file through the cone on the front stretch.
- A 360 spin, under green, will draw a caution and the offending car(s) will go to the tail.
- Do NOT pass the pace truck at any time, unless instructed to do so. (2 position penalty)
- The A-main only must finish with Green-white-checkered. All other races will end at the assign number of laps.
- Involvement in, or causing, 2 cautions and/or red flags will result in a disqualification for that race.
- Involved in any caution or stopping on the race track, you will be charged with a caution and sent to the tail.
- Cars receive 2 minutes in the work area ONLY for a flat tire, only for the first half of any race. Work can NOT start until the car reaches the designated work area.
- If a sprint car is not in the push lane ready to push for an event and there is a push truck ready to push you, then you will be considered late. Dirt trucks must be in the push lane when your race is called onto the racing surface. (1 row penalty)
- For any cautions, or line-up changes, before completing the initial lap of the race, cars not involved in the caution will be crisscrossed.
- You must start the A-Main to get start money.
- Alternate will be allowed, but will not receive any A-Main points. We receive Full A-main Money. Alternate must be in the push off lane. (We will not wait for you)
- Upon entering the racing surface, you are expected to immediately and safely get to your approximate starting position.
- Top 3 finishers in the feature event must go to the scales. 2nd & 3rd place finishers will go directly to the scales. The Winner will go directly to the scales after victory lane.
- Minimum weight with driver (410's-1425 Lbs., 305's-1500 Lbs., Trucks-(NO SCALE)



2025 Fremont Speedway - Season Championship - Point Scheme (All Divisions)

*Special events may have a different point Scheme

A-main Finish	Pts.
1	100
2	97
3	94
4	92
5	90
6	88
7	86
8	84
9	82
10	80
11	79
12	78
13	77
14	76
15	75
16	74
17	73
18	72
19	71
20	70
21	70
22	70
23	70
24	70

B-main Non X-fer	Pts.
1	65
2	64
3	63
4	62
5	61
6	60
7	59
8	58
9	57
10	56
11	55
12	54
13	53
14	52
15	51
16	50
Others	50

Heat Finish	Pts.
1	5
2	4
3	3
4	2
5	1

Time Trial	Pts.
1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1



2025 Fremont Speedway – Pay Scheme (All Divisions)

*Special events may have a different point Scheme

	410 Sprints	305 Sprints	Dirt Tracks
1	\$4,000	\$1,000	\$500
2	\$1,500	\$500	\$300
3	\$1,100	\$375	\$200
4	\$800	\$325	\$185
5	\$650	\$280	\$165
6	\$625	\$275	\$165
7	\$600	\$270	\$155
8	\$575	\$255	\$150
9	\$550	\$250	\$150
10	\$500	\$225	\$120
11	\$475	\$220	\$115
12	\$450	\$215	\$115
13	\$425	\$210	\$110
14	\$410	\$200	\$105
15	\$400	\$200	\$105
16	\$400	\$200	\$100
17	\$400	\$200	\$100
18	\$400	\$200	\$100
19	\$400	\$200	\$100
20	\$400	\$200	\$100
Total	\$15,060	\$5,800	\$3,140
B-main	\$150	\$75	\$50

2025 Double Down Throwdown Format (All Divisions)



Car Count	# of Heats	Flights	# of Last Chance Races	Last Chance Transfers
31 or Less	0	1	1	5
32 and above	0	2	1	5

410	305 and Dirt Trucks
2 lap of single car time trials (2 cars at a time)	2 Laps of green flag group qualifying. (3~5 at a time) during your hot lap session

- There are **No Heat Races**, the Top 18, (Top 9 from each flight if 2 flights), in Qualifying transfer directly in the A-Main #1.
- A-Main#1 lineup-up by Qualifying time with a dice roll inversion (4, 6 or 8).
- 19th and beyond go directly to a last chance race: lined straight up by Qualifying time.
- The penalty for missed time trial position, with a two (2) car grace, is one (1) timed lap at the end of qualifying Flight – best you can start in feature #1 is first car after inversion dice roll.
- A-main #2 will be inverted from A-main #1 finish, by a dice roll (2~12).
- Pay out for each feature is 1/2 of normal weekly track payout.
- Bonus money if you win BOTH Features. (\$1,000 for 410's & 305's, \$500 Dirt Trucks)
- All divisions- If no transponder on car, then you get no Time.
- If you have a non-working transponder, you must immediately come to concrete pad just off the front stretch.
- 24th starter: Highest in Fremont Speedway Season Points (Tie broken by actual Qualifying time)
- Full Points for 1st Feature Only, No points for 2nd Feature.
- Feature Laps (410's – 20 Laps each Feature), 305's & Dirt Trucks– (15 Laps each Feature)