



COMPETITOR NOTES

Cedar Lake Speedway

Thursday, July 30th, 2026 - Saturday, August 1st, 2026

GPS ADDRESS: 2275 County RD CC, New Richmond, WI 54017

PHONE: (715) 248 - 7119

WEBSITE: <https://www.cedarlakespeedway.com/>

PURSE: Thursday - \$10,000 to Win Feature

Saturday - \$100,000 to Win Feature

MEMBERSHIP: \$135 (must be a 2026 DIRTcar member to race)

ENTRY FEE: \$300 (New Memberships include entry fee)

Ticket Options

Thursday: Adults: \$35, Student (6-16): \$17, (5 & Under): Free

Friday: Adults: \$40, Student (6-16): \$20, (5 & Under): Free

Saturday: Adults: \$45, Student (6-16): \$22, (5 & Under): Free

Thursday Pits: \$40

Friday Pits: \$40

Saturday Pits: \$50



Coltman Farms Cup Points Night
Thursday & Saturday

Thursday's Schedule

World of Outlaws Late Models 30 Lap \$10,000 to Win Feature
Cedar Lake Late Models

2:00pm Pit Pass Sales Opens
3:00pm Registration Opens (closes at 5:45)
4:00pm Grandstands Gates Opens
6:00pm Drivers Meeting at Command Center
6:30pm Hot Laps / Qualifying / Opening Ceremonies
Racing to Follow

Friday's Schedule

World of Outlaws Late Models Time Trials, Heats, and Fans Fund
Cedar Lake Late Models

2:00pm Pit Pass Sales Opens
3:00pm Registration Opens (closes at 5:45)
4:00pm Grandstands Gates Opens
6:00pm Drivers Meeting at Command Center
6:30pm Hot Laps / Qualifying / Opening Ceremonies
Racing to Follow

Saturday's Schedule

World of Outlaws Late Models 100 Lap \$100,000 to Win Feature
Cedar Lake Late Models

2:00pm Pit Pass Sales Opens
3:00pm Registration Opens (closes at 5:45)
4:00pm Grandstands Gates Opens
4:00pm Church Service
4:30pm Autograph Session
6:00pm Drivers Meeting at Command Center
6:30pm Hot Laps / Qualifying / Opening Ceremonies
Racing to Follow

Radio Frequencies: Race Control: 451.9250 | Driver Radio: 454.0000
Text "Subscribe" to 704-272-2772 for all WoOLMS nightly updates.
DIRTvision Broadcast Frequency Channel: 454.5000

World of Outlaws Late Models Contacts

Steve Francis - Series Director - (270) 599-4959 - sfrancis@dirtycar.com
Mitchell Hedstrom - Competition / Race Director - (803) 517-7193 - mhedstrom@dirtycar.com
Melvin Welch - Tech Director - (706) 527-7144 - mwelch@dirtycar.com
Matty Watkins - Safety Director - (470) 215-3346 - mwatkins@dirtycar.com
Jeff Olson - Timing & Scoring - (507) 251-3852 - jolson@dirtycar.com
Ruben Mireles - Series Announcer - (915) 549-9519 - rmireles@dirtycar.com
Ricci Caringola - Series Official - (724) 880-4728 - rcaringola@dirtycar.com
Spence Smithback - Public Relations Coordinator - (336) 688 - 2037 - ssmithback@dirtycar.com
Kevin Griggs - Racing with Jesus - (406) 586 - 3021

Thursday Event Payout- 30 Laps - \$10,000 to Win Purse

1. \$10,000; 2. \$5,000; 3. \$3,000; 4. \$2,600; 5. \$2,400; 6. \$2,200; 7. \$2,150; 8. \$2,100; 9. \$2,050; 10. \$2,000;
11. \$1,600; 12. \$1,350; 13. \$1,150; 14. \$1,100; 15. \$1,000; 16. \$900; 17-24. \$800

****Tow Money: \$110 - must start LCS in order to receive Tow Money****

Saturday's Last Chance Qualifiers Purse

3. \$2,000; 4. \$1,800; 5. \$1,600; 6. \$1,400; 7. \$1,200; 8. \$1,100; 9. \$1,050; 10. \$1,040
11. \$1,030; 12. \$1,020; 13. \$1,010; 14. \$1,000

Saturday USA Nationals Payout- 100 Laps - \$100,000 to Win Purse

1. \$100,000; 2. \$25,000; 3. \$12,000; 4. \$9,000; 5. \$7,500; 6. \$6,000; 7. \$5,000; 8. \$4,500; 9. \$4,400; 10. \$4,200;
11. \$4,000; 12. \$3,800; 13. \$3,600; 14. \$3,400; 15. \$3,350; 16. \$3,300; 17. \$3,250; 18. \$3,200; 19. \$3,100; 20-24. \$3,000

