

2021 KKM Giveback Classic Event Format for POWRi 600cc Outlaw Non-Wing Micros

Wednesday, October 20th | POWRi 600cc Outlaw Non-Wing Micros:

Practice Night at Port City Raceway: Drivers will pill-draw into separate fields of two with competitors either running Thursday, October 21st or Friday, October 22nd building up to Championship Night on Saturday, October 23rd.

Competitors not able to draw Wednesday will be assigned a racing night, drivers will be able to swap racing dates as long as pre-approved by officials before the event.

Thursday, October 21st & Friday, October 22nd | POWRi 600cc Outlaw Non-Wing Micros:

Qualifying: Drivers will pill-draw for qualifying positions.

Heat Races: Drivers will be placed in heat race starting positions based on qualifying times, an invert in each heat race will be implemented based on car count with a maximum of 10 competitors in each eight-lap heat race.

Qualifiers: The Top 40 in passing points from the heat races will go directly into 4-10 car qualifiers with a 16-car invert. Qualifiers will be 10 laps. Drivers not in the Top 40 will be placed into semi-features. The number of semi-features will be determined based on car count.

Advancement from heat race into qualifiers and feature racing is based on passing points earned with the top-16 point earners automatically advancing.

B & A-Mains: Passing points will be combined from the heats and qualifiers to set the 2 B-Features and A-Main lineups straight up.

B-Mains will be 12 laps and the A-Main will be 30 laps. The number of transfers will be dependent on the number of B-Mains.

Saturday, October 23rd | POWRi 600cc Outlaw Non-Wing Micros:

Top Four finishers from Thursday and Friday's Feature Events will be locked in for Saturday's A-Main.

Semi-Features: Drivers not locking in from the Thursday and Friday qualifying nights will be placed into 12 lap semi-features, lined up based on total event points. The number of transfers in semi-feature racing is dependent on car entry count. The top 8 in each B-features will transfer straight up into the A-Main.