



2025 Huset's Format - Day 1 (Wednesday and Friday)

49 or more cars - Event Points accumulated for all events (points schedule below)

- **Qualifying** - All competitors will draw and qualify. 2 groups will be generated based on draw.
 - Group A will consist of Heats 1-3, Group B will consist of Heats 4-6.
- **Heat Races** – 6 Heats with an invert of 6.
- **Redraw** - Top 4 in points from each group will redraw for the top 8 starting positions in the A Feature.
 - Heat 1 winner draws, Heat 3 winner draws, Heat 2 winner draws, etc.
- **A Feature** – The top 10 in combined Qualifying and Heat race points from each group are qualified for the A Feature.
- **Last Chance Showdown** - The next 10 (11th – 20th) in combined points from each group will qualify for the LCS (Group A inside and Group B outside).
 - Transfer 4 to the A Feature, tagging the tail by their finishing position.
- **C Feature** – The next 10 (21st – 30th) in combined points from each group will qualify for the C Feature (Group A inside and Group B outside).
 - Transfer 2 to back of LCS, tagging the tail by their finishing position.
 - 61 or more cars, 2 C Features ran, Group A in 1 and Group B in 2. Winners will transfer to LCS.

Day 2 (Thursday and Saturday)

- **Heat Races** - 6 Heats will be lined straight up based on Day 1 total points (Top 3 transfer to the A Feature).
- **King of the Hill** - Heat race winners will be locked into the King of the Hill (starting spots 1-6).
 - King of the Hill will feature 2 cars on the clock at a time for 2 laps. Fastest time will advance to next round. Final Round winner will start on the pole of the feature.
 - Format: 6th heat winner vs. 5th heat winner, winner vs. 4th heat winner, etc.
 - Cars must be race ready when they roll into the infield
- **Redraws** – 2nd and 3rd place finishers in the Heats will redraw for starting spots in the feature.
 - 2nd place finishers in the Heat Races will draw for starting positions 7-12 in the A Feature.
 - 3rd place finishers in the Heat Races will draw for starting positions 13-18 in the A Feature.
- **Last Chance Showdown** - Positions 4th, 5th, 6th transfer to LCS by finishing position.
 - Top 6 transfer to the A Feature.
- **C Feature** - Positions 7th on back transfer to a C Feature by finishing position.
 - Top 4 transfer to the LCS
 - 61 or more cars, 2 C Features ran, Lined-up staggered by points. Top 2 will transfer to LCS.

Tie Breakers:

1. Feature Night (for Thursday/Saturday) - Highest Preliminary Night Feature Finish
2. Preliminary Night (for Wednesday/Friday) – Fastest Qualifying Time
3. Preliminary Night (for Wednesday/Friday) – 2nd Fastest Qualifying Time

Points Table:

	Qualifying	Heat Races	C Feature	LCS	A Feature
1 st	100	100	10 points lower than last in LCS	5 th – 171	250
2 nd	99	97	Down by 3	6 th – 168	247
3 rd	98	94		7 th – 165	244
4 th	97	89		8 th – 162	241
5 th +	Down by 1	Down by 5		Down by 3	Down by 3



2025 Huset's Format - Day 1 (Wednesday and Friday)

32 to 48 cars - Event Points accumulated for all events (points schedule below)

- **Qualifying** - All competitors will draw and qualify. 2 groups will be generated based on draw.
 - Group A will consist of Heats 1-2, Group B will consist of Heats 3-4.
- **Heat Races** - 4 Heats with an invert of 6.
- **Redraw** - Top 4 in points from each group will redraw for the top 8 starting positions in the A Feature.
 - Heat 1 winner draws, Heat 3 winner draws, Heat 2 winner draws, etc.
- **A Feature** - The top 10 in combined Qualifying and Heat race points from each group are qualified for the A Feature.
- **Last Chance Showdown** - The next 10 (11th - 20th) in combined points from each group will qualify for the LCS (Group A inside and Group B outside).
 - Transfer 4 to the A Feature, tagging the tail by their finishing position.
- **C Feature** - The next 10 (21st - 30th) in combined points from each group will qualify for the C Feature (Group A inside and Group B outside).
 - Transfer 2 to back of LCS, tagging the tail by their finishing position.

Day 2 (Thursday and Saturday)

- **Heat Races** - 6 Heats will be lined straight up based on Day 1 total points (Top 3 transfer to the A Feature).
- **King of the Hill** - Heat race winners will be locked into the King of the Hill (starting spots 1-6).
 - King of the Hill will feature 2 cars on the clock at a time for 2 laps. Fastest time will advance to next round. Final Round winner will start on the pole of the feature.
 - Format: 6th heat winner vs. 5th heat winner, winner vs. 4th heat winner, etc.
 - Cars must be race ready when they roll into the infield
- **Redraws** - 2nd and 3rd place finishers in the Heats will redraw for starting spots in the feature.
 - 2nd place finishers in the Heat Races will draw for starting positions 7-12 in the A Feature.
 - 3rd place finishers in the Heat Races will draw for starting positions 13-18 in the A Feature.
- **Last Chance Showdown** - Positions 4th, 5th, 6th transfer to LCS by finishing position.
 - Top 6 transfer to the A Feature.
- **C Feature** - Positions 7th on back transfer to a C Feature by finishing position.
 - Top 4 transfer to the LCS

Tie Breakers:

1. Feature Night (for Thursday/Saturday) - Highest Preliminary Night Feature Finish
2. Preliminary Night (for Wednesday/Friday) - Fastest Qualifying Time
3. Preliminary Night (for Wednesday/Friday) - 2nd Fastest Qualifying Time

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