



# FALS Cup Weekly Racing Format

- Format will be used for all FALS weekly & non-sanctioned events throughout the 2019 season unless otherwise announced.
- Two laps qualifying for Late Models and Modifieds – 2/3 cars per session
- Sportsman, Stock Cars, Hobby Mods – Hot lap/Qualifying
- All cars must cross scales in the infield after qualifying laps (unless directed otherwise)
- Late Models - \$100 Fast Time Bonus sponsored by Cook Performance – Fast qualifier will spin the wheel for invert in the heat races (1-4)
- Modifieds - \$50 Fast Time Bonus sponsored by Cook Performance – Fast qualifier will spin the wheel for invert in the heat races (1-4)
- Modified Heat Winners - \$25 bonus sponsored by Great Lakes Lifting Solutions
- Sportsman & Stock Cars will invert lineups based on number spun on the FALS Wheel.
- Hobby Mods will line up based on time (A/B) if transponders are available. If not, will line up by draw.
- Time limits will be **strictly** enforced.
  - Heats: 8 minutes
  - LCS: 10 minutes
  - Features:
    - Late Models 30 minutes, Modifieds 25 minutes
    - Sportsman, Stock Cars, & Hobby Mods – 20 minutes
- Each race will get one chance at a green/white/checkered once the time limit has expired. (Race Director has the ability to extend time based on race circumstances.)
- **Race Laps:**
  - Late Models: Heats – 8, LCS – 10, Features – 30 laps
  - Modifieds: Heats – 8, LCS – 10, Feature – 25 laps
  - Sportsman: Heats – 8, LCS – 8, Feature – 15 laps
  - Stock Cars: Heats – 8, LCS – 8, Feature – 15 laps
  - Hobby Mods: Heats – 6, Feature – 12 laps
- **Number of heat races per night are based on car counts as follows:**
  - 20 and under car count: 2 Heats (all transfer to feature)
  - 21-30 cars: 3 Heats (top 5 transfer) + Top 5 from LCS
  - 31-40 cars: 4 Heats (top 4 transfer) + Top 2 from 2 LCS
  - 41+ cars: 5 Heats (top 3 transfer) + Top 3 from 2 LCS