

Trophy Cup 360 Winged Sprints 3-Day Event

RULES, POINT STRUCTURE & FORMAT

RULES

Trophy Cup rules, except for the following:

TIRE RULE: HTW only. If you change a tire during the red, you must start at the back.

MUFFLER RULE: Mufflers mandatory. Flowmaster 53545-10 suggested or Schoenfeld 14272735-78 with turn downs (no other permitted). Must meet 95dba at 100 feet.

WEIGHT RULE: 1500 pounds, with driver.

RED FLAG IS CLOSED UNLESS OFFICIAL SIGNALS OTHERWISE.

OPEN RED: Crewmembers can go to car, driver must stay in car or you will be disqualified (except for safety reasons). A signal will be given for an open red.

CLOSED RED: No working on car by anyone. Cars will be pushed off as soon as accident is ready to be cleared. As soon as driver is checked for injury and cars are upright, we will push off. Line up single file so officials can line you up.

CAUTION: 2 laps will be given after last car in accident gets to work area.

You must run all events you are in each night (must take all green flag starts) to qualify for the Point Fund, if car is able to compete (official decision will prevail). We will take your highest point total from either night to Saturday's program.

All ties in overall points will revert back to qualifying within your group from the day used to qualify for Saturday's racing.

POINTS STRUCTURE & FORMAT

THURSDAY NIGHT:

QUALIFYING: Pill Draw for order. 150 points will be given for fast time and minus 1 point for every position thereafter. There will be 2 groups of cars, each will be half the total cars entered. (Example: 100 cars entered, 50 cars per group - Group "A" cars 1 thru 50, Group "B" cars 51 thru 100.)

8 QUALIFIER HEATS (80 CARS) WILL GO OUT AS FOLLOWS: 1A, 1B, 2A, 2B, AND SO FORTH 4 Heats for Group "A" and 4 Heats for Group "B". 8 laps, 10 cars per each heat race line up with top 6 cars in each race inverted by accumulated points. 36 points will be given for 1st place and minus 3 points for every position thereafter (example 2nd 33 points). 1st place and highest in points in each Qualifier Heat to Thursday A Main. All others to Thursday B, C and D Mains by points; there will be two B Mains. Racing for points only.

LAST CHANCE QUALIFIER GROUPS A & B: 8 laps, line up according to points straight up. Group A & B cars not making the Heats. 1st thru 4th to Thursday D Main. Racing for points only.

D MAIN: 8 laps, line up according to points straight up. Remaining cars plus Last Chance Qualifier cars. 1st thru 4th place winners transfer to Thursday C Main. No points awarded.

C MAIN: 10 laps, top 20 cars in points not making A or B Mains, line up according to points straight up, includes 4 transfers from D Main. 1st thru 4th place winners transfer to Thursday B Mains; odd number to "B1", even to "B2". No points awarded.

B MAINS: 20 laps, top 40 cars in points from Qualifier Heats not making the A Main, plus 4 transfers from the C Main, line up with top 6 cars inverted according to points. Cars with total points in odd numbered position (1, 3, 5, etc.) go to "B1", cars in total points in even numbered position (2, 4, 6, etc.) go to "B2". 1st thru 4th place winners in each B Main transfer to Thursday A Main. No points awarded for top 4 finishers. 50 points awarded for 5th place and minus 2 points per position thereafter.

A MAIN: 30 laps, 24 cars 1st place and highest in points from Qualifier Heats plus 4 transfers from each B Main, line up with top 12 cars inverted according to points. 100 points awarded for 1st place and minus 2 points per position thereafter.

FRIDAY NIGHT:

QUALIFYING: Use Pill Draw from Thursday with the draw for Groups "A" and "B" being completely inverted. Group "B" goes out first. 150 points will be given for fast time and minus 1 point for every position thereafter.

