



# COMPETITOR NOTES

## Farmer City Raceway

Thursday, April 10th, 2025 - Saturday, April 12th, 2025

**GPS ADDRESS:** 850 N Grove ST, Farmer City, IL 61842

**PHONE:** (309) 928-9110

**WEBSITE:** <https://www.farmercityracing.com/>

**PURSE:** Friday - \$12,000 to Win Feature  
Saturday - \$20,000 to Win Feature

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

**ENTRY FEE:** \$125 per night  
\$250 for the weekend (includes membership)

### Pit Pass Ticket Options

3 - Day Pit Pass = \$110

2 - Day Pit Pass = \$85

Thursday Pit Pass = \$25

Friday Pit Pass = \$45

Saturday Pit Pass = \$50

Adult Pit Upgrade = \$15

Child Pit Upgrade = \$35

Trackside Parking = \$100

Grandstand Tickets click on the link below

<https://worldofoutlaws.com/latemodels/schedule/event-info/?event=4547703>

### Thursday's Schedule

World of Outlaws Late Models Practice (6 - 9 pm)  
Xtreme Outlaw Midget Practice, Mars Modifieds Practice

### Friday's Schedule

World of Outlaws Late Models 40 Lap \$12,000 to Win Feature  
Xtreme Outlaw Midgets & Mars Modifieds

**12:00pm** Pit Gates Open  
**2:00pm** Grandstands Gates Opens  
**3:00pm** Registration Opens (closes at 6:00pm)  
**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 60 Lap \$20,000 to Win Feature  
Xtreme Outlaw Midgets & Mars Modifieds

**12:00pm** Pit Gates Open  
**2:00pm** Grandstands Gates Opens  
**3:00pm** Registration Opens (closes at 6:00pm)  
**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: 454.0001  
Text "Subscribe" to 704-272-2772 for all WoOLMS nightly updates.

### World of Outlaws Late Models Contacts

Steve Francis - Series Director - (270) 599-4959 - [sfrancis@dirtdcar.com](mailto:sfrancis@dirtdcar.com)

Mitchell Hedstrom - Race Director - (803) 517-7193 - [mhedstrom@dirtdcar.com](mailto:mhedstrom@dirtdcar.com)

Melvin Welch - Tech Director - (706) 527-7144 - [mwelch@dirtdcar.com](mailto:mwelch@dirtdcar.com)

Jeff Olson - Timing & Scoring - (507) 251-3852 - [jolson@dirtdcar.com](mailto:jolson@dirtdcar.com)

Ruben Mireles - Series Announcer - (915) 549-9519 - [rmireles@dirtdcar.com](mailto:rmireles@dirtdcar.com)

Matty Watkins - Series Official - (470) 215-3346 - [mwatkins@dirtdcar.com](mailto:mwatkins@dirtdcar.com)

Ricci Caringola - Series Official - (724) 880-4728 - [rcaringola@dirtdcar.com](mailto:rcaringola@dirtdcar.com)

Spence Smithback - Public Relations Coordinator - (336) 688 - 2037 - [ssmithback@dirtdcar.com](mailto:ssmithback@dirtdcar.com)

### TIRE RULE

Left Rear & Right Front Tire's: 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

**Friday Event Payout- 40 Laps - \$12,000 to Win Purse**

1. \$12,000; 2. \$6,000; 3. \$3,500; 4. \$2,800; 5. \$2,500; 6. \$2,300; 7. \$2,200; 8. \$2,100; 9. \$2,050; 10. \$2,000;  
 11. \$1,600; 12. \$1,400; 13. \$1,250; 14. \$1,150; 15. \$1,100; 16. \$1,050; 17-24. \$1,000  
 \*\*Tow Money: \$110 - must start LCS in order to receive Tow Money\*\*

**Saturday Event Payout- 60 Laps - \$20,000 to Win Purse**

1. \$20,000; 2. \$10,000; 3. \$6,000; 4. \$4,500; 5. \$4,000; 6. \$3,500; 7. \$3,000; 8. \$2,700; 9. \$2,500; 10. \$2,200;  
 11. \$2,000; 12. \$1,850; 13. \$1,700; 14. \$1,675; 15. \$1,650; 16. \$1,625; 17. \$1,600; 18-24. \$1,500  
 \*\*Tow Money: \$110 - must start LCS in order to receive Tow Money\*\*

