



Dakota Dunes Casino Western Canadian Super Late Model Challenge Series Race Line-ups

1. Qualifying (tires get marked and must be run in the feature) :
 - 1 point per car
 - 26 cars qualify - 1st-26pts, 2nd- 25pts, 3rd- 24pts,....
 - 30 cars qualify – 1st-30pts, 2nd-29pts, 3rd-28pts....
2. Top 16 qualifiers locked into main from qualifying times (**Positions will be determined through heat race positions and inversion**).
3. Heat races (You have the choice to start on qualifying tires or use other approved tires):
 - a) Heat Race #1 – (15 laps):
 - Odd qualifiers from top 16 inverted.
 - finishing order determines starting spot (**Prior to inversion**).
 - 1st starts 1st, 2nd starts 3rd, 3rd starts 5th....
 - 1st – 40pts, 2nd – 39pts, 3rd – 38pts,....
 - b) Heat Race #2 – (15 laps):
 - Even qualifiers from top 16 inverted.
 - finishing order determines starting spot (**Prior to inversion**).
 - 1st starts 2nd, 2nd starts 4th, 3rd starts 6th ...
 - c) Last chance race (20 laps)
 - straight up from qualifying
 - 10 cars transfer
 - finishing order determines starting spot - 1st starts 17th, 2nd starts 18th, 3rd starts 19th....
4. Main (150 Laps) (must start on qualifying tires):
 - Invert top 7 to 12 cars from heat races based on dice roll.
 - Top Two Qualifiers (from time-ins) will be offered a \$500 bonus to start at the back of the field in the feature, and paid only if he wins.
 - Features – 1st – 50pts, 2nd -48pts, 3rd -46pts, 4th -44pts, 5th - 42pts, 6th-41pts, 7th -40pts ...