



COMPETITOR NOTES

The Dirt Track at Charlotte

Wednesday, November 5th, 2025 - Saturday, November 8th, 2025

GPS ADDRESS: 5500 Concord Parkway S, Concord, NC 28027

PHONE: (704) 455 - 3200

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

PURSE: Thursday - \$15,000 to Win Feature
Friday - \$15,000 to Win Feature
Saturday - \$25,000 to Win Feature

MEMBERSHIP: \$135 (must be a 2025 DIRTcar member to race)

ENTRY FEE: \$300 for the whole weekend

Tickets

<https://www.charlottespeedway.com/>



Wednesday's Schedule

World of Outlaws Late Models Qualifying (2 sessions)

World of Outlaws Sprint Cars Qualifying (2 sessions)

Super DIRTcar Series Qualifying (2 sessions)

11:00pm Pit Pass Sales Open
1:00pm Registration Opens (closes at 4:00pm)
4:00pm Drivers Meeting at Command Center
4:45pm Opening Ceremonies
5:00pm Hot Laps

Thursday's Schedule

World of Outlaws Late Models 35 Lap \$15,000 to Win Feature

World of Outlaws Sprint Cars 25 Lap Feature

Super DIRTcar Series 30 Lap Feature

11:00pm Pit Pass Sales Open
1:00pm Registration Opens (closes at 3:00pm)
3:30pm Drivers Meeting at Command Center
4:00pm Opening Ceremonies
Racing to Follow

Friday's Schedule

World of Outlaws Late Models 35 Lap \$15,000 to Win Feature

World of Outlaws Sprint Cars 25 Lap Feature

Super DIRTcar Series 30 Lap Feature

11:00pm Pit Pass Sales Open
1:00pm Registration Opens (closes at 2:00pm)
3:00pm Drivers Meeting at Command Center
4:00pm Opening Ceremonies
Racing to Follow

Saturday's Schedule

World of Outlaws Late Models 50 Lap \$25,000 to Win Feature

World of Outlaws Sprint Cars 25 Lap Feature

Super DIRTcar Series 40 Lap Feature

11:00pm Pit Pass Sales Open
1:00pm Registration Opens (closes at 2:00pm)
3:30pm Drivers Meeting at Command Center
4:00pm 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.

World of Outlaws Real American Beer Late Models Contacts

Steve Francis - Series Director - (270) 599-4959 - sfrancis@dirtycar.com
Austin Guajardo - Race Director - (321) 525-6494 - aguajardo@dirtycar.com
Melvin Welch - Tech Director - (706) 527-7144 - mwelch@dirtycar.com
Jeff Olson - Timing & Scoring - (507) 251-3852 - jolson@dirtycar.com
Ruben Mireles - Series Announcer - (915) 549-9519 - rmireles@dirtycar.com
Matty Watkins - Series Official - (470) 215-3346 - mwatkins@dirtycar.com
Ricci Caringola - Series Official - (724) 880-4728 - rcaringola@dirtycar.com
Spence Smithback - Public Relations Coordinator - (336) 688 - 2037 - ssmithback@dirtycar.com

TIRE RULE

Fronts & Left Rear Tire: Hoosier (90) NLMT2, (90) NLMT3

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

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

Technical/Safety Rules will be under the guidelines of the 2025 World of Outlaws Rulebook

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

Thursday & Friday Event Payout- 35 Laps - \$15,000 to Win Purse

1. \$15,000; 2. \$7,000; 3. \$4,000; 4. \$3,500; 5. \$3,200; 6. \$3,000; 7. \$2,700; 8. \$2,500; 9. \$2,300; 10. \$2,200;
11. \$2,100; 12. \$2,000; 13. \$1,700; 14. \$1,600; 15. \$1,400; 16. \$1,300; 17-26. \$1,200

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

Saturday Event Payout- 50 Laps - \$25,000 to Win Purse

1. \$25,000; 2. \$12,000; 3. \$6,500; 4. \$5,250; 5. \$4,500; 6. \$4,000; 7. \$3,500; 8. \$3,250; 9. \$3,000; 10. \$2,800;
11. \$2,500; 12. \$2,300; 13. \$2,200; 14. \$2,100; 15. \$2,000; 16. \$1,900; 17. \$1,850; 18. \$1,800; 19-26. \$1,750

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

Thursday's and Friday's Every Lap Matters Point Structure

Top 18 after Thursday's or Friday's Points will be locked into Saturday's 50 Lap Feature

All other competitors will be lined up into 3 Last Chance Showdown's

Position	Qualifying Points	Heat Race Points	Last Chance Points	Feature Points
1	50	200	To Feature	500
2	45	197	To Feature	496
3	42	194	380	492
4	39	192	376	488
5	37	190	372	484
6	35	188	368	480
7	33	186	364	476
8	32	184	360	472
9	31	182	356	468
10	30	180	352	464
11	29	178	348	460
12	28	176	344	456
13	27	174	340	452
14	26	172	336	448
15	25	170	332	444
16	24		328	440
17	23		324	436
18	22		320	432
19	21			428
20	20			424
21	19			420
22	18			416
23	17			412
24	16			408
25	15			404
26	14			400



