





SCHEDULE OF EVENTS - SUBJECT TO CHANGE *FLEX SCHEDULE*

Wednesday, November 4, 2015

12:00 p.m. Souvenir/Vendor load-in begins		
3:00 p.m.	Ready Meeting (Dragway Conference Room)	
3:00 p.m.	Pit Shack (Ticket Booth #2) Open	
4:00 p.m 6:00 p.m.	Hauler Load-In for all teams	

Thursday, November 5, 2015

ALL RACE TIMES APPROXIMATE * FLEX SCHEDULE

10:00 a.m.	Pit area secured
	Pit pass voucher exchange re-opens (event ticket & voucher must be presented for wristband)
	Ready Meeting (Dragway Conference Room)
11:00 a.m.	Pit gate opens
	Driver registration begins and draw opens at each series' trailer
	Hauler load-in resumes
12:00 p.m.	Souvenir and Display Area Opens
3:45 p.m.	Track packing begins
4:00 p.m.	Grandstand Gates Open
	Push Truck Meeting
	Driver's Meetings (held at each series' trailer)
5:00 p.m.	#1 Super DIRTcar Series Modifieds Hot Laps - Session #1 (determines "Friday" heat race lineups)
	Sprint Cars Push for Heat
	#2 World of Outlaw Late Model Hot Laps (by qualifying flight)
	#3 Super DIRTcar Series Modifieds Hot Laps - Session #2 (determines "Saturday" heat race lineups)
	#4 World of Outlaws Sprint Car Hot Laps (by qualifying flight)
6:00 p.m.	#5 Opening Ceremonies
	#6 WoO Sprint Cars Qualifying Time Trials - Friday Round (2 laps - determines Friday's Heat Races)
	#7 Super DIRTcar Modifieds Heat Race #1 for Friday (8 laps)
	#8 Super DIRTcar Modifieds Heat Race #2 for Friday
	#9 Super DIRTcar Modifieds Heat Race #3 for Friday
	#10 Super DIRTcar Modifieds Heat Race #4 for Friday
	#11 Super DIRTcar Modifieds Heat Race #5 for Friday (if necessary)
	#12 Super DIRTcar Modifieds Heat Race #6 for Friday (if necessary)
	#13 WoO Late Models Qualifying Time Trials - Friday Round (2 laps - determines Friday's Heat Race lineups)
	#14 Super DIRTcar modifieds Friday C-Feature (if necessary - qualifiers advance to Friday's B-Features)
	#15 WoO Sprint Cars Qualifying Time Trials - Saturday Round (2 laps - determines Saturday's Heat Race lineups)
	#16 Super DIRTcar Modifieds Heat Race #1 for Saturday (8 laps)
	#17 Super DIRTcar Modifieds Heat Race #2 for Saturday
	#18 Super DIRTcar Modifieds Heat Race #3 for Saturday
	#19 Super DIRTcar Modifieds Heat Race #4 for Saturday
	#20 Super DIRTcar Modifieds Heat Race #5 for Saturday (if necessary)
	#21 Super DIRTcar Modifieds Heat Race #6 for Saturday (if necessary)
	#22 WoO Late Models Qualifying Time Trials - Saturday Round (2 laps - determines Saturday's Heat Race lineups)
	#23 Super DIRTcar Modifieds Saturday C-Feature (if necessary - qualifiers advance to Saturday's B-Features)
11:00 p.m.	Track Secured (pit area remains open until 11:30 a.m. Friday to credentialed guests only)
	Pit pass sales end
	Pit voucher exchange closes

ALL RACE TIMES APPROXIMATE * FLEX SCHEDULE

11:30 a.m.	Pit area secured
12:00 p.m.	Pit gate re-opens
	Pit pass voucher exchange re-opens (event ticket & pit pass voucher must be presented for wristband)
	pit pass sales resume
12:00 p.m	Souvenir and display area opens
1:00 p.m.	Ready Meeting (Dragway Conference Room)
3:00 p.m.	Grandstand Gates Open
	Driver Meetings (at each series' trailer)
	Track Packing begins
3:45 p.m.	Sprint Cars Push for Heat
4:00 p.m.	#1 Super DIRTcar Modifieds Hot Laps (by feature race)
	#2 WoO Late Models Hot Laps (by heat race)
	#3 WoO Sprint Car Hot Laps (by heat race)
4:45 p.m.	#4 Opening Ceremonies
	#5 Super DIRTcar Modifieds B-Feature #1 (10 laps)
	#6 Super DIRTcar Modifieds B-Feature #2 (if necessary)
	#7 WoO Late Models Heat Race #1 (10 laps)
	#8 WoO Late Models Heat Race #2
	#9 WoO Late Models Heat Race #3
	#10 WoO Late Models Heat Race #4
	#11 WoO Late Models Heat Race #5 (if necessary)
	#12 WoO Late Models Heat Race #6 (if necessary)
	#13 WoO Sprint Cars Heat Race #1 (8 laps)
	#14 WoO Sprint Cars Heat Race #2
	#15 WoO Sprint Cars Heat Race #3
	#16 WoO Sprint Cars Heat Race #4
	#17 WoO Sprint Cars Heat Race #5 (if necessary)
	Track Maintenance
	Re-Draws (Big Blocks, Late Models, Sprint Cars)
	#18 WoO Late Models B-Feature #1 (12 laps)
	#19 WoO Sprint Cars D-Feature (8 Laps - if necessary)
	#20 WoO Late Models B-Feature #2 (12 laps)
	#21 WoO Late Models B-Feature #3 (12 laps - if necessary)
	#22 WoO Sprint Cars C-Feature (10 laps - if necessary)
	#23 WoO Sprint Car Dash (6 laps)
	#24 WoO Sprint Cars Last Chance Showdown (12 laps)
	Track Maintenance
	#25 Super DIRTcar Series Big-Block Modifieds A-Feature (40 laps)
	Victory Lane - Top 3 (Flagstand)
	Track Maintenance
	#26 World of Outlaws Late Model Series A-Feature (50 laps)
	Victory Lane - Top 3 (Flagstand)
	Pit pass sales end
	#27 World of Outlaws Sprint Cars A-Feature (30 laps)
Followed By	Victory Lane - Top 3 (Flagstand)
11:59 p.m.	Track secured (pit area remains open until 12:30 p.m. Saturday to credentialed guests only)

