



COMPETITOR NOTES

Deer Creek Speedway

Thursday, July 2nd, 2026 - Saturday, July 4th, 2026

GPS ADDRESS: 25262 Hwy 63 S, Spring Valley, MN 559754
PHONE: (507) 754 - 6107
WEBSITE: <https://www.deercreekspeedway.com/>

PURSE: Thursday - \$10,000 to Win Feature
Friday - \$10,000 to Win Feature
Saturday - \$40,000 to Win Feature

MEMBERSHIP: \$135 (must be a 2026 DIRTcar member to race)
ENTRY FEE: \$300 (New Memberships include entry fee)

Ticket Options

3-Day Reserved Advance: \$90 / Day of \$100
3-Day Adult GA Advance: \$80 / Day of: \$90
3-Day Child GA (6-12): 25
2-Day Reserved Advance: \$70 / Day of: \$80
2-Day Adult GA Advance: \$60 / Day of: \$70
2-Day Child GA (6-12): \$20
Thursday & Friday Reserved Advance: \$35 / Day of: \$40
Thursday & Friday Adult GA Advance: \$30 / Day of \$35
Thursday & Friday Child GA (6-12): \$10
Saturday Reserved Advance: \$45 / Day of \$50
Saturday Adult GA Advance: \$40 / Day of \$45
Saturday Child GA (6-12): \$15
Child GA (0-5): FREE

Thursday's Schedule

World of Outlaws Late Models 30 Lap \$10,000 to Win Feature
Tri State Late Models

3:00pm Pit Pass Sales Opens
3:30pm Registration Opens (closes at 5:45)
5:00pm 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 30 Lap \$10,000 to Win Feature
Tri State Late Models

3:00pm Pit Pass Sales Opens
3:30pm Registration Opens (closes at 5:45)
5:00pm 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 50 Lap \$40,000 to Win Feature
Tri State Late Models & USRA Modifieds

2:00pm Pit Pass Sales Opens
4:00pm 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



Coltman Farms Cup Points Night
Thursday, Friday, & Saturday



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@dirtdcar.com
 Mitchell Hedstrom - Competition / Race Director - (803) 517-7193 - mhedstrom@dirtdcar.com
 Melvin Welch - Tech Director - (706) 527-7144 - mwelch@dirtdcar.com
 Matty Watkins - Safety Director - (470) 215-3346 - mwatkins@dirtdcar.com
 Jeff Olson - Timing & Scoring - (507) 251-3852 - jolson@dirtdcar.com
 Ruben Mireles - Series Announcer - (915) 549-9519 - rmireles@dirtdcar.com
 Ricci Caringola - Series Official - (724) 880-4728 - rcaringola@dirtdcar.com
 Spence Smithback - Public Relations Coordinator - (336) 688 - 2037 - ssmithback@dirtdcar.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

Friday 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 Event Payout- 50 Laps - \$40,000 to Win Purse

1. \$40,000; 2. \$18,000; 3. \$9,000; 4. \$7,500; 5. \$6,500; 6. \$5,500; 7. \$5,000; 8. \$4,300; 9. \$3,800; 10. \$3,300;
 11. \$3,000; 12. \$2,600; 13. \$2,500; 14. \$2,400; 15. \$2,300; 16. \$2,200; 17. \$2,100; 18-24. \$2,000
 Tow Money: \$110 - must start LCS in order to receive Tow Money

TIRE RULE

Right Front & Left Rear Tires: (90) NLMT3, (90) W30
 Left Front Tire: (90) NLMT 2, (90) NLMT3, (90) W30
 Right Rear Tire: (92) W30, NRM (92) NLMT3, NRM (92) NLMT4
 *Only Wisconsin, Dirt Kings, Tri State Series cars may use (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

27 or Less Entries = Overall Qualifying | Three Heats | Top 6 Transfer | Top 2 from each heat redraw | One LCS | Top 4 Transfer
 28-31 Entries = A/B Group Qualifying | Four Heats | Top 4 Transfer | Top 2 from each heat redraw | One LCS | Top 6 Transfer
 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 (27 Entries or Less) - Overall Qualifying
 (Top 2 Redraw 1st – 6th)**

1	Heat 1, 1st Place - Redraw	2	Heat 2, 1st Place - Redraw
3	Heat 3, 1st Place - Redraw	4	Heat 1, 2nd Place - Redraw
5	Heat 2, 2nd Place - Redraw	6	Heat 3, 3rd Place - Redraw
7	Heat 1, 3rd Place	8	Heat 2, 3rd Place
9	Heat 3, 3rd Place	10	Heat 1, 4th Place
11	Heat 2, 4th Place	12	Heat 3, 4th Place
13	Heat 1, 5th Place	14	Heat 2, 5th Place
15	Heat 3, 5th Place	16	Heat 1, 6th Place
17	Heat 2, 6th Place	18	Heat 3, 6th Place

