



# 2024 Dwarf Car Racing Format

All competitors will pill draw during registration.

Once registration is closed, competitors will be divided into equal groups.

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## - Group Qualifying Within Your Group -

Competitors are only qualifying against the cars in their group.

The group competitors are assigned will also be their heat race.

All heat races are inverted by four.

Group 1 = Heat #1 | Group 2 = Heat #2 | Group 3 = Heat #3 | Group 4 = Heat #4

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## - Heat Races -

Heat Races are lined up based on Group Qualifying results, but with an invert of four.

Competitors are lined up in the heat race their group corresponds with.

\* For example, it is not possible for a competitor to be in Group #1 but Heat #2 \*

### HEATS:

2 HEATS | 17 cars or less | All Transfer

3 HEATS | 18-27 cars | Top 5 Transfer

4 HEATS | 28+ cars | Top 4 Transfer

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## - B Main –

Top 4 Transfer

B Main Events are lined up by reversing back to Overall Qualifying Time.



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## - A Main -

A Main Events are provisionally lined up by heat race finish.

However, after Heat Races, a pill draw will determine the invert for the main.

### INVERTS:

00 Invert - 1 of them (16.67% probability)

06 Invert - 3 of them (50.00% probability)

10 Invert - 2 of them (33.33% probability)

If the 0 invert is drawn, the winner of Heat #1 would start pole, winner of Heat #2 starts second, etc.

Row 6 will contain the fastest 2 cars that weren't in the invert zone (10) regardless of their heat finish.

The remaining cars beyond 12th will be lined up by their heat race finish with the B Main Transfers at the very back (16-20).

*\* DOUGLAS COUNTY DIRTRACK OFFICIALS RESERVE THE RIGHT TO ALTER THE FORMAT AS NEEDED \**

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