

2026 410 Format



Qualifying

- Draw at back gate for heat assignment.
- Qualify groups by heat.
- Qualifying will consist of two consecutive timed laps unless otherwise noted.
- Qualifying will take place in the order of the pill draw. Each car and/or team will have a two-car and/or two-group grace period to be in line for their own qualifying opportunity.
- If the grace period is missed the late car will take its qualifying at the end of the scheduled lineup and receive only one qualifying lap. Any car missing the grace period can start no better than fifth in its respective heat race.
- Once a car is pushed and/or rolls for time trials, even if it doesn't start, that is considered an attempt to qualify. If the car leaves the track and goes to the pit area or returns to the qualifying line, it will be considered late and will only receive one qualifying lap as outlined above.
- The cars that are late must be in line before the last scheduled car attempts to qualify. Qualifying will be closed once all cars that are in line have attempted to qualify.
- In the event of two or more cars posting the same qualifying times, the tiebreaker will be the fastest other lap time of the two consecutive recorded laps. If this does not break the tie, the tie will be broken by the qualifying pill draw. If one (1) lap qualifying is utilized, the tiebreaker will be the qualifying pill draw.

Heat Races

- **Heats: (8 Laps)**
- 19-27 cars = 3 heats
- 28-36 cars = 4 heats
- 37-45 cars = 5 heats
- 46-54 cars = 6 heats
- The heat race lineups will be determined by the results of qualifying.
- Heats are straight up by time, except for the fastest qualifier in each group/heat, which will invert to the 4th starting position.
- Heat race winners and the fastest qualifier in each heat race advance to the **Royal River Casino** redraw.
- Any driver transferring from the heat race(s) to the feature race that does not qualify for the redraw will line up for the feature race based upon the driver's finish in the heat race.
- Any driver that does not transfer from the heat race(s) to the feature race will be assigned to compete in an LCS and/or preliminary main.

Last Chance Showdown(s)

- The Last Chance Showdown(s) lineup will be determined by the finishing order of the heat race(s).
- The number of laps and number of transfer position(s) from the Last Chance Showdown will be based on the overall car count for the event and announced at the driver's meeting.

- **A-Feature: (25 Laps)**
- First 8 spots determined by the redraw. Spots 9-20 are lined up by finishing order of heat race (s). Spot 21 is the winner of the B-Feature, spot 22 is 2nd from the B-Feature and so on. If there are 2 B-Features, the winner of B-Feature #1 will start 21st, the winner of B-Feature #2 will start 22nd, 2nd place in B-Feature #1 will start 23rd & 2nd place in B-Feature #2 will start 24th.
- There will be up to 2 provisionals each night. Cars eligible for a provisional will be those that had perfect attendance in 2025. The order for using provisionals will be how those eligible finished in the 2025 point standings.
 - **Must take the checkered flag in heat race in order to make feature line-up.**

All cars scale after Time Trials and **Top 5 scale/tech after Main event**. **NO scale after B main!**

Backup Cars

- A backup car may be introduced at any time between qualifying and the start of the Feature due to the original car not operating properly and/or from extensive damage. Such determination will be at the sole discretion of the Track Officials.
- Any such change will result in the driver starting at the rear of the next race segment for which the driver has qualified for. If a driver changes car(s) after hot laps, that driver will remain in his drawn position for qualifying and will be positioned in subsequent races accordingly.
- If a backup car is introduced, the car must pass pre-race technical inspection prior to any competition. A backup car may be obtained from any source and does not have to be part of a team's original equipment.