



**Friday Night May 31, 2019
Capital Classic Twin 50's
Alive for 5 Series Round #2
Order of Events**



- 2:30 Pit Gate Opens
- 3:15 Turn 1 Chapel Service
- 4:00 Practice (until **6:04**) SLM, MISfitz, LM, Bandits
- 6:00 Front Gate Opens
- 6:05 SLM Scuff Session (until 6:12)
- 6:15** Qualifying for MISfitz, LM, SLM, Bandits (2 laps)
- 7:05 Driver's Meeting at Tech Shed
- 7:20 Opening Ceremonies (Dash Cars on Track, dice roll)
Invocation and National Anthem

Qual #:
TBA

7:30 We're Racing

- MISfitz Dash 6 Laps
- LM Dash 6 Laps
- Bandit Dash 6 Laps
- Alive for 5 SLM Capital Classic Feature #1 50 Laps
- MISfitz Heats 8 Laps
- LM Heats 10 Laps
- Pellitteri Waste Systems Bandit Feature (5/17) 25 Laps

FEATURE EVENTS

- Alive for 5 SLM Capital Classic Feature #2 50 Laps
- Dave's White Rock MISfitz Feature 20 Laps
- NASCAR Late Model Feature 30 Laps
- Pellitteri Waste Systems Bandit Feature (5/31) 25 Laps

Pit Area Open for Fan Autograph Session!

Madison International Speedway Official's Frequency is 454.000

Weekly Cone: *NEW***** *The Cone will only be used for the second half of a feature, will not be used in heats. The lead car to choose in/out, rest choose, leader and first alternate to pick in/out will make up first row. All choose except for those involved, pitted or lapped (tail of longest). Must stay in lane until green flag displayed and through the exit of turn 2*

Payoff: Payoff will be held after races, you must have a Driver Pay Form on file.

Transponders: Are available for rent at pit gate for \$15, you will need to give your ID

Decals: NASCAR Divisions, 2019 decals ARE in the Tire Shed.

MISfitz: Reminder, one mulligan (keep place, keep racing) per race 19.700-19.999, 19.699 and faster is an automatic black flag as is break check at line, NO Radios, Have Fun!

No Move Rule: As a reminder, we have a 30 minute no move rule after the races.

Lapped Traffic: Please stay to the inside, thank you.

Draw/Opening Ceremonies: ALL Dash Cars will go on track for opening ceremonies, only fast qualifiers will roll dice, roll will be straight invert (roll a 4, 4th fastest on pole) for the dash, will set inverts for Heats (plus 2) and Features as have in past.

Scoring.racing: We will have times and line-ups posted here tonight