



FRIDAY		
Time	Event	
8:00	Gates Open / Reg / Tech	
12:00	Pro Gambler	Test & Tune
12:30	Pro Gambler	Test & Tune
1:00	Pro Gambler	1ST ROUND
1:30	Pro Gambler	2ND ROUND
1:45	Pro Gambler	3RD ROUND
2:00	Pro Gambler	4TH ROUND
2:30	TF / BA	1st Qual
3:00	TE / AF / PM	1st Qual
4:00	PRO 1, 2, 3	(1)Test & Tune
4:30	MC Gambler	(2) Test & Tune
5:00	MC Gambler	RND ROBIN
6:00	TF / BA	2ND Qual
6:30	TE /AF	2ND Qual
7:00	PM	2ND Qual

SATURDAY		
Time	Event	
8:00	MS 1/MS 2	Test & Tune
8:30	S1,S2	Test & Tune
9:00	MS1/MS2	Test & Tune
9:30	S1,S2	Test & Tune
10:00	KIDS	<b>2 PASSES</b>
10:20	MS1/MS2	1ST ROUND
10:40	S1	1ST ROUND
11:20	S2	1ST ROUND
12:00	MS1/MS2	2ND ROUND
12:30	S1- S2	2ND ROUND
1:00	MS1/MS2	3RD ROUND
1:20	S1 -S2	3RD ROUND
2:00	MS1/MS2	4TH ROUND
2:20	S1 - S2	4TH ROUND
2:30	TF / BA	3RD QUAL
3:30	TE / AF / PM	3RD QUAL
4:30	PRO 1,2,3	(1) Test & Tune
5:00	Pro Gambler	1ST ROUND
5:20	Pro Gambler	2ND ROUND
5:40	Pro Gambler	3RD ROUND
6:00	Pro Gambler	4TH ROUND
6:30	TE / AF / PM	4TH QUAL
7:00	TA / TF	4TH QUAL
7:30	PRO 1,2,3	(1) Test & Tune

SUNDAY		
Time	Event	
9:00	KIDS	Test & Tune & ELIM
10:15	TE	1ST ROUND IF NEEDED
10:30	PRO 1, 2, 3	(1) Test & Tune
11:30	MC 1, 2	(2) Test & Tune
12:00	TF / BA	1ST ROUND
12:30	TE / AF / PM	1ST ROUND
1:00	P1	1ST ROUND
1:30	P2	1ST ROUND
2:00	P3	1ST ROUND
2:15	MP 1	1ST ROUND
2:30	MP 2	1ST ROUND
3:00	TF / TA	2ND ROUND
3:30	TE / AF / PM	2ND ROUND
4:00	P1, 2, 3	2ND ROUND
4:30	MC 1, 2	2ND ROUND
5:00	P1, 2, 3	3RD ROUND
5:30	MP 1, 2	3RD ROUND
5:45	ALL FINALS	

<b>S1</b>	<b>3.50 - 4.10</b>
<b>S2</b>	<b>4.11 - SLOWER</b>
<b>MS1</b>	<b>4.49 &amp; Faster</b>
<b>MS2</b>	<b>4.50 &amp; Slower</b>

<b>Pro-1</b>	<b>3.10 - 3.74</b>
<b>Pro-2</b>	<b>3.75 - 4.25</b>
<b>Pro-3</b>	<b>4.26</b>
<b>MP 1</b>	<b>4.49 &amp; Faster</b>
<b>MP 2</b>	<b>4.49 - 6.00</b>
<b>KIDS</b>	
<b>Jr</b>	<b>9 Years +</b>
<b>PEE WEE</b>	<b>8 &amp; Under</b>
<b>Jr Dragster</b>	<b>8 &amp; Under</b>
<b>Jr Dragster</b>	<b>9 Years +</b>

\*\* Schedule is subject to change as race officials see it to fit

\*\*\* All weekend - Dial-ins will be taken in lanes