



FRIDAY

9:00 AM	Stock	TT1
	Super Street	Q1
	Sportsman Motorcycle	TT1
	Super Comp	Q1
	Super Stock	TT1
	Super Gas	Q1
	Top Dragster	Q1
	Competition	Q1
	Top Sportsman	Q1
	Pro ET	Q1
	Super Pro ET	TT1
	Heavy	TT1
	Stock	Q2
	Super Street	TT2
	Sportsman Motorcycle	TT2
	Super Comp	Q2
	Super Stock	TT2
	Super Gas	Q2
	Top Dragster	TT2
	Competition	TT2
	Top Sportsman	TT2
	Pro ET	Q2
	Super Pro ET	Q2
	Heavy	Q2
	Stock	Q3
	Super Street	TT3
	Sportsman Motorcycle	TT3
	Super Comp	Q3
	Super Stock	TT3
	Super Gas	TT3
	Top Dragster	Q1
	Competition	Q3
	Top Sportsman	Q3
	No-Box Gamblers	R1
	Box Gamblers	R1
	Bike/Sled Gamblers	R1
5:00 PM	Nostalgia Funny Car	Q1
	No-Box Gamblers	R2
	Continue Eliminations	
8:00 PM	Secure Track	

SATURDAY

9:00 AM	Stock	Q4
	Super Street	TT4
	Sportsman Motorcycle	Q4
	Super Comp	TT4
	Super Stock	Q4
	Super Gas	TT4
	Top Dragster	Q4
	Competition	Q3
	Top Sportsman	Q4
	Pro ET	Q3
	Super Pro ET	TT3
	Heavy	TT3
	Stock	Q5
	Super Street	TT5
	Sportsman Motorcycle	Q5
	Super Comp	TT5
	Super Stock	Q5
	Super Gas	TT5
2:00 PM	Nostalgia Funny Car	TT5
	Super Shootout	R2
	Top Dragster	Q5
	Competition	Q4
	Top Sportsman	Q5
	Super Shootout	R3
	Pro ET	TT5
	Super Pro ET	TT5
	Heavy	TT5
	Super Shootout	Finals
5:00 PM	Nostalgia Funny Car	Q3
6:00 PM	Secure Track	

SUNDAY

8:30 AM	Stock	R1
	Super Street	R1
	Sportsman Motorcycle	R1
	Super Comp	R1
	Super Stock	R1
	Super Gas	R1
	Top Dragster	R1
	Competition	R1
	Top Sportsman	R1
	Pro ET	R1
	Super Pro ET	R1
	Heavy	R1
	Stock	R2
	Super Street	R2
12:00 PM	Nostalgia Funny Car	R1
	Sportsman Motorcycle	R2
	Super Comp	R2
	Super Stock	R2
	Super Gas	R2
	Top Dragster	R2
	Top Sportsman	R2
	Pro ET	R2
	Super Pro ET	R2
	Heavy	R2
	Stock	R3
	Super Street	R3
	Super Gas	R3
	Pro ET	R3
	Super Pro ET	R3
	Heavy	R3
2:00 PM	Nostalgia Funny Car	R2
	Stock	R4
	Super Street	R4
	Sportsman Motorcycle	R3
	Super Comp	R3
	Super Stock	R3
	Super Gas	R4
	Top Dragster	R3
	Competition	R2
	Top Sportsman	R3
	Continue Rotation	
4:00 PM	All Finals	

ALL DAILY RUN ORDERS SUBJECT TO CHANGE - Check Run Order "Day of" for exact run schedule