**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	Last Chance Showdown Winner	20	Last Chance Showdown, 2nd Place
21	Last Chance Showdown, 2nd Place	22	Last Chance Showdown, 4th Place
23	World of Outlaws Series Points Provisional	24	World of Outlaws Series Points Provisional

**Feature Line-up Format (28-31) - 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 1, 2nd Place
19	Last Chance Showdown 1, 3rd Place	20	Last Chance Showdown 1, 4th Place
21	Last Chance Showdown 1, 5th Place	22	Last Chance Showdown 1, 6th Place
23	World of Outlaws Series Points Provisional	24	World of Outlaws Series Points Provisional

**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

**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.
<b>Hitting cars under caution or after a checkered will result in being parked for the balance of the event or DQ for that event.</b>
<b>If you hit a car under caution and if it's a multi day show you will be parked for the weekend.</b>
Crew members are not allowed on the track during ANY racing action - It will result in a DQ for that race
<b>No Stick Signals</b> will be allowed at any World of Outlaws Late Model Series Event.
There will be an <b>10-minute horn</b> for Hot Laps, Qualifying, Heats and LCS. For the Feature the horn will blow at the <b>10 min 5 min 2 min and 0</b> mark. If
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. <b>ALL TIRES MUST GO HOME WITH YOU.</b>



Twitter: @WOOLateModels

Website: [www.worldofoutlaws.com/latemodels/](http://www.worldofoutlaws.com/latemodels/)

**Find Us On Social Media**



Facebook: [www.facebook.com/worldofoutlawslatemodelseries](http://www.facebook.com/worldofoutlawslatemodelseries)



Instagram: @WOOLateModels



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](http://www.dirtvision.com)



# COMPETITOR NOTES

PRESENTED BY



## Farmer City Raceway

April 10th - 12th, 2025

<b>GPS ADDRESS:</b>	850 Grove St. Farmer City, IL 61842	<b>PHONE:</b>	704-795-7223
<b>PROMOTOR:</b>	World Racing Group	<b>WEBSITE:</b>	www.farmercityracing.com
<b>PURSE:</b>	Thursday Practice \$4,000 to win Friday \$5,000 to win Saturday	<b>GA TICKET:</b>	\$35 Friday Night day of / \$40 Saturday Night Day of
<b>MEMBERSHIP:</b>	\$135 (must be a 2025 DIRTcar member to race)	<b>PIT PASS:</b>	(\$25 Thursday) (\$45 Friday) (\$50 Saturday) (\$85 2 day) (\$110 3 day)

**Thursday, April 10th Event Times-** Pit gates Open 2:00pm / Practice is from 6:00pm till 9:00pm

### Friday, April 11th Event Times

<b>12 Noon</b>	Pit Gates Open
<b>3:30pm</b>	Pill Draw (closes at 5:15pm) @ Series Command Center
<b>5:30pm</b>	Driver's Meeting @ Series Command Center
<b>6:00pm</b>	Motor Heat
<b>6:30pm</b>	Hot Laps/Qualifying (MUST be in your assigned group)

### Saturday, April 12th Event Times

<b>12 Noon</b>	Pit Gates Open
<b>3:00pm</b>	Pill Draw (closes at 4:15pm) @ Series Command Center
<b>4:30pm</b>	Driver's Meeting @ Series Command Center
<b>5:00pm</b>	Motor Heat
<b>5:30pm</b>	Hot Laps/Qualifying (MUST be in your assigned group)

Racing to follow

Racing to follow

**Radio Frequencies:** Race Control: 451.9250 | Driver Radio: 464.5500

Text "Subscribe" to 704-368-4275 for all Xtreme nightly updates.

