



#RUMBLE26 presented by Jason Dietsch Trailer Sales
December 27/28, 2024

EVENT LINE-UP DETERMINATION

(subject to changes due to car/kart count, any changes will be announced at the respective driver meeting)

MIDGET –

- All Midgets must properly register at Registration Table to verify that all the required entry information, W9 form and entry fees are accounted for. A properly completed tech inspection slip is required.
- At the time of Registration, entrant will draw a pill for each entered day, to determine practice order position.
- Each day, the practice sessions will be determined by the pill draw. Entrant MUST practice within their own group.
- All practice sessions will be timed via transponder.
- Upon completion of the final practice session, the official times will be posted. This will determine the order for single-car qualifying, going from slowest to fastest from practice times.
- Qualifying will be green-white-checked, with the green flag being displayed the third time past the starter.
- The fastest qualifying lap will be used for heat race line-up purposes. Heat race line-ups will be staggered, with 3 inverted. The top 2 finishers will advance to the A-Main, balance will go to a B-Main. Heat races will be 10 laps.
- The winner of the final heat will draw during their post-heat interview, for the feature inversion (from heat finish) of 4-5-6. The A-Main will be lined up by heat race finish, using the drawn invert.
- The B-Mains will be 12 laps and lined straight up by heat race finish, staggered. If there were 4 heats, the top 3 from each B will advance to the A; if there were 5 heats, the top 2 from each B will advance to the A.
- B-Main transfers start behind the heat race transfers, staggered and straight up by finish.
- A-Main is 50 laps.

600's –

- All 600's must properly register at Registration Table to verify that all the required entry information, W9 form and entry fees are accounted for. A properly completed tech inspection slip is required.
- At the time of Registration, entrant will draw a pill for each entered day, to determine practice order position.
- Each day, the practice sessions will be determined by the pill draw. Entrant MUST practice within their own group.
- All practice sessions will be timed via transponder.
- Upon completion of the final practice session, the official times will be posted.
- This will determine the order for single-car qualifying, going from slowest to fastest from practice times.
- Qualifying will be green-white-checked, with the green flag being displayed the first time past the starter.
- The fastest qualifying lap will be used for heat race line-up purposes. Heat race line-ups will be staggered –
 - if 2 heats: 10 laps, invert of 5 - all advance to A-Main by heat race finish, staggered
 - if 3 heats: 10 laps, invert of 3 – top 4 finishers advance to A-Main by order of finish, balance to B
- The winner of the final heat will draw during their post-heat interview, for the feature inversion of 3-4-5-6.
- The B-Main (12 laps) is lined up by heat race finish, straight up. The top 4 finishers will advance to the A by order of finish and line-up behind the heat race transfers.
- The fastest qualifier is locked into the A-Main. If they did not transfer through their heat, they will not be lined up in the B-Main. They will start in position 13 and one less car will transfer from the B-Main.

ALL EVENTS, ALL DIVISIONS, ARE SUBJECT TO CURFEW TIMES



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QUARTER MIDGETS, WEDGE KARTS, KID KARTS

- All Quarter Midgets must properly register at Registration Table to verify that all the required entry information is accounted for. A properly completed tech inspection slip is required, with the assigned vehicle number shown.
- At the time of Registration, entrant will draw a pill for each entered day, to determine heat race position. First number drawn will be used for Friday and second number will be used for Saturday.
- There will be 2 rounds of heats, lined up by pill draw. The second round of heats will be an inverted start of the first round of heats. Heat races will be 8 laps.
- Points will be earned by heat race finishes, with first-1 point, second-2 points, etc.
- If more than 14 entrants, the lowest 10 point totals will line up in the A-Main straight up (tie breaker will be the pill draw for that day).
- The balance will line up in a B-Main, straight up, with finishers 1-4 advancing to the A-Main, lined up behind the 10 previously earned positions.
- A-Mains will be 15 laps unless announced/posted otherwise.

GO-KARTS –

- All Go-Karts must properly register at Registration Table to verify that all the required entry information is accounted for. A properly completed tech inspection slip is required, with the kart number shown.
- At the time of Registration, entrant will draw a pill for each entered day, to determine their practice group. First number drawn will be used for Friday and second number will be used for Saturday.
- Each day's practice session will be timed via transponder.
- The fastest 4 karts from the practice session times will be locked into the A-Main and start straight up by their time. The balance will be placed into a heat race.
- Heat race line-ups will be staggered (if more than 1 per division) and straight up by times. Heat races will be 10 laps.
- A total of 6 karts will transfer from the heat races to the A-Main in the order of their heat race finish. The balance will be lined up in a B-Main which will be lined straight up by their heat race finish. B-Mains will be 10 laps.
- The top 4 finishes from the B-Main will advance to the A-Main by order of their finish and line up behind the quick 4 and heat race transfers.
- A-Mains will be 15 laps unless announced/posted otherwise.

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