



ThunderHill Raceway

Thursday, June 20th, 2024

GPS ADDRESS: 75 N Old Military RD, Summertown, TN 38483
PHONE: (931) 334-9699
WEBSITE: <https://www.thunderhillracewaypark.com/>
PURSE: \$10,000 to win
MEMBERSHIP: \$125 (must be a 2024 DIRTcar member to race)
ENTRY FEE: \$125 per car

2:00pm Pit Gates Open
3:00pm Registration Opens (closes at 6:00pm)
3:00pm Grandstand Gates Open
6:00pm Driver's Meeting
6:30pm Hot Laps / Qualifying
Racing to Follow

Ticket Pricing

Grandstands - 13+ = \$40
Grandstands - 6-12 = \$15
Grandstands - Kids 5 and under = FREE
Pits - 13+ = \$50
Pits - 6-12 = \$20
Pits - Kids 5 and under = FREE

Other Divisions Running

Bombers
CRUSA Modified Sportsman
Kids Mini Cup

Radio Frequencies: Race Control: 451.9250 | Driver Radio: 454.0000

Text "Subscribe" to 704-272-2772 for all WoOLMS nightly updates.

World of Outlaws CASE Construction Late Models Contacts

Steve Francis - Series Director - (270) 599-4959 - sfrancis@dirtycar.com
Mitchell Hedstrom - Race Director - (803) 517-7193 - mhedstrom@dirtycar.com
Steve Francis - Tech Director - (270) 599-4959 - sfrancis@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
Matt Skipper - Public Relations Coordinator - (386) 453 - 3210 - mskipper@dirtycar.com
Amanda Francis - Fan Experience Lead - (859) 583-2696 - afrancis@dirtycar.com

Event Payout- 40 Laps

1. \$10,000; 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. \$1,200; 14. \$1,100; 15. \$1,050; 16-24. \$1,000

TIRE RULE

Left Front Tire: Hoosier - Open
Left Rear & Right Front 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 2024 World of Outlaws Rulebook
Car must weigh 2350. (1) pound per lap burn-off in the Feature Only

Event Format

31 or Less Entries = Overall Qualifying | Three Heats | Top 6 Transfer | Top 2 from each heat redraw | One LCS | Top 4 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

<u>Feature Line-up Format (31 Entries or Less)- Overall Qualifying</u>			
(Top 2 Redraw 1st – 6th)			
1	Redraw	2	Redraw
3	Redraw	4	Redraw
5	Redraw	6	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

<u>Feature Line-up Format (32 to 47 Entries)- A/B Group Qualifying</u>			
(Heat Race Winners Redraw 1st – 4th / 2nd Place Finishers Redraw 5th – 8th)			
1	Heat Winner	2	Heat Winner
3	Heat Winner	4	Heat Winner
5	Heat 2nd Place	6	Heat 2nd Place
7	Heat 2nd Place	8	Heat 2nd Place
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

<u>Feature Line-up Format (48 + Entries)- A/B Group Qualifying</u>			
(Heat Race Winners Redraw 1st – 6th)			
1	Heat Winner Redraw	2	Heat Winner Redraw
3	Heat Winner Redraw	4	Heat Winner Redraw
5	Heat Winner Redraw	6	Heat Winner 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 CASE 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.

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.

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 five (5) laps of the 40 lap Feature or (10) laps of the 50+ lap Feature, which will be single file.

Cars out of line or jumping a start will result in a caution and being penalized one (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 spin to avoid, you'll get your spot back If you spin and it creates a caution, but you keep going, you will blend back in the lineup.

In any event less than 50 laps, you will be allowed two (2) cautions. Events that are 50 laps or more, you will be allowed three (3) cautions.

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.

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 CASE 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. If you 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 OURS**. All cars will have to pass the designated staging zone before the 10 min horn has been sounded, if not you will go the tail.

Procedures and Penalties will be enforced as outlined in the 2023 World of Outlaws CASE 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 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 or mailed within five (5) business days following the event.

No tires to be left at the track. **ALL TIRES MUST GO HOME WITH YOU.**



Website: www.worldofoutlaws.com/latemodels/

Twitter: @WOOLateModels

Find Us On Social Media



Facebook: 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 CASE 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