**Other Classes Racing -** World of Outlaw Late Model Series & MARS Modified Series

### Event Format

**Group Qualifying** – Drivers will draw for heat races & qualify against their group during hot laps. Driver will earn points for qualifying. (10, 9, 8, 7, 6, 5, 4, 3, 2, 1)

**Heat Races** – Four-car invert from qualifying (fastest starts 4th) Drivers will again earn points for finishing positions, (20, 18, 16, 14, 12, 10, 8, 6, 4, 2) along with 1 point per car passed. Top 16 in combined points from qualifying, and heats will transfer directly to the feature, starting straight up. (amount of locked in cars can change due to car count and/or track size.)

**Last Chance Showdown** – Drivers in points position 17 through the balance will line up LCS events, w/ 2, 4, or 6 cars transferring, depending on starting field size.

**Feature** – The "High Point Driver" will draw a 0, 4, or 6 to determine the first 3 rows. Rows 4 to 8 will line up straight up based on points, with the LCS transfer cars starting straight up by finish.

### Friday April 11th Feature Payout - 25 Laps

1. \$4,000; 2. \$2,000; 3. \$1,200; 4. \$1,100; 5. \$1,000; 6. \$700; 7. \$600; 8. \$500; 9. \$475; 10. \$450; 11. \$425; 12. \$400; 13. \$375; 14. \$350; 15. \$325; 16-22. \$300

### Saturday April 12th Feature Payout - 25 Laps

1. \$5,000; 2. \$2,500; 3. \$1,500; 4. \$1,200; 5. \$1,100; 6. \$800; 7. \$700; 8. \$600; 9. \$550; 10. \$525; 11. \$500; 12. \$475; 13. \$450; 14-22. \$400

Tow money will be given each night - MUST start LCS in order to receive Tow Money (Friday \$75/Saturday \$100)

### 2025 Championship Point Fund (MUST attend ALL events to be eligible for Points fund.)

1. \$30,000; 2. \$15,000; 3. \$10,000; 4. \$8,000; 5. \$6,000; 6. \$5,500; 7. \$5,000; 8. \$4,500; 9. \$4,000; 10. \$3,000

Amount	Special Awards	Amount	Special Awards
\$100	Toyota Heat Race 1 Winner	\$100	Smith Ti Qualfing
\$100	CASM Heat Race 2 Winner	\$100	DIRTVision Hard Charger
\$100	TJ Forged Heat Race 3 Winner	\$50	1st non-transfer car presented by Toyota
\$100	Xtreme Outlaw Heat Race 4 Winner		



Watch Every Lap Live on [www.DIRTVision.com](http://www.DIRTVision.com)



### Technical & Safety Rules

**GENERAL WRG RULES:** Under the guidelines of Chapter 1

**RACING PROCEDURE RULES:** Under the guidelines of Chapter 2

**TECHNICAL & SAFETY RULES:** Under the guidelines of Chapter 3

### TIRE RULE - (Grooving and Siping is Allowed)

Teams must utilize Hoosier tires on all 4 corners. LR must be D12 or harder.

**RIGHT REAR TIRE:** (SP3 Only)

Teams MUST have (1) new and (2) used tires marked before Drivers meeting.

### Xtreme Outlaw Series Contact Info

<b>Series Director-</b> Tyler Bachman - 724.831.7109 - <a href="mailto:tbachman@dirtdcar.com">tbachman@dirtdcar.com</a>	<b>Race Director-</b> Erik Grigsby - 309.425.3700 - <a href="mailto:egrigsby@dirtdcar.com">egrigsby@dirtdcar.com</a>
<b>Series Operations Official -</b> Austin Guajardo - 321.525.6494 - <a href="mailto:aguajardo@dirtdcar.com">aguajardo@dirtdcar.com</a>	<b>Technical Adviser -</b> Brian Dunlap - 704.465.8866 - <a href="mailto:bdunlap@dirtdcar.com">bdunlap@dirtdcar.com</a>
<b>Public Relations -</b> Matt Skipper - 386.453.3210 - <a href="mailto:mskipper@dirtdcar.com">mskipper@dirtdcar.com</a>	<b>Series Marketing -</b> Corrie Goss - 724.464.3649 - <a href="mailto:cgoss@dirtdcar.com">cgoss@dirtdcar.com</a>
<b>Series Website-</b> <a href="http://www.xtremeoutlawseries.com">www.xtremeoutlawseries.com</a>	Find us on <b>Facebook, X, and Instagram</b>

