

# 2026 WESTERN PA SPEEDWEEK FORMAT

**HOT LAPS:** Pill draw for hot lap/qualifying order. Drivers must hot lap in their assigned group unless permission to do otherwise is granted. Laps given will vary depending on track conditions.

**TIME TRIALS:** Pill draw for hot lap/qualifying order. Cars will be grouped for time trials based on the number of heat races to be run, as outlined in the table below, and divided into 2 or 3 car mini groups for qualifying.

Heat Races	Qualifying Groups	Heat Race Invert	Heat Transfers to Redraw	Heat Transfers to Feature	B-Main Transfers to Feature
2	1 (Flight A)	Invert 4	Top 3 + 2 fastest qualifiers that finish	All Cars	N/A
3	1 (Flight A)	Invert 4	Top 3 + fastest qualifier that transfers	Top 6	Top 6
4	2 (Flight A/B)	Invert 4	Top 2 + 2 fastest qualifiers that transfer	Top 5	Top 4
5	5 (Heat 1/2/3/4/5)	Invert 4	Top 2 + 2 fastest qualifiers that transfer	Top 4	Top 2 (two B-Mains)

Time trials determine only heat race lineups. If you miss your assigned qualifying group, you will be scored with no time and start at the tail of your heat race. Late arriving cars that miss pill draw will qualify at the end of overall time trials and can start no better than 5<sup>th</sup> in their heat.

**2 HEAT RACE FORMAT:** Invert the 4 fastest cars from each heat race group to set the starting grid. Duplicate qualifying times will revert to the fastest 2<sup>nd</sup> lap for the tiebreaker. All cars in each heat transfer to the feature. The top 3 finishers from each heat *plus the two fastest overall qualifiers that also finish no worse than 6<sup>th</sup>, but did not finish in a redraw spot, will go to the redraw* (8 cars total). The draw order is seeded by finishing position (H1 Winner, H2 Winner, H1 2<sup>nd</sup> Place, etc.). All remaining finishers will fill starting positions 9<sup>th</sup> and up in the A-Main. Any cars that did not take the green flag in a heat race will start behind all cars that did so.

**3 HEAT RACE FORMAT:** Invert the 4 fastest cars from each heat race group to set the starting grid. Duplicate qualifying times will revert to the fastest 2<sup>nd</sup> lap for the tiebreaker. Top 6 finishers in each heat transfer to the feature. The top 3 finishers from each heat plus the fastest overall qualifier that also transfers, but did not finish in a redraw spot, will go to the redraw (10 cars total). The draw order is seeded by finishing position (H1 Winner, H2 Winner, H3 Winner, etc.). Remaining 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> place finishers will line up starting positions 11<sup>th</sup>-18<sup>th</sup> in the A-Main. The top 6 finishers in the B-Main will then fill feature positions 19<sup>th</sup>-24<sup>th</sup> on the starting grid by the order that they finished. *\*\*Note – If a B-Main is not run, the fastest overall qualifier must finish at a previously announced position to be eligible for the redraw.*

**4 HEAT RACE FORMAT:** Invert the 4 fastest cars from each heat race group to set the starting grid. Duplicate qualifying times will revert to the fastest 2<sup>nd</sup> lap for the tiebreaker. Top 5 finishers in each heat transfer to the feature. The top 2 finishers from each heat plus the two fastest overall qualifiers that also transfer, but did not finish in a redraw spot, will go to the redraw (10 cars total). The draw order is seeded by finishing position (H1 Winner, H2 Winner, H3 Winner, etc.). Remaining 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> place finishers will line up starting positions 11<sup>th</sup>-20<sup>th</sup> in the A-Main. The top 4 finishers in the B-Main (or Top 2 if two B-Mains are run) will then fill feature positions 21<sup>st</sup>-24<sup>th</sup> on the starting grid by the order that they finished.

**5 HEAT RACE FORMAT:** Invert the 4 fastest cars from each heat race group to set the starting grid. Duplicate qualifying times will revert to the fastest 2<sup>nd</sup> lap for the tiebreaker. Top 4 finishers in each heat transfer to the feature. The top 2 finishers from each heat plus the two fastest overall qualifiers that also transfer, but did not finish in a redraw spot, will go to the redraw (12 cars total). The draw order is seeded by finishing position (H1 Winner, H2 Winner, H3 Winner, etc.). Remaining 3<sup>rd</sup> and 4<sup>th</sup> place finishers will line up starting positions 11<sup>th</sup>-20<sup>th</sup> in the A-Main. The top 4 finishers in the B-Main (or Top 2 from each if two B-Mains are run) will then fill feature positions 21<sup>st</sup>-24<sup>th</sup> on the starting grid by the order that they finished.