



## 2026 ASCoC - Standard Race Format

\*Special events may have a different format

Car Count	# of Heats	Heat Transfer	Flights
24 or Less	3	All	1
25 - 31	3	6	1
32 - 48	4	5	2
49 and above	6	3	2

- 2 laps for qualifying, 2 cars at a time.
- Qualifying against cars only in your flight.
- The penalty for missed time trial position, with a two (2) car grace, is one (1) timed lap at the end of qualifying Flight, your time and points will be adjusted to no better than the first car out of the total inversion for your flight.
- Heat invert of 4 per heat.
- Qualifying points and Heat race points (see Scheme Below) will be added together to determine **Total Driver Points** (Ties will be broken by actual qualifying time).
- Heat Transfer cars (See chart above) will be lined straight up by **Total Driver Points**.
- Top 8 Total Driver Points will make the 8-car dash.
- A dice roll invert of 0, 4, 6, or 8 will determine the dash starting spot.
- Dash finish will determine the starting first 4 rows of the A-main.
- Non-Dash A-main Transfer cars will be lined straight-up by **Total Driver Points** after the dash cars.
- All Non-A-main Transfer cars will be lined straight-up by **Total Driver Points** into the B, C and/or D-main.
- B-main transfers will tag the tail of the A-main by their B-main finish.

### Total Driver Points

Qualifying Points (1 point per position): (1) 200; (2) 199; (3) 198; (4) 197; (5) 196; (6) 195; (7) 194 etc...

Heat Finish Points (3 points per position): (1) 100; (2) 97; (3) 94; (4) 91; (5) 88; (6) 85; (7) 82 etc...

\*200 Bonus Points added to all transfer Cars. (24 or less cars, must finish in the top 6 to earn bonus points.)

\* +1 Bonus point per position gained (starting position determined by the initial posted lineup)



## 2026 ASCoC – General Scoring\ Racing Procedures

- Tires: **Any approved Hoosier listed below, new or used.**  
Front: D12, D15, D20 (85/8.0-15)  
Left Rear: D12A (92, 93, 94, & 96)  
Right Rear: D15A, Medium, Medium 1
- Flat wings with a maximum of 1.5" Wicker bill
- A 360 spin, under green, will draw a caution and the offending car(s) will go to the tail.
- On Initial starts and single file re-starts, All cars, (Except the caution causing cars) must cross the scoring loop for that lap to count.
- Split Scoring will be utilized for all races. (leader +1)
- All races must finish with Green-white-checked.
- All re-starts will be single file through the cone on the front stretch.
- Do NOT pass the pace truck at any time, unless instructed to do so. (2 position penalty)
- Cars receive 2 minutes in the work area, for the first half of any race. (Except the Dash). Time starts when the car reaches the designated work area.
- For any cautions, or line-up changes, before completing the initial lap of the race, cars not involved in the caution will be crisscrossed.
- You must start the A-Main to get start money.
- A maximum of 2 ASCoC Provisionals allowed per event. Track may also allow 2.
- Alternate will be allowed, but will not receive any A-Main points. They receive Full A-main Money. Alternate must be in the push off lane. (We will not wait for you)
- Top 3 finishers in the feature event must go to the scales **AFTER** victory lane.
- Minimum weight with driver -1425 Lbs.