



FALS Cup Weekly Racing Format

(Can change at any time without notice)

- This format will be used for all FALS weekly & non-sanctioned events throughout the 2024 season unless otherwise announced.
- Two laps qualifying for Late Models – 2 cars per session.
- Modifieds, Sportsman, Stock Cars, Hobby Mods – Hot lap/Qualifying (transponder availability)
- All cars must cross scales in the infield after qualifying laps (unless directed otherwise)
- Late Models \$100, Modifieds \$50 ~ Fast Time Bonus sponsored by Cook Performance
 - Fast qualifier has the choice to take the \$\$ and spin the wheel for invert in the heat races (1-4) or decline the \$\$ and start straight up in the heat line-ups.
 - Money will roll over until a driver chooses to take the money and spin the wheel.
 - Any FALS Cup nights with over 31 registered cars will start straight up.
- Modified Hard Charger - \$100 bonus sponsored by Great Lakes Lifting Solutions
- Sportsman & Stock Cars will invert lineups based on number spun on the FALS wheel (min 2-heats necessary to invert).
- 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)
 - 21-31 cars: 3 Heats (top 5 transfer) + Top 5 from LCS
 - 32-47 cars: 4 Heats (top 4 transfer) + Top 2 from 2 LCS
 - 48+ cars: 6 Heats (top 3 transfer) + Top 3 from 2 LCS