

Handicap / Line Up Procedures:

604 MODIFIEDS:

HANDICAPPING

- a. Time trial order will be determined by speeds in the second practice session. The slowest car in the second practice will time trial first, followed by the second slowest car, and the third slowest, etc.
- c. After the first completed race event, drivers will be handicapped based upon the earned points they received from the previous race event until three weeks of handicap points are reached. After that point, the handicap will be determined by the last three events completed. These points will be used to assign qualified positions in the feature events, starting with the lowest in the front and the highest in the rear (if there is a tie, the competitor with the lowest finishing position from the event before will break the tie starting in front of the other competitor) . Cars who do not qualify for their start will be lined up by time trial times. **For the first event, there will be an invert drawn by the competitor who posts the fastest time trial. Number of the invert will be determined by car count.**
- d. The number of qualified cars is determined by car count and as if there were heat races. The number of qualified cars will be 50% of the car count.

For Example: 16 Cars – 8 would qualify for their handicap position.
- e. Any driver that misses an event will be credited with 75 points for handicapping purposes.
- f. **The previous week's winner (if qualified) will start as the last qualified car at the next event.**
- g. Disqualified cars will be given two wins (100 points) for handicapped purposes.
- h. A driver who is unable to start the race due to a mechanical failure will receive 0 handicap points, with the approval of the Tech Director.
- i. If, in the opinion of Monadnock Speedway Officials, a driver is not prepared to start in his/her assigned qualifying position, officials may reassign the driver an appropriate starting position.
- j. In the event that a qualified driver is unable to use their own car in the feature, they may use another qualified car that has been renumbered with their own car number.

PRO 4 MODIFIEDS, SUPER STREETS, MINI STOCKS AND PURE STOCKS

- a. To begin each season drivers will be assigned a MyRacePass digital pill number once they sign in at the Handicapper's booth. This number will be used to determine heat race starting positions. Plus/Minus qualifying will be used during the heats to determine feature starting position for the number of qualified positions. All other positions will be lined up heads up from heat results. Anyone dropping to the back of their heat will have to use their initial starting position in the calculation. Any car starting on the pole and winning their heat will earn a +1.
- b. After the first completed race event, drivers will be handicapped based upon the earned points they received from the previous race event until three weeks of handicap points are reached. After that point, the handicap will be determined by the last three events completed. These points will be used to assign

qualified positions in the feature events, starting with the lowest in the front and the highest in the rear (if there is a tie, the competitor with the lowest finishing position from the event before will break the tie starting in front of the other competitor) . Non-qualified competitors will be lined up for the feature as they finished in the heat race.

c. Heat Race Line Ups are determined solely by the handicap.

c. The previous event winner will start as the last qualified car (if qualified) at the next scheduled feature race.

d. Any driver that misses an event will be credited with 75 points for handicapping purposes.

e. Disqualified cars will be given two wins (100 points) for handicapping purposes.

f. A driver who is unable to start the race due to a mechanical failure will receive 0 handicap points, with the approval of the Tech Director.

g. Time trials may take the place of handicapping at anytime. If Time Trials will be the qualifying method, Monadnock Speedway Officials will announce that in their pre-event email. i. If, in the opinion of Monadnock Speedway Officials, a driver is not prepared to start in his/her assigned qualifying position, officials may re-assign the driver an appropriate starting position.

h. In the event that a qualified driver is unable to use their own car in the feature, they may use another qualified car that has been renumbered with their own car number.

Young Guns

a. For the first event, a random draw will be determined by My Race Pass pill draw for heat lineups. The first event feature line ups will be straight up from the heat results.

b. After the first event, heat line ups will be determined by the previous week's result inverted. The feature event line up will be determined by the previous week's invert and qualified cars (to be determined by the number of cars entered). If the competitor did not race the week before they would start behind the other competitors in the heat with the opportunity to start as the last qualified (if qualified) car behind last event's winner.

c. If, in the opinion of Monadnock Speedway Officials, a driver is not prepared to start in his/her assigned qualifying position, officials may re-assign the driver an appropriate starting position.

QUALIFIED CAR NUMBER PER CAR COUNT PRO 4 MODIFIEDS, SUPER STREETS, MINI STOCKS AND PURE STOCKS

• 6 Cars & Under	1 Heat	3 Qualify		
• 7 Cars	1 Heat	4 Qualify		
• 8 Cars	1 Heat	4 Qualify		
• 9 Cars	1 Heat	5 Qualify		
• 10 Cars	1 Heat	5 Qualify		
• 11 Cars	2 Heats	Heat 1:	6 Cars	3 Qualify
		Heat 2:	5 Cars	3 Qualify
• 12 Cars	2 Heats	Heat 1:	6 Cars	4 Qualify
		Heat 2:	6 Cars	4 Qualify
• 13 Cars	2 Heats	Heat 1:	7 Cars	5 Qualify
		Heat 2:	6 Cars	4 Qualify
• 14 Cars	2 Heats	Heat 1:	7 Cars	5 Qualify
		Heat 2:	7 Cars	5 Qualify
• 15 Cars	2 Heats	Heat 1:	8 Cars	5 Qualify
		Heat 2:	7 Cars	5 Qualify
• 16 Cars	2 Heats	Heat 1:	8 Cars	5 Qualify
		Heat 2:	8 Cars	5 Qualify
• 17 Cars	2 Heats	Heat 1:	9 Cars	5 Qualify
		Heat 2:	8 Cars	5 Qualify
• 18 Cars	2 Heats	Heat 1:	9 Cars	5 Qualify
		Heat 2:	9 Cars	5 Qualify
• 19 Cars	2 Heats	Heat 1:	10 Cars	5 Qualify
		Heat 2:	9 Cars	5 Qualify
• 20 Cars	3 Heats	Heat 1:	7 Cars	5 Qualify
		Heat 2:	7 Cars	5 Qualify
		Heat 3:	6 Cars	4 Qualify
• 21 Cars	3 Heats	Heat 1:	7 Cars	5 Qualify
		Heat 2:	7 Cars	5 Qualify
		Heat 3:	7 Cars	5 Qualify
• 22 Cars	3 Heats	Heat 1:	8 Cars	5 Qualify
		Heat 2:	7 Cars	5 Qualify
		Heat 3:	7 Cars	5 Qualify
• 23 Cars	3 Heats	Heat 1:	8 Cars	5 Qualify
		Heat 2:	8 Cars	5 Qualify
		Heat 3:	7 Cars	4 Qualify
• 24 Cars	3 Heats	Heat 1:	8 Cars	5 Qualify
		Heat 2:	8 Cars	5 Qualify
		Heat 3:	8 Cars	5 Qualify

IF A CAR DOES NOT MAKE THE HEAT RACE. THE NUMBER OF QUALIFIED CARS WILL CHANGED TO THE NUMBER OF CARS THAT TOOK THE GREEN FLAG IN THE HEAT RACE.