

White Mountain Weekly Handicap Outline

Heat Races: Lined up by handicap in heats (number of which are dependent on car count). The heats will be divided into low, medium, and high handicap heats (or low and high handicap heats dependent on car count). Registered Rookies/New Drivers are required to start at rear of assigned heat for the first three (3) events or until *approved* to assume handicap position. These drivers will be divided equally among the heat races with the "extra" driver(s) added to the low and medium handicap heats. Note: Handicap values for the first event of the season are to-be-determined. Semi-Feature: The top finishers from each heat may advance to a semi-feature. Cars will be lined up based on their handicap value (low on pole). Consi/B-Feature: Non-qualifiers from the heats may be lined up in a Consi and/or B-Feature according to finishing order (in relation to qualified cars) of alternating heats. Qualifying positions from these races may allow a driver to assume their handicap position in the feature. Feature: Cars are lined up based on handicap (low on pole) per gualifiers from heats, Consi(s), and/or B-Feature. Positions qualifying to handicap will vary depending on car count. Cars not qualifying to a handicapped spot will line up behind qualified cars according to finishing order of B-Feature, Consi(s), or Heats. *New drivers may start at rear of qualified spots or based on their qualifying race finish until approved for handicap. Handicap: Handicap will include all points earned during the three (3) most recent events of the current season plus penalty points for missed events (see below). HC Values: Heat: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 for all starters (**Note:** +/- events do not award heat points)

Semi-Feature: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 Feature: 50, 48, 46, 44 with -2 declination to minimum 2 points. DNQ/TOW: 2 points Missed Event: 70 (equal to heat and feature win plus 10) DSQ: 70 minimum (missed event). Additional penalty may be imposed.

> Subject to Change EIRI