

SUMMER THUNDER SPRINT SERIES

24 CARS OR LESS

- **ALL CARS DRAW FOR QUALIFYING SPOT**
- **2 LAPS QUALIFYING**
- **3 HEATS, INVERT 4, TAKE 6 TO A MAIN (TOP 4 RETAIN THEIR QUALIFYING TIME, 5th & 6th LINE UP BEHIND THE HEAT RACE TRANSFER CARS. 8 LAPS**
- **B MAIN LINED STRAIGHT UP BY QUALIFYING TIME. TOP 4 TRANSFER TO A MAIN. 12 LAPS**
- **TOP 2 GET THEIR QUALIFYING TIME BACK BUT CAN'T START FURTHER UP THEN 9TH. REMAINING 2 START AT THE REAR OF THE A MAIN LINED UP BY THEIR B MAIN FINISH.**
- **TOP 8 IN QUALIFYING THAT TRANSFER FROM THEIR HEAT WILL REDRAW FOR THEIR STARTING SPOT IN THE FRONT 4 ROWS OF THE A MAIN.**
- **A MAIN WILL BE 22 CARS FOR 30 LAPS**

SUMMER THUNDER SPRINT SERIES

25 CARS OR MORE

- **ALL CARS DRAW FOR QUALIFYING SPOT**
- **2 LAPS QUALIFYING**
- **4 HEATS, INVERT 4, TAKE 4 TO A MAIN 8 LAPS**
- **B MAIN LINED STRAIGHT UP BY QUALIFYING TIME. 16 OR LESS CARS 1 B MAIN, TOP 6 TRANSFER... 17+ CARS, 2 B MAINS, TOP 3 TRANSFER. 12 LAPS**
- **WHEN 1 B MAIN IS RUN, THE TOP 2 FINISHERS GET THEIR QUALIFYING TIME BACK BUT CAN'T START FURTHER UP THAN 9TH. WHEN 2 B MAINS ARE RUN THE WINNER IF EACH B MAIN WILL GET THEIR QUALIFYING TIME BACK BUT CAN'T START FURTHER UP THAN 9TH. ALL REMAINING B MAIN TRANSFER CARS WILL LINE UP BY HOW THEY FINISHED THE B MAIN BEHIND THE HEAT TRANSFER CARS FOR THE A MAIN..**
- **TOP 8 IN QUALIFYING THAT TRANSFER FROM THE HEATS WILL REDRAW FOR THEIR STARTING SPOT IN THE FRONT 4 ROWS OF THE A MAIN.**
- **A MAIN WILL BE 22 CARS FOR 30 LAPS**