

### RACE LINEUP THINKING

The Speedrome aims to promote balanced competition with its tradition of handicapping the majority of race starting lineups. The main inversion method used since 1995 are rankings with the best ranked drivers starting at the back.

### WHAT ARE RANKINGS?

A ranking is a driver's previous feature finishes in a point series. These finishes are organized from best to worst. Drivers tied with the same best finish, will use their next best to break the tie and do so for as many finishes are needed. Drivers with no previous finishes in that series have no ranking and will start behind ranked drivers. Late arriving or non-qualified drivers will also start behind ranked drivers. The opening feature event of a series will substitute the previous series points for rankings unless noted.

# LATE MODEL REGULAR SEASON LINEUPS

- Qualifications will take place on the oval for each oval night. Figure 8 qualifications will only take place for the Triple Crown, Jake's Memorial, and 1-Hour Figure 8 events.
- Heat races are lined up with the fastest group in heat 1, next fastest group in heat 2 and so on. If a last chance race is needed for the oval feature, transfer spots will be posted on the heat race lineup sheets. Transfer spots reduce from all transferring from heat 1 to less and less as the heats go down
- Last chance oval races are lined up inverted from qualifications with transfer spots posted on the lineup sheet. Last chance race transferred drivers will be added to the tail of the oval feature.
- Oval features are lined up by inverted oval feature rankings except:
  - The opening night oval feature starts straight up from qualifications.
  - The Darren Sizemore Memorial oval feature will lineup by taking qualifying times and invert by a number drawn by the fast qualifier.
- Figure 8 features are lined up by inverted Figure 8 feature rankings except:
  - The Triple Crown event consists of 3 Figure 8 features. Race #1 lineup is straight up from qualifications. Race #2's lineup is inverted from the race #1 finish. Race #3's lineup is inverted from the race #2 finish.
  - The Jake's 150 will lineup by taking qualifying times and invert by a number drawn by the fast qualifier.
  - The 1-Hour Figure 8 will lineup straight up by qualifying times.

## **INEX LEGEND REGULAR SEASON LINEUPS**

- Lap times will be merged together from all practices. A drivers best overall lap will be their qualifying time. Standard single-car qualifications may be used on select nights and will be posted on the evenings agenda.
- Heat races are lined up inverted by qualifying times with a fastest group heat, next fastest group heat, and so on.
- Features are lined up by taking the qualifying times and invert by a number drawn by the fast qualifier.

#### THUNDERCAR REGULAR SEASON LINEUPS

- Heat races are lined up by inverted rankings with drivers spread evenly across the heats.
- Features are lined up by inverted rankings except:
  - Memorial race features will be lineup by taking the qualifying times (a driver's best lap time in practice after merging all sessions together) and invert by a number drawn by the fast qualifier.

## JUNIOR FASKART REGULAR SEASON LINEUPS

- Heat races are lined up by inverted rankings and placed in heats by their previous success and/or experience.
- Features are lined up by inverted rankings. If two features are needed due to large car count, one will be for the higher ranked drivers and one for the lesser ranked drivers both carrying the same points value.

#### ADULT FASKART REGULAR SEASON LINEUPS

- Heat races are lined up by inverted rankings with drivers spread evenly across the heats.
- Features are lined up by inverted rankings.

## STOCK REGULAR SEASON LINEUPS

- Lap times will be merged together from all practices. A drivers best overall lap will be their qualifying time.
- Heat races are lined up inverted by qualifying times with a fastest group heat, next fastest group heat, and so on.
- Features are lined up by taking the qualifying times and invert by a number drawn by the fast qualifier.

## FACTORY FWD REGULAR SEASON LINEUPS

- Heat races are lined up by inverted rankings.
  - If no "B" feature is needed, the highest ranked group will be heat 1 with next highest ranked group being heat 2 and so on until all heats are filled.
  - If a "B" feature is needed, ranked drivers will be spread evenly across heat races with transfer spots posted on the lineup sheet.
  - See the chart below for car count and transfer spots to number of races to be held breakdown.
- Features are lined up by inverted rankings except:
  - The Chip Branham Memorial "A" feature will lineup with the 12 highest in the point standings on hand locked-in and inverted starting in the front 12 positions. The remaining "A" feature starters will be added to the lineup straight up by their finishes earned from transfer spots in two last chance races. Cars not making the "A" feature will be in a "B" feature. Last chance races and the "B" feature will start straight up from the point standings.
  - The All Star 200 "A" feature will lineup with the 12 highest in the point standings on hand locked-in and inverted starting in the front 12 positions. The remaining "A" feature starters will be added to the lineup straight up by their finishes earned from transfer spots in two last chance races. Cars not making the "A" feature will be in the "B". All "B" feature cars will be added to the "A" feature at the halftime break scored separately. Last chance races and the "B" feature will start straight up from the point standings.

2018 Factory FWD Heat and Feature Race Event Guidelines			
Number of Cars on Hand*	Heats (Transfer Spots)	"A" Feature Cars	"B" Feature Cars
28 or Less	3 (none)	All	None
29	4 (top 4)	16	13
30	4 (top 4)	16	14
31	4 (top 4)	16	15
32	4 (top 4)	16	16
33	4 (top 5)	20	13
34	4 (top 5)	20	14
35	4 (top 5)	20	15
36	4 (top 5)	20	16
37	4 (top 6)	24	13
38	4 (top 6)	24	14
39	4 (top 6)	24	15
40 or More	4 (none)	There are 2 "A" features	None
* Number of cars of	on hand is determined 30 mi	nutes prior to the National Anth	em being played