ALL RACE TIMES APPROXIMATE * FLEX SCHEDULE

9:30 a.m.		IV Top Line Meeting (Dragway Conference Room)
11:30 a.m.		Pit area secured
12:00 p.m.		Pit gate re-opens
		Pit pass voucher exchange re-opens (event ticket & pit pass voucher must be presented for wristband)
40.00		Pit pass sales resume
12:00 p.m.		Souvenir and display area opens
1:00 p.m.		Ready Meeting (Dragway Conference Room)
3:00 p.m.		Grandstand Gates Open
		Concert Performance (Vendor Area)
		Driver Meetings (at each series' trailer)
		Track Packing begins
3:45 p.m.		Sprint Cars push for heat
4:00 p.m.		Super DIRTcar Modifieds Hot Laps (by feature race)
		NoO Sprint Car Hot Laps (by heat race)
		NoO Late Models Hot Laps (by heat race)
4:45 p.m.		Opening Ceremonies
		Super DIRTcar Modifieds B-Feature #1 (10 laps)
		Super DIRTcar Modifieds B-Feature #2 (if necessary)
	#7 V	NoO Sprint Cars Heat Race #1 (8 laps)
	#8 V	NoO Sprint Cars Heat Race #2
	#9 V	NoO Sprint Cars Heat Race #3
	#10 V	NoO Sprint Cars Heat Race #4
	#11 V	NoO Sprint Cars Heat Race #5 (if necessary)
	#12 V	NoO Late Models Heat Race #1 (10 laps)
	#13 V	NoO Late Models Heat Race #2
	#14 V	NoO Late Models Heat Race #3
	#15 V	NoO Sprint Cars D-Feature (8 laps - if necessary)
	#16 V	NoO Late Models Heat Race #4
	#17 V	NoO Late Models Heat Race #5 (if necessary)
	#18 V	NoO Late Models Heat Race #6 (if necessary)
	T	Track Maintenance
	F	Re-Draws (Big Blocks, Sprint Cars, Late Models)
	#19 V	NoO Sprint Cars C-Feature (10 laps - if necessary)
	#20 V	NoO Sprint Car Dash (6 laps)
		NoO Sprint Cars Last Chance Showdown (12 laps)
	#22 V	NoO Late Models B-Feature #1 (12 laps)
	#23 V	NoO Late Models B-Feature #2
	#24 V	NoO Late Models B-Feature #3 (12 laps - if necessary)
	Т	Track Maintenance
	#25 S	Super DIRTcar Series Big-Block Modifieds A-Feature (40 laps)
	\	Victory Lane - Top 3 (Flagstand)
	Г	Track Maintenance
	F	Pit pass sales end
		Norld of Outlaws Sprint Cars A-Feature (30 laps)
		Victory Lane - Top 3 (Flagstand)
		Frack Maintenance
		Norld of Outlaws Late Models Series A-Feature (50 laps)
Followed By		/ictory Lane Celebration (Top 3 LM) & Series Championship Awards - All Three Divisions
· ·)		ON TRACK - START/FINISH LINE AREA)
		END OF SHOW
ule: In an effort to r	naximize e	vervone's experience. Charlotte Motor Speedway and World of Outlaws officials will be keeping an eve on the long-range weather fore

*Flex Schedule: In an effort to maximize everyone's experience, Charlotte Motor Speedway and World of Outlaws officials will be keeping an eye on the long-range weather forecast. If it appears that the temperatures are going to be uncomfortably cold, we will schedule the Friday and Saturday events to begin in the late afternoon. The hope is that this decision will be announced no later than 7 days prior to the event.

Attention competitors: Please use the zMAX DRAGWAY Main Entrance off of Bruton Smith Boulevard to enter pit area. VP Racing Fuel will be available on-site. Charlotte Motor Speedway (CMS) rules prevail on all track procedures. RACEceiver One-Way Communicators are mandatory. Only tow vehicles will be allowed inside pit gate. One ATV will be credentialed per competitor. No riders. CMS reserves the right to restrict the use of ATV's. World of Outlaws and Super DIRTcar Series rules and regulations prevail on all mechanical, procedural, technical, and tire matters.

***<u>Charlotte Motor Speedway reserves the right to alter show format and revise race procedures in the event of, but not limited to,</u> *** car count, inclement weather, challenging track conditions and/or other extenuating circumstances.