****Tow Money: \$110 - must start LCS in order to receive Tow Money****

TIRE RULE

Right Front & Left Rear Tires: Hoosier (90) NLMT3, (90) W30

Left Front Tire: Hoosier (90) NLMT2, (90) NLMT3, (90) W30

Right Rear Tire: Hoosier (92) W30, NRM (92) NLMT3, NRM (92) NLMT4

***Only Wisconsin, Dirt Kings, Tri State Series cars may use Hoosier (92) W30 on right rear**

****Grooving & Siping will be allowed****

Technical/Safety Rules will be under the guidelines of the 2026 World of Outlaws Rulebook

Car must weigh 2350. (1) pound per lap burn-off in the Feature Only

Event Format

Thursday's Format

32-47 Entries = A/B Group Qualifying | Four Heats | Top 4 Transfer | Top 2 from each heat redraw | Two LCS | Top 3 Transfer

48+ Entries = A/B Group Qualifying | Six Heats | Top 3 Transfer | Heat race winner redraws | Two LCS | Top 2 Transfer

Feature Line-up Format (32-47) - A/B Group Qualifying			
(Heat Race Winners Redraw 1st – 4th / 2nd Place Finishers Redraw 5th – 8th)			
1	Heat 1, 1st Place - Redraw	2	Heat 3, 1st Place - Redraw
3	Heat 2, 1st Place - Redraw	4	Heat 4, 2nd Place - Redraw
5	Heat 1, 2nd Place - Redraw	6	Heat 3, 2nd Place - Redraw
7	Heat 2, 2nd Place - Redraw	8	Heat 4, 2nd Place - Redraw
9	Heat 1, 3rd Place	10	Heat 3, 3rd Place
11	Heat 2, 3rd Place	12	Heat 4, 3rd Place
13	Heat 1, 4th Place	14	Heat 3, 4th Place
15	Heat 2, 4th Place	16	Heat 4, 4th Place
17	Last Chance Showdown 1, Winner	18	Last Chance Showdown 2, Winner
19	Last Chance Showdown 1, 2nd Place	20	Last Chance Showdown 2, 2nd Place
21	Last Chance Showdown 1, 3rd Place	22	Last Chance Showdown 2, 3rd Place
23	World of Outlaws Series Points Provisional	24	World of Outlaws Series Points Provisional

Feature Line-up Format (48 + Entries) - A/B Group Qualifying
(Heat Race Winners Redraw 1st – 6th)

1	Heat 1, 1st Place - Redraw	2	Heat 4, 1st Place Redraw
3	Heat 2, 1st Place - Redraw	4	Heat 5, 1st Place Redraw
5	Heat 3, 1st Place - Redraw	6	Heat 6, 1st Place Redraw
7	Heat 1, 2nd Place	8	Heat 4, 2nd Place
9	Heat 2, 2nd Place	10	Heat 5, 2nd Place
11	Heat 3, 2nd Place	12	Heat 6, 2nd Place
13	Heat 1, 3rd Place	14	Heat 4, 3rd Place
15	Heat 2, 3rd Place	16	Heat 5, 3rd Place
17	Heat 3, 3rd Place	18	Heat 6, 3rd Place
19	Last Chance Showdown 1, Winner	20	Last Chance Showdown 2, Winner
21	Last Chance Showdown 1, 2nd Place	22	Last Chance Showdown 2, 2nd Place
23	World of Outlaws Series Points Provisional	24	World of Outlaws Series Points Provisional

Friday and Saturday's Format

Friday - Time Trials, Heats, Dash, and Fans Fund Race

32-47 Entries = A/B Group Qualifying | Four Heats | Top 4 Transfer | Top 2 from each heat redraw | Two LCS | Top 3 Transfer

48+ Entries = A/B Group Qualifying | Six Heats | Top 3 Transfer | Heat race winner redraws | Two LCS | Top 2 Transfer

Friday's Heat Winners will run a Dash to determine starting spots for Saturday's Feature

Saturday's Last Chance Qualifier Race - 3rd through 9th from the LCS - Top 2 Transfer to the Feature

Feature Line-up Format (32-47) - A/B Group Qualifying
(Heat Race Winners Redraw 1st – 4th / 2nd Place Finishers Redraw 5th – 8th)

