



SCHEDULE OF EVENTS - SUBJECT TO CHANGE

FLEX SCHEDULE

Wednesday, November 1, 2017

- 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
- 6:00 p.m. - 9:00 p.m. PRN at the Track Kick-off Party (Twenty Six Acres)

Thursday, November 2, 2017

ALL RACE TIMES APPROXIMATE * FLEX SCHEDULE

- 10:00 a.m. Pit area secured (Pit Sweep)
Pit pass voucher exchange re-opens (event ticket & voucher must be presented for wristband)
- 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
- 1:00 p.m. Ready Meeting (Dragway Conference Room)
- 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)
- 4:45 p.m. I-600 Road Closes
- 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 Craftsman 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 Craftsman Sprint Car Hot Laps (by qualifying flight)
- 6:00 p.m. #5 Opening Ceremonies**
#6 WoO Craftsman Sprint Cars Qualifying Time Trials - Friday Round (2 laps - determines Friday's Heat I)
#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 Craftsman Late Models Qualifying Time Trials - Friday Round (2 laps - determines Friday's Heat
#14 Super DIRTcar modifieds Friday C-Feature (if necessary - qualifiers advance to Friday's B-Features)
#15 WoO Craftsman Sprint Cars Qualifying Time Trials - Saturday Round (2 laps - determines Saturday's
#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 Craftsman Late Models Qualifying Time Trials - Saturday Round (2 laps - determines Saturday's
#23 Super DIRTcar Modifieds Saturday C-Feature (if necessary - qualifiers advance to Saturday's B-Featu
- 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

Friday, November 3, 2017

ALL RACE TIMES APPROXIMATE * FLEX SCHEDULE

- 11:30 a.m. Pit area secured (Pit Sweep)
12:00 p.m. Pit gate re-opens
Pit pass voucher exchange re-opens (event ticket & pit pass voucher must be presented for wristbar)
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
- 4:30 p.m. Sprint Cars Push for Heat
I-600 Road Closes
- 4:45 p.m. #1 Opening Ceremonies**
#2 Super DIRTcar Modifieds B-Feature #1 (10 laps)
#3 Super DIRTcar Modifieds B-Feature #2 (if necessary)
#4 WoO Craftsman Late Models Heat Race #1 (10 laps)
#5 WoO Craftsman Late Models Heat Race #2
#6 WoO Craftsman Late Models Heat Race #3
#7 WoO Craftsman Late Models Heat Race #4
#8 WoO Craftsman Late Models Heat Race #5 (if necessary)
#9 WoO Craftsman Late Models Heat Race #6 (if necessary)
#10 WoO Craftsman Sprint Cars Heat Race #1 (8 laps)
#11 WoO Craftsman Sprint Cars Heat Race #2
#12 WoO Craftsman Sprint Cars Heat Race #3
#13 WoO Craftsman Sprint Cars Heat Race #4
#14 WoO Craftsman Sprint Cars Heat Race #5 (if necessary)
#15 WoO Craftsman Sprint Cars Heat Race #6 (if necessary)
Track Maintenance
Re-Draws (Big Blocks, Late Models, Sprint Cars)
#16 WoO Craftsman Late Models B-Feature #1 (12 laps)
#17 WoO Craftsman Sprint Cars D-Feature (8 Laps - if necessary)
#18 WoO Craftsman Late Models B-Feature #2 (12 laps)
#19 WoO Craftsman Late Models B-Feature #3 (12 laps - if necessary)
#20 WoO Craftsman Sprint Cars C-Feature (10 laps - if necessary)
#21 WoO Craftsman Sprint Car Dash (6 laps)
#22 WoO Craftsman Sprint Cars Last Chance Showdown (12 laps)
Track Maintenance
- #22A 3-Division/4-Wide Salute**
#23 **Super DIRTcar Series Big-Block Modifieds A-Feature (40 laps)**
Victory Lane - Top 3 (Flagstand)
Track Maintenance (If Necessary)
#24 **World of Outlaws Craftsman Late Model Series A-Feature (50 laps)**
Victory Lane - Top 3 (Flagstand)
Pit pass sales end
Track Maintenance (If Necessary)
#25 **World of Outlaws Craftsman 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)

Saturday, November 4, 2017

ALL RACE TIMES APPROXIMATE * FLEX SCHEDULE

11:30 a.m. Pit area secured (Pit Sweep)
12:00 p.m. Pit gate re-opens
Pit pass voucher exchange re-opens (event ticket & pit pass voucher must be presented for wristbar)
Pit pass sales resume
12:00 p.m. Souvenir and display area opens
12:00 p.m. - 3:00 p.m. National Sprint Car Hall of Fame Auction (Dragway Pavilion)
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
4:30 p.m. Sprint Cars push for heat
I-600 Road Closes
4:45 p.m. #1 Opening Ceremonies
#2 Super DIRTcar Modifieds B-Feature #1 (10 laps)
#3 Super DIRTcar Modifieds B-Feature #2 (if necessary)
#4 WoO Craftsman Sprint Cars Heat Race #1 (8 laps)
#5 WoO Craftsman Sprint Cars Heat Race #2
#6 WoO Craftsman Sprint Cars Heat Race #3
#7 WoO Craftsman Sprint Cars Heat Race #4
#8 WoO Craftsman Sprint Cars Heat Race #5 (if necessary)
#9 WoO Craftsman Sprint Cars Heat Race #6 (If necessary)
#10 WoO Craftsman Late Models Heat Race #1 (10 laps)
#11 WoO Craftsman Late Models Heat Race #2
#12 WoO Craftsman Late Models Heat Race #3
#13 WoO Craftsman Sprint Cars D-Feature (8 laps - if necessary)
#14 WoO Craftsman Late Models Heat Race #4
#15 WoO Craftsman Late Models Heat Race #5 (if necessary)
#16 WoO Craftsman Late Models Heat Race #6 (if necessary)
Track Maintenance
Re-Draws (Big Blocks, Sprint Cars, Late Models)
#17 WoO Craftsman Sprint Cars C-Feature (10 laps - if necessary)
#18 WoO Craftsman Sprint Car Dash (6 laps)
#19 WoO Craftsman Sprint Cars Last Chance Showdown (12 laps)
#20 WoO Craftsman Late Models B-Feature #1 (12 laps)
#21 WoO Craftsman Late Models B-Feature #2
#22 WoO Craftsman Late Models B-Feature #3 (12 laps - if necessary)
Track Maintenance
#23 Super DIRTcar Series Big-Block Modifieds A-Feature (40 laps)
Victory Lane - Top 3 (Flagstand)
Track Maintenance (If Necessary)
Pit pass sales end
#24 World of Outlaws Craftsman Sprint Cars A-Feature (30 laps)
Victory Lane - Top 3 (Flagstand)
Track Maintenance (If Necessary)
#25 World of Outlaws Craftsman Late Models Series A-Feature (50 laps)
Followed By Victory Lane Celebration (Top 3 LM) & Series Championship Awards - All Three Divisions
(INFIELD AREA)
END OF SHOW

***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 fire matters.

*****Charlotte Motor Speedway reserves the right to alter show format and revise race procedures in the event of, car count, inclement weather, challenging track conditions and/or other extenuating circumstances.**