

Trickle 99

SATURDAY JUNE 2ND



SATURDAY June 2nd Race Day Order of Events

Alive for 5 Race #2 Possible \$5500 to Win

UMA Super Late Models / Sportsman / Bandits / Outlaws

Noon Pit Gate Opens (SLM Race Tires Marked & Impounded Until 3:30pm)

1:30 Tech Shed Opens (All SLM cars must go thru pre-tech prior to Practice)

3:00 Practice Begins: SLM 3:00-3:30 / Sportsman 3:30-3:45/Outlaws & Bandits 3:45-4:00

4:00 Practice Rd-2: SLM 4:00-4:15/Sportsman 4:15-4:30/Outlaws & Bandits 4:30-4:45

4:45 Super Late Model Scuff (ONLY SLM)

5:00 Drivers Meetings (Pit Bleachers, Turn 1 & 2)

5:30 Qualifying: Outlaws /Sportsman/Bandits/ SLM 3-Laps (Top 14 Trickle 99)

6:45 Open Ceremonies/Dice Roll/Ultimate Challenge/Invocation/National Anthem

7:00 Racing Begins

SLM- Qualifying Races (x2) 15-Laps (Top 3 Advance to Trickle 99)

Bandit Dash

Sportsman Dash

Outlaw Dash

SLM B-Main Laps TBD Top 2-Advance to Trickle 99 (Starting 22)

Sportsman Heat

Bandit Heat

Alive for 5 Race #2 Trickle 99

99-Laps (Out of Car Intros)

Bandit A-Main

20-Laps

SYNMAX Sportsman A-Main

25-Laps

Outlaw A-Main

20-Laps

