



# COMPETITOR NOTES

## Farmer City Raceway

Thursday, April 9th, 2026 - Saturday, April 11th, 2026

**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 - \$25,000 to Win Feature

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

**ENTRY FEE:** \$200 (New Memberships include entry fee)

### Ticket Options

2 - Day Reserved: \$80

2 - Day Adult GA: \$70

2 - Day Child (6-12): \$25

Friday Reserved: \$40

Friday Adult GA: \$35

Friday Child (6-12) GA: \$10

Saturday Reserved: \$40

Saturday Adult GA: \$35

Saturday Child (6-12) GA: \$10

Child (0-5) GA: FREE

3 - Day Pit Pass: \$110      2 - Day Pit Pass: \$85

Thursday Pit Pass: \$30

Friday Pit Pass: \$45

Saturday Pit Pass: \$50

Adult Pit Upgrade: \$10

Child Pit Upgrade: \$35

### Thursday's Schedule - Practice

World of Outlaws Late Models

Mars Modifieds

**12:00pm** Pit Pass Sales Opens

**6:00pm** Practice Starts (Ends at 9:00)

### Friday's Schedule

World of Outlaws Late Models 40 Lap \$12,000 to Win Feature

Mars Modifieds

**12:00pm** Pit Pass Sales Opens

**2:00pm** Grandstands Gates Opens

**3:00pm** Registration Opens (closes at 5:45)

**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 \$25,000 to Win Feature

Mars Modifieds

**12:00pm** Pit Pass Sales Opens

**2:00pm** Grandstands Gates Opens

**3:00pm** Registration Opens (closes at 4:45)

**3:30pm** Autograph Session

**4:00pm** Church Service

**5:00pm** Drivers Meeting at Command Center

**5:30pm** 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@dirtdcar.com](mailto:sfrancis@dirtdcar.com)

Mitchell Hedstrom - Competition / 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)

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

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)

Kevin Griggs - Racing with Jesus - (406) 586 - 3021

**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 - \$25,000 to Win Purse**

1. \$25,000; 2. \$12,000; 3. \$6,000; 4. \$5,000; 5. \$4,200; 6. \$3,700; 7. \$3,200; 8. \$3,000; 9. \$2,700; 10. \$2,500;  
 11. \$2,200; 12. \$2,100; 13. \$2,000; 14. \$1,900; 15. \$1,750; 16. \$1,650; 17. \$1,600; 18-24. \$1,500  
 \*\*Tow Money: \$110 - must start LCS in order to receive Tow Money\*\*

**TIRE RULE**

Front's & Left Rear Tire's: Hoosier (90) NLMT2, (90) NLMT3

Right Rear Tire: Hoosier - NRM ONLY (92) NLMT2, (92) NLMT3, (92) NLMT4

\*\*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	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
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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.
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.
<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.
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. <b>ALL TIRES MUST GO HOME WITH YOU .</b>



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