

Bob's Burgers & Brew Summer Nationals

Friday Format

36 cars or less

- All cars draw for qualifying spot
- 2 laps qualifying
- 4 Heats, invert 4, take 4 to A main (8 Laps)
- B main(s), lined straight up by qualifying time. 16 or less cars 1 B Main, top 6 transfer... 17-20 cars, 2 B Mains, top 3 transfer. 12 Laps
- When 1 B main is run, the top 2 finishers get their qualifying time back but can't start further up than 9th. When 2 B Mains are run the winner of each B Main will get their qualifying time back but can't start further up than 9th. The remaining B Main transfers will line up by how they finished the B Main behind the heat transfer cars for the A Main
- The top 8 in qualifying that transfer from the heat races to the A main will redraw for their starting spot in the front 4 rows of the A main. Top 8 qualifiers will draw pills 1-8, for their main event starting spots.
- A Main will be 22 cars. 25 Laps

37 cars or more

- All cars draw for qualifying spot
- 2 laps qualifying
- 5 Heats, invert 4, take 3 to A main (8 Laps)
- B main(s), lined straight up by qualifying time. 16 or less cars 1 B Main, top 7 transfer... 17 or more cars 2 B Mains, top 3 transfer. 12 Laps
- When 1 B main is run, the top 2 finishers get their qualifying time back but can't start further up than 9th. When 2 B Mains are run the winner of each B Main will get their qualifying time back but can't start further up than 9th. The remaining B Main transfers will line up by how they finished behind the heat transfer cars for the A Main
- When 2 B Mains are run, the fastest car in qualifying that did not transfer to the A Main will be added in the 22nd starting position
- The top 8 in qualifying that transfer from the heat races to the A Main will redraw for their starting spot in the front 4 rows of the A main. Top 8 qualifiers will draw pills 1-8, for their main event starting spots.
- A Main will be 22 cars. 25 Laps.
- TOP 4 FINISHERS ARE LOCKED INTO THE SATURDAY A MAIN.

Saturday Format

36 cars or less

- All cars draw for qualifying spot
- 2 laps qualifying
- 4 Heats, invert 4, take 4 to A main (8 Laps)
- B main(s), lined straight up by qualifying time. 16 or less cars 1 B Main, top 4 transfer... 17-20 cars, 2 B Mains, top 2 transfer. 12 Laps
- When 1 B main is run, the top 2 finishers get their qualifying time back but can't start further up than 9th. When 2 B Mains are run the winner of each B Main will get their qualifying time back but can't start further up than 9th. The remaining B Main transfers will line up by how they finished the B Main behind the heat transfer cars for the A Main
- The top 4 in qualifying that transfer from the heat races and the Top 4 from Friday Nights finish will redraw for their starting spot in the front 4 rows of the A main
- A Main will be 24 cars. 40 Laps

37 cars or more

- All cars draw for qualifying spot
- 2 laps qualifying
- 5 Heats, invert 4, take 3 to A main (8 Laps)
- B main(s), lined straight up by qualifying time. 16 or less cars 1 B Main, top 5 transfer... 17 or more cars 2 B Mains, top 2 transfer. 12 Laps
- When 1 B main is run, the top 2 finishers get their qualifying time back but can't start further up than 9th. When 2 B Mains are run the winner of each B Main will get their qualifying time back but can't start further up than 9th. The remaining B Main transfers will line up by how they finished behind the heat transfer cars for the A Main
- When 2 B Mains are run, the fastest car in qualifying that did not transfer to the A Main will be added in the 24th starting position
- The top 4 in qualifying that transfer from the heat races and the top 4 finishers from Friday Nights finish will redraw for their starting spot in the front 4 rows of the A main
- A Main will be 24 cars. 40 Laps.

Summer National Rules

1. Common sense will prevail in the interpretation of all rules!
2. Minimum weight with driver is 1475 lbs. Cars underweight will be DQ'd for said event
3. 360 CID max. ASCS legal heads only. maximum 2 3/16" injectors. Oversized injectors may be sleeved down to correct size. No down nozzles.
4. Methanol fuel only. No performance enhancing additives allowed. We will check.
5. Hoosier Tires on all 4 corners. RR 105/18-15 HTW or 105/16.0-15 Medium compound.
6. 25 sq ft top wing. 6 sq ft nose wing. No wicker bills on curved top wings. Flat top wings and all nose wings may use a 1" wicker bill.
7. No cockpit adjustable parts allowed on the car. Adjustable top wing slider is allowed.
8. Traditional and standard style sprint cars only. No weird or stupid looking body styles designed to cheat or get an advantage.
9. 95 DB @ 100'. We recommend unaltered large Spin Tech, large oval Flowmaster mufflers or Schoenfeld (#14272735). If you are loud, you get one lap at the end and start behind the inversion.
10. Brake rotor material optional. Steel, Aluminum or Titanium OK.
11. All safety rules will be enforced. Gloves, belts, shoes, helmet, roll bar padding etc.
12. If a driver change is made the car starts at the rear of the next qualified event.
13. No car switching. Only unqualified back up cars can be used. The car will start at the back of the next qualified event.
14. Protests must be in writing with \$200.00 cash within 20 minutes after conclusion of the event.
15. No driver radios or verbal communications allowed. Racecievers and AMB transponders required.
16. Refusal to adhere to the rules of Skagit Speedway will result in a DQ for the night.
17. Management reserves the right to add or delete rules as deemed necessary to provide a fair and competitive race for all participants.

Management has the final say on everything!