



Sprint Car & Midget Schedule/Event Procedures

Schedule

- Noon – Gate 2 Opens
- 1:30pm Pit Gate Opens/Team Load-In at Oval
- 3:30 – 4:30pm Sprint Car practice
- 4:35 – 5:35pm Midget practice
- 5:50 – 6:30pm Sprint Car Quals
- 6:35 – 7:10pm Midget Quals
- 7:15pm Opening Ceremonies
- 7:45pm Sprint Feature (40 Laps)
- 8:30pm Midget Feature (40 Laps)

Parking

Teams will enter Gate 2 (beginning at Noon) outside turns 1 & 2 of the oval track. Teams will be able to pull their trailers into the infield on Thursday (beginning at 2:00pm) and unload equipment. Teams will be assigned their pit stall based on date of entry payment.

Tires

Sprint Car Right Rear

17.0/28.0-15 M40 (09206M40)

The right rear tire mandatory for Qualifying and A-Main must be purchased from Hoosier Tire at the racetrack. Teams may drop of a wheel at Hoosier Tire Midwest in Brownsburg and pick it up mounted at the racetrack.

Midget Right Rear

Hoosier 700 (1324700)

The right rear tire mandatory for Qualifying and A-Main must be purchased from Hoosier Tire at the racetrack. Teams may drop of a wheel at Hoosier Tire Midwest in Brownsburg and pick it up mounted at the racetrack.

Practice

Sprint Car

Single – 60-minute practice session will take place. Teams will push cars to the end of the pit lane to the stop and go official. An official push truck will arrive and push the trucks onto the racing surface. Cars can come on and off as many times as they desire throughout practice.

Midget

Single – 60-minute practice session will take place. The field will be broken into two groups, with each group receiving 6-laps of green flag running, before receiving the checkers. Once the second group has concluded their 6-lap hot lap session, the track will be green for all cars to practice. Teams will push cars to the end of the pit lane to the stop and go official. An official push truck will arrive and push the trucks onto the racing surface. Cars can come on and off as many times as they desire throughout practice session.

Qualifying Procedures

Drivers will qualify based on reversed practice times. Each car will get one warm up lap and two qualifying laps. Both lap times will count and be averaged for the run. (2-Lap Average) Team will be given the opportunity to make two qualifying attempts. Once the original qualifying draw line has commenced, the line will start from the beginning with each driver/team deciding if they would like to drop their time from Round 1 and make another attempt to re-qualify with the ability to improve their starting position. The same right rear will be used for the duration of qualifying and the feature. No inversion will take place.

Race Procedures

1. Initial Start: On the initial start the green flag will be displayed when the leader is at the line coming off turn 4. Cars must stay in their lane through the finish line. No jumping a start or passing before the start finish line. If a green lag lap is not completed, there will be a total restart with all cars back in their original starting position except for any cars that are penalized, cars that pit or involved in the caution.
2. Re-Starts: All restarts once the first lap is completed will be single file with the leader behind the pace car.
3. Yellow Flag: There will be no racing back to the caution. When the yellow flag is displayed all cars must slow to a caution pace and bunch up as quickly as safety allows so safety crews can work on track. All cars must get single file and stay single file. The race will end at a minimum green/white/checker. Any stalled cars or cars involved in the caution will start from the rear of the field. If a stalled car is restarted with no repairs, they will not lose any laps.
4. Red Flag: All cars must stop as quickly and safely as possible when the red flag is displayed. Cars must be brought to the bottom of the track and spaced out.

5. Pitting/Repairs: All repairs during the race must take place in the designated “work zone” defined by the orange cone “box” located at the Start/Finish line on pit lane. Race officials must approve all flats. Teams will restart on the tail of field.
6. Sprint Car Spotters: Teams are permitted usage of a spotter but not required. All cars/drivers are required to have one-way communication with Race Control via Raceceiver. (The frequency is **454.0000**)
7. Midget Raceceiver: All cars/drivers are required to have one-way communication with Race Control via Raceceiver. (The frequency is **454.0000**)
8. Slow Cars: Slow cars must stay on the bottom in the presence of lead lap cars during the race. Lapped cars should let the leaders go by on the outside and then resume racing. Lapped cars that are repeatedly passed on the inside during the race may be penalized. Cars fighting to stay on the lead lap are not forced to yield to the leaders until they have been passed by the leader.
9. Post-Race: The top three finishers must go to the front-stretch immediately following the completion of the race.