



## 2024 Fremont Speedway – Standard Race Format (All Divisions)

\*Special events may have a different format

Car Count	# of Heats	Transfer	Flights	B-mains
<b>17 or less</b>	<b>2</b>	<b>All</b>	<b>1</b>	<b>-</b>
<b>18 - 22</b>	<b>3</b>	<b>All</b>	<b>1</b>	<b>-</b>
<b>23 - 31</b>	<b>3</b>	<b>5</b>	<b>1</b>	<b>1</b>
<b>32 and above</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>2</b>

<b>410</b>	<b>305 and Dirt Trucks</b>
1 lap of single car time trials (1 car 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 – best you can start your heat race is 5th.
- Qualifying against cars only in your flight.
- All divisions- If no transponder on car, then you get no Time.
- If you have a non-working transponder, you must immediately concrete pad just off the front stretch.
- Heat invert of 4 per heat.
- The top 3 finishers from each heat race will be eligible for the A-feature point inversion. A single dice roll (4,6 or 8) will be used to then invert the top 3 finishers. (All Division will have the same roll)
- Driver average is rolling average calculated on the lasts 1~3 events that driver has entered.
- If you do not have an average, you will be assigned and average of 125.
- Remaining A-main transfer cars will be lined up behind all inversion cars by, Heat Race Finish position, and flight number.
- (3 Heat Format) - The front row of the B-main will be occupied by the fastest 2 cars in that flight. The remainder of the B-main will be by heat race finish.
- (4 Heat Format) - The Pole Position of each B-main will be occupied by the fastest car in that flight. The remainder of the B-main will be by heat race finish.
- B-main transfer will tag the tail of the A-main by their B-main finish.



## 2024 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.
- All cars, (Except the caution causing cars) must cross the scoring loop for the lap to count. (There will NOT be a split yellow)
- 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)
- Involvement in, or causing, 2 cautions and/or red flags will result in a disqualification for that race.
- 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. 2<sup>nd</sup> & 3<sup>rd</sup> 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-3000 Lbs.)



## 2024 Fremont Speedway – 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



## 2024 Fremont Speedway – Pay Scheme (All Divisions)

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	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
<b>Total</b>			
	\$15,060	\$5,800	\$3,140
<b>B-main</b>			
	\$150	\$75	\$50