### Important Rules & Procedures To Remember

- All drivers must draw at the Xtreme Outlaw Midget Series Command Center.
- Series Decals are available at pill draw and **MUST** be in place on BOTH sides of the car prior to entering the racing surface.
- Drivers arriving late may be added to the group with the least number of cars at the discretion of officials.
- AMB/MyLaps (red) Transponder must be used at all times. You will be able to rent one for \$20 each night if needed.
- One-Way Driver Radio (464.5500) must be used at all times. They will be available for purchase if needed.
- All cars must be teched and tires must be marked before the car can compete in any type of competition.
- If a driver is **not in attendance** at the **drivers meeting** during roll call, that driver will only receive one **(1) lap of qualifying** and the best qualifying result will be **50% of the field +1**.
- Driver will earn points for qualifying. (10, 9, 8, 7, 6, 5, 4, 3, 2, 1)
- Heats will be lined up with in invert of 4 within your qualifying group.
- In the Heats drivers will earn points for finishing positions, (20, 18, 16, 14, 12, 10, 8, 6, 4, 2) along with 1 point per car passed.
- All original starts will be side-by-side with the leader setting the pace and the front row starting the race at the cone in turn 4.
- Restarts will be single file with the leader starting the race at the cone in turn 4. all cars **MUST** stay in line until after passing the cone.
- Cars out of line or jumping a start will result in a caution and being penalized (2) positions.
- A yellow flag means your wheels aren't turning. If you stop at any time, without being instructed to do so, you will go to the tail (unless it is a safety issue). If you spin and it creates a caution, but you keep going, you will blend back in the lineup.
- Heats & LCS you will be allowed two (2) single car cautions, for the Feature you will be allowed three (3) single car cautions before being parked for that event.
- All races **WILL** end in Green-White-Checkered.
- Hitting cars under caution or after a checkered may result in being parked for the balance of that event.
- Crew members are not allowed on the track during ANY racing action - It will result in a DQ for that race. (During an open red flag period it is ok.)
- WORK AREA** - When the yellow flag is displayed a two (2) minute period will be permitted for the repairs of any race damage. The time will begin once the car has reached the designated work area. The car will rejoin the field at the tail of the lap it's on once the work has been completed at the direction of Series Officials. Once we hit the halfway of any race the two-minute period will no longer be in effect. **You will be only guaranteed time once during an event.** (This will apply in all racing events)
- No Stick Signals!!** Sticks will **NOT** be allowed at any Xtreme Outlaw Midget Series Event.
- There will be a **8-minute horn** for Hot Laps, Qualifying, Heats, and LCS. For the Feature the horn will blow at the **8 min, 4 min, 2 min, and 0 mark**. If you are not past the cones which designate the location where you must present your car you are **LATE**. It is your responsibility to be in line on time **NOT OURS**. All cars will have to pass the designated staging zone before the 0 mark horn has been sounded, if not you will go the tail.
- Procedures and Penalties will be enforced as outlined in the 2025 Xtreme Outlaw Midget Series Rule book.
- 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 at the drivers meeting.
- 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 at the command center or if not picked up at the event checks will be mailed within five (5) business days following the event.
- No tires to be left at the track. **ALL TIRES MUST GO HOME WITH YOU.** If we find them where you pitted you will be fined \$300.

### Upcoming Events

8-May	Creek County Speedway - Sapulpa, OK - \$4,000	May 30-31	Coles County Speedway - Mattoon, IL - \$4,000 & \$5,000
9-May	Humboldt Speedway - Humboldt, KS - \$4,000	June 20-21	Federated Auto Parts Raceway at I-55 - Pevly, MO - 4K & 5K
10-May	81 Speedway - Wichita, KS - \$4,000	July 18-19	Spoon River Speedway - Lewistown, IL - \$4,000 & \$5,000
May 23-25	Airport Speedway - Garden City, KS - 4K & 5K	25-Jul	Arrowhead Speedway - Colcord, OK - \$4,000



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