Thursday and Friday's Format

Thursday and Friday's Every Lap Matters points sets up Saturdays lineups

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

Feature Line-up Format (48+) - A/B Group Qualifying (Heat Race Winners Redraw 1st – 4th / 2nd Place Finishers Redraw 5th – 8th)

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, 1st Place	20	Last Chance Showdown 2, 1st Place
21	Last Chance Showdown 3, 1st Place	22	Last Chance Showdown 1, 2nd Place
23	Last Chance Showdown 2, 2nd Place	24	Last Chance Showdown 3, 2nd Place
25	World of Outlaws Series Points Provisional	26	World of Outlaws Series Points Provisional

Saturday's Event Format

Top 18 Locked into Saturday's Feature based off Thursday's or Friday's Every Lap Matters Best Finish

Top 1-9 in points will run a 6 lap Dash to determine the first 9 starting spots for Saturday's Feature

10-18 in points will run a 6 lap Dash to determine 10-18 starting spots for Saturday's Feature

The rest of the field will be split into 3 Last Chance Showdowns - Top 2 will transfer to Saturday's Feature

Tie Breaker is by best finish / If same finish then tie breaker is fastest overall in qualifying

Dash 1 Lineup (Results line up 10-18 starting spots)

Based off Thursday's or Friday's Every Lap Matters Best Finish

1	10th Place in Points	2	11th Place in Points
3	12th Place in Points	4	13th Place in Points
5	14th Place in Points	6	15th Place in Points
7	16th Place in Points	8	17th Place in Points
9	18th Place in Points		

Dash 2 Lineup (Results line up 1-9 starting spots)

Based off Thursday's or Friday's Every Lap Matters Best Finish

1	1st Place in Points	2	2nd Place in Points
3	3rd Place in Points	4	4th Place in Points
5	5th Place in Points	6	6th Place in Points
7	7th Place in Points	8	8th Place in Points
9	9th Place in Points		

Last Chance Showdown 1 (Top 2 Transfer)

Based off Thursday's or Friday's Every Lap Matters Best Finish

1	19th Place in Points	2	22nd Place in Points
3	25th Place in Points	4	28th Place in Points
5	31st Place in Points	6	34th Place in Points
7	37th Place in Points	8	40th Place in Points
9	43rd Place in Points	10	46th Place in Points
11	49th Place in Points	12	52nd Place in Points
13	55th Place in Points	14	58th Place in Points

Last Chance Showdown 2 (Top 2 Transfer)

Based off Thursday's or Friday's Every Lap Matters Best Finish

1	20th Place in Points	2	23rd Place in Points
3	26th Place in Points	4	29th Place in Points
5	32nd Place in Points	6	35th Place in Points

7	38th Place in Points	8	41st Place in Points
9	44th Place in Points	10	47th Place in Points
11	50th Place in Points	12	53rd Place in Points
13	56th Place in Points	14	59th Place in Points

Last Chance Showdown 3 (Top 2 Transfer)

Based off Thursday's or Friday's Every Lap Matters Best Finish

1	21st Place in Points	2	24th Place in Points
3	27th Place in Points	4	30th Place in Points
5	33rd Place in Points	6	36th Place in Points
7	39th Place in Points	8	42nd Place in Points
9	45th Place in Points	10	48th Place in Points
11	51st Place in Points	12	54th Place in Points
13	57th Place in Points	14	60th Place in Points

Feature Lineup

1	Winner of Dash 1	2	2nd Place in the Dash 1
3	3rd Place in the Dash 1	4	4th Place in the Dash 1
5	5th Place in the Dash 1	6	6th Place in the Dash 1
7	7th Place in the Dash 1	8	8th Place in the Dash 1
9	9th Place in Dash 1	10	Winner of Dash 2
11	2nd Place in Dash 2	12	3rd Place in Dash 2
13	4th Place in the Dash 2	14	5th Place in the Dash 2
15	6th Place in the Dash 2	16	7th Place in the Dash 2
17	8th place in Dash 2	18	9th Place in Dash 2
19	LCS 1 - 1st Place	20	LCS 2 - 1st Place
21	LCS 3 - 1st Place	22	LCS 1 - 2nd Place
23	LCS 2 - 2nd Place	24	LCS 3 - 2nd Place
25	WoO Points Provisional	26	WoO Points Provisional

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 anywhere between the 2 start cones in turn 4.
Restarts will be Delaware Double File except for the last 5 laps of a 49(or less) lap race, or 10 laps of a 50+ lap race.
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. If you
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.
are not passed the cones that designates the location where you must present your car you are LATE . It is your responsibility to be in line on time NOT
Procedures and Penalties will be enforced as outlined in the 2025 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 .



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