19	<i>Last Chance Showdown Winner</i>	20	<i>Last Chance Showdown, 2nd Place</i>
21	<i>Last Chance Showdown, 2nd Place</i>	22	<i>Last Chance Showdown, 4th Place</i>
23	<i>World of Outlaws Series Points Provisional</i>	24	<i>World of Outlaws Series Points Provisional</i>
Feature Line-up Format (28-31) - A/B Group Qualifying (Heat Race Winners Redraw 1st – 4th / 2nd Place Finishers Redraw 5th – 8th)			
1	<i>Heat 1, 1st Place - Redraw</i>	2	<i>Heat 3, 1st Place - Redraw</i>
3	<i>Heat 2, 1st Place - Redraw</i>	4	<i>Heat 4, 2nd Place - Redraw</i>
5	<i>Heat 1, 2nd Place - Redraw</i>	6	<i>Heat 3, 2nd Place - Redraw</i>
7	<i>Heat 2, 2nd Place - Redraw</i>	8	<i>Heat 4, 2nd Place - Redraw</i>
9	<i>Heat 1, 3rd Place</i>	10	<i>Heat 3, 3rd Place</i>
11	<i>Heat 2, 3rd Place</i>	12	<i>Heat 4, 3rd Place</i>
13	<i>Heat 1, 4th Place</i>	14	<i>Heat 3, 4th Place</i>
15	<i>Heat 2, 4th Place</i>	16	<i>Heat 4, 4th Place</i>
17	<i>Last Chance Showdown 1, Winner</i>	18	<i>Last Chance Showdown 1, 2nd Place</i>
19	<i>Last Chance Showdown 1, 3rd Place</i>	20	<i>Last Chance Showdown 1, 4th Place</i>
21	<i>Last Chance Showdown 1, 5th Place</i>	22	<i>Last Chance Showdown 1, 6th Place</i>
23	<i>World of Outlaws Series Points Provisional</i>	24	<i>World of Outlaws Series Points Provisional</i>

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

Feature Line-up Format (48 + Entries) - A/B Group Qualifying (Heat Race Winners Redraw 1st – 6th)			
1	<i>Heat 1, 1st Place - Redraw</i>	2	<i>Heat 4, 1st Place Redraw</i>
3	<i>Heat 2, 1st Place - Redraw</i>	4	<i>Heat 5, 1st Place Redraw</i>
5	<i>Heat 3, 1st Place - Redraw</i>	6	<i>Heat 6, 1st Place Redraw</i>
7	<i>Heat 1, 2nd Place</i>	8	<i>Heat 4, 2nd Place</i>
9	<i>Heat 2, 2nd Place</i>	10	<i>Heat 5, 2nd Place</i>
11	<i>Heat 3, 2nd Place</i>	12	<i>Heat 6, 2nd Place</i>
13	<i>Heat 1, 3rd Place</i>	14	<i>Heat 4, 3rd Place</i>
15	<i>Heat 2, 3rd Place</i>	16	<i>Heat 5, 3rd Place</i>
17	<i>Heat 3, 3rd Place</i>	18	<i>Heat 6, 3rd Place</i>
19	<i>Last Chance Showdown 1, Winner</i>	20	<i>Last Chance Showdown 2, Winner</i>
21	<i>Last Chance Showdown 1, 2nd Place</i>	22	<i>Last Chance Showdown 2, 2nd Place</i>
23	<i>World of Outlaws Series Points Provisional</i>	24	<i>World of Outlaws Series Points Provisional</i>

Important Rules & Procedures To Remember

<i>All drivers must draw each day at the World of Outlaws Late Model Series Command Center</i>
<i>Series Decals, available at pill draw and must be in place as illustrated prior to entering the race surface.</i>
<i>Drivers arriving late may be added to the group with least number of cars at discretion of officials.</i>
<i>AMB/MyLaps (red) Transponder must be used at all times and One-Way Driver Radio (454.0000) must be used at all times</i>
<i>All cars must be teched before the car can compete in any type of competition.</i>
<i>Heats will be lined straight up. (no inversion) within qualifying group.</i>
<i>All original starts will be side-by-side with the leader setting the pace and starting the race.</i>
<i>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.</i>
<i>Cars out of line or jumping a start will result in a caution and being penalized 1 row.</i>
<i>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.</i>

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