8 QUALIFIER HEATS (80 CARS) WILL GO OUT AS FOLLOWS: 1B, 1A, 2B, 2A, AND SO FORTH 4 Heats for Group "B" and 4 Heats for Group "A" 8 laps, 10 cars per each heat race line up with top 6 cars in each race inverted by accumulated points. 36 points will be given for 1st place and minus 3 points for every position thereafter (example 2nd 33 points). 1st place and highest in points go to Friday A Main, all others to Friday B, C and D Mains by points; there will be two B Mains. Racing for points only.

LAST CHANCE QUALIFIER GROUPS B & A: 8 laps, line up according to points straight up. Group B & A cars not making the Heats. 1st thru 4th to Friday D Main. Racing for points only.

D MAIN: 8 laps, line up according to points straight up. Remaining cars plus Last Chance Qualifier cars. 1st thru 4th place winners transfer to Thursday C Main. No points awarded.

C MAIN: 10 laps, top 20 cars in points not making A or B Mains, line up according to points straight up, includes 4 transfers from D Main. 1st thru 4th place winners transfer to Friday B Mains; odd number to "B1", even to "B2". No points awarded.

B MAINS: 20 laps, top 40 cars in points from Qualifier Heats not making the A Main, plus 4 transfers from the C Main, line up with top 6 cars inverted according to points. Cars with total points in odd numbered position (1, 3, 5, etc.) go to "B1", cars in total points in even numbered position (2, 4, 6, etc.) go to "B2". 1st thru 4th place winners in each B Main transfer to Friday A Main. No points awarded for top 4 finishers. 50 points awarded for 5th place and minus 2 points per position thereafter.

A MAIN: 30 laps, 24 cars 1st place and highest in points from Qualifier Heats plus 4 transfers from each B Main, line up with top 12 cars inverted according to points. 100 points awarded for 1st place and minus 2 points per position thereafter.

SATURDAY NIGHT:

NO QUALIFYING

We will run 3 D-Mains for cars positioned 49th and higher as follows:

D MAIN 1: 10 laps, cars 49 and every third position above (eg. 49, 52, 55, etc.) line up straight up according to points. 1st thru 4th place winners transfer to the Saturday C Main. No points awarded.

D MAIN 2: 10 laps, cars 50 and every third position above (eg. 50, 53, 56, etc.) line up straight up according to points. 1st thru 4th place winners transfer to the Saturday C Main. No points awarded.

D MAIN 3: 10 laps, cars 51 and every third position above (eg. 51, 54, 57, etc.) line up straight up according to points. 1st thru 4th place winners transfer to the Saturday C Main. No points awarded.

Top 48 cars in points:

6 HEATS: 10 laps, 8 cars with all 8 cars inverted by points. 36 points will be given for 1st place and minus 3 points for every position thereafter (example 2nd 33). Racing for points only.

TRANSFERS: 1st thru 20th in points transfer to Saturday A Main. 21st thru 40th to Saturday B Main. 41st thru 48th, plus 4 transfers from each Saturday D Main, to Saturday C Main.

C MAIN: 15 laps, 20 cars line up according to points straight up. 8 cars, 41st thru 48th in points, plus 4 transfers from each D Main. Top 4 finishers transfer to Saturday B Main. No points awarded.

B MAIN: 25 laps, 24 cars line up according to points, with top 6 cars inverted. 20 cars, 21st thru 40th in points, plus 4 transfers from C Main. Top 4 finishers transfer to Saturday A Main. No points awarded.

A MAIN: 50 laps, 24 cars. Top 20 cars in points inverted followed by the 4 transfers from the B Main which start 21 thru 24 in order of points. 150 points awarded for 1st place and minus 3 points per position thereafter.

There will be an open red flag thrown after 10 laps or more, if there is a yellow flag, for refueling only. If no yellow flag has been thrown, at lap 35 an open red will be thrown for fuel only.

The driver with the most points after the Saturday "A" Main will be the overall point champion and will receive the winner's share of the points purse.
All ties in overall points will revert back to qualifying within your group from the day used to qualify for Saturday's racing.