

Late Model Handicap Outline



Thunder Road Weekly

- Heat Races:** Lined up by handicap in heats (number of which are dependent on car count). The heats will be divided into low, medium, and high handicap heats.
- Registered Rookies/New Drivers are required to start at rear of assigned heat for the first three (3) events or until *approved* to assume handicap position. These drivers will have a draw among those present to determine assigned heat.
- Note:** First event of the season will be lined up in reverse order of the previous season's final handicap or ACT's +/- system if special event.
- Semi-Feature:** The top finishers from each heat will advance to the semi-feature. Cars will be lined up based on finishing position in the heat races..
- Cons/B-Feature:** Non-qualifiers from the heats *may* be lined up in either a Consi and/or B-feature according to finishing order (in relation to qualified cars) of alternating heats.
- Feature:** Based on handicap of cars qualifying in heat and/or consolation events.
* (New drivers may start at rear of qualified spots, or rear of feature until approved for handicap). Cars not qualifying to a handicapped spot will line up behind qualified cars according to finishing order of B-Feature, Consi(s) or Heats.
- Note:** *Previous week's winner can start no better than 10th.*
- Handicap:** Will be based on a driver's finishes in the heat, semi-feature, and feature. (B-feature for non-transfer drivers.) Handicap will include all points earned during the season plus penalty points for missed events (see below).
- HC Values:**
- Heat: 5, 4, 3, 2, 1 for all starters
 - Semi-Feature: 9, 8, 7, 6, 5, 4, 3, 2, 1 for all starters
 - Feature: 75, 68, 66, 64 with -2 declination to 24.
 - B Feature: 30, 28, 26 with -2 declination to 12. Non-transfer positions only.
 - DNQ/TOW: 12
 - Missed Event: 90 (equal to heat and feature win plus 10)
 - DSQ: 90 minimum (missed event). Additional penalty may be imposed.

Subject to Change

EIRI