1	Heat 1, 1st Place - Redraw	2	Heat 3, 1st Place - Redraw
3	Heat 2, 1st Place - Redraw	4	Heat 4, 2nd Place - Redraw
5	Heat 1, 2nd Place - Redraw	6	Heat 3, 2nd Place - Redraw
7	Heat 2, 2nd Place - Redraw	8	Heat 4, 2nd Place - Redraw
9	Heat 1, 3rd Place	10	Heat 3, 3rd Place
11	Heat 2, 3rd Place	12	Heat 4, 3rd Place
13	Heat 1, 4th Place	14	Heat 3, 4th Place
15	Heat 2, 4th Place	16	Heat 4, 4th Place
17	Last Chance Showdown 1, Winner	18	Last Chance Showdown 2, Winner
19	Last Chance Showdown 1, 2nd Place	20	Last Chance Showdown 2, 2nd Place
21	Last Chance Showdown 1, 3rd Place	22	Last Chance Showdown 2, 3rd Place
23	Last Chance Qualifier Race Winner	24	Last Chance Qualifier 2nd Place
25	World of Outlaws Series Points Provisional	26	World of Outlaws Series Points Provisional
27	F.A.N.S Fund Provisional	28	Track Provisional (not guaranteed)

Feature Line-up Format (48 + Entries) - A/B Group Qualifying
(Heat Race Winners Redraw 1st – 6th then run a 6 Lap Dash)

1	Dash 1st Place	2	Dash 2nd Place
3	Dash 3rd Place	4	Dash 4th Place
5	Dash 5th Place	6	Dash 6th Place
7	Heat 1, 2nd Place	8	Heat 4, 2nd Place
9	Heat 2, 2nd Place	10	Heat 5, 2nd Place
11	Heat 3, 2nd Place	12	Heat 6, 2nd Place
13	Heat 1, 3rd Place	14	Heat 4, 3rd Place
15	Heat 2, 3rd Place	16	Heat 5, 3rd Place
17	Heat 3, 3rd Place	18	Heat 6, 3rd Place
19	Last Chance Showdown 1, Winner	20	Last Chance Showdown 2, Winner
21	Last Chance Showdown 1, 2nd Place	22	Last Chance Showdown 2, 2nd Place
23	Last Chance Qualifier Race Winner	24	Last Chance Qualifier 2nd Place
25	World of Outlaws Series Points Provisional	26	World of Outlaws Series Points Provisional
27	F.A.N.S Fund Provisional	28	Track Provisional (not guaranteed)

Important Rules & Procedures To Remember

All drivers must draw each day at the World of Outlaws Late Model Series Command Center

Series Decals, available at pill draw and must be in place as illustrated prior to entering the race surface.
Drivers arriving late may be added to the group with least number of cars at discretion of officials.
AMB/MyLaps (red) Transponder must be used at all times and One-Way Driver Radio (454.0000) must be used at all times
All cars must be teched before the car can compete in any type of competition.
Heats will be lined straight up. (no inversion) within qualifying group.
All original starts will be side-by-side with the leader setting the pace and starting the race.
Restarts will be Delaware Double File except for the last 5 laps in all Feature's, 3 laps in all Heats/LCS will be single file starts.
Cars out of line or jumping a start will result in a caution and being penalized 1 row.
A yellow flag means your wheels aren't turning. If a car spins and creates a caution and you make contact and stop, you are also part of the caution.
In any event during the feature a driver has 2 unassisted yellows, that driver will be asked to enter the pits.
All races will end in Green-White-Checkered.
Hitting cars under caution or after a checkered will result in being parked for the balance of the event or DQ for that event.
If you hit a car under caution and if it's a multi day show you will be parked for the weekend.
Crew members are not allowed on the track during ANY racing action - It will result in a DQ for that race
No Stick Signals will be allowed at any World of Outlaws Late Model Series Event.
There will be an 10-minute horn for Hot Laps, Qualifying, Heats and LCS. For the Feature the horn will blow at the 10 min 5 min 2 min and 0 mark.
Procedures and Penalties will be enforced as outlined in the 2026 World of Outlaws Late Models General Rules.
All transponders must be turned in after the event - for multi-day shows they may be turned in on the final night unless told differently
If you fail to return a transponder - you will not receive a check until it is returned. If not returned you will be charged \$500.
Payout will be after the feature or mailed within 5 business days following the event.
No tires to be left at the track. ALL TIRES MUST GO HOME WITH YOU .



DIRTVision is the online destination to watch all the
 World of Outlaws NOS Energy Drink Sprint Cars, World of Outlaws Late Model Series,
 DIRTcar Summer Nationals, Xtreme Midget Series and more live.
 Don't miss a single lap of action with a DIRTvision Late Model Fast Pass for only \$39.99 a
 month.
www.dirtvision.com