



COMPETITOR NOTES

Farmer City Raceway

Friday, April 12th, 2024 - Saturday, April 13th, 2024

GPS ADDRESS: 850 Grove St. Farmer City, IL 61842
PHONE: 309-928-9110
WEBSITE: www.farmercityracing.com
PURSE: Friday - \$10,000 to win
Saturday - \$20,000 to win
MEMBERSHIP: \$125 (must be a 2024 DIRTcar member to race)
ENTRY FEE: \$125 Per Night Per Car

Friday's Schedule

12:00pm Pit Gates Open
1:00pm Grandstand Gates Open
3:00pm Registration Opens (closes at 5:30pm)
5:45pm Drivers Meeting @ Series Command Center
6:30pm Hot Laps / Qualifying / Opening Ceremonies
Racing to Follow

Saturday's Schedule

12:00pm Pit Gates Open
1:00pm Grandstand Gates Open
3:00pm Registration Opens (closes at 5:30pm)
5:45pm Drivers Meeting @ Series Command Center
6:30pm Hot Laps / Qualifying / Opening Ceremonies
Racing to Follow

Ticket Pricing

2-Day Advanced Adult Reserved Package: \$70; Day of: \$80
2-Day Advanced Adult GA Package: \$60; Day of: \$70
2-Day Kids GA Package: \$25
Friday Advanced Adult Reserved: \$35; Day of: \$40
Friday Advanced Adult GA: \$30; Day of: \$30
Friday Kids GA: \$10
Saturday Advanced Adult Reserved: \$40; Day of: \$45
Saturday Advanced Adult GA: \$35; Day of: \$40
Saturday Kids GA: \$15

Friday, April 12th Program

WoO CASE Late Models 40 laps \$10,000 to Win
Xtreme Outlaw Midgets 25 Laps \$4000 to Win
MARS Modifieds

Saturday, April 13th Program

WoO CASE Late Models 60 laps \$20,000 to Win
Xtreme Outlaw Midgets 30 Laps \$5000 to Win
MARS Modifieds

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@dirtdcar.com
Mitchell Hedstrom - Race Director - (803) 517-7193 - mhedstrom@dirtdcar.com
Kenny Kenneda - Tech Director - (513) 485-6125 - kkenneda@dirtdcar.com
Jeff Olson - Timing & Scoring - (507) 251-3852 - jolson@dirtdcar.com
Ruben Mireles - Series Announcer - (915) 549-9519 - rmireles@dirtdcar.com
Matty Watkins - Series Official - (470) 215-3346 - mwatkins@dirtdcar.com
Ricci Caringola - Series Official - (724) 880-4728 - rcaringola@dirtdcar.com
Matt Skipper - Public Relations Coordinator - (386) 453 - 3210 - mskipper@dirtdcar.com
Amanda Francis - Fan Experience Lead - (859) 583-2696 - afrancis@dirtdcar.com

Friday's Purse - 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	\$1,000
17	\$1,000
18	\$1,000
19	\$1,000
20	\$1,000
21	\$1,000
22	\$1,000
23	\$1,000
24	\$1,000

Saturday's Purse - 60 Laps

1	\$20,000
2	\$10,000
3	\$5,500
4	\$4,500
5	\$4,000
6	\$3,500
7	\$3,000
8	\$2,800
9	\$2,600
10	\$2,400
11	\$2,200
12	\$2,000
13	\$1,800
14	\$1,750
15	\$1,700
16	\$1,650
17	\$1,600
18	\$1,500
19	\$1,500
20	\$1,500
21	\$1,500
22	\$1,500
23	\$1,500
24	\$1,500

TIRE RULE

Left Front, 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 3 Transfer

Feature Line-up Format (31 Entries or Less)- Overall Qualifying (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, 3rd 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 (32 to 47 Entries)- A/B Group Qualifying (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

Feature Line-up Format (48 + Entries)- A/B Group Qualifying (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 2024 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](https://twitter.com/WOOLateModels)



Facebook: www.facebook.com/worldofoutlawslatemodelseries

Instagram: [@WOOLateModels](https://www.instagram.com/WOOLateModels)



DIRTVision is the online destination to watch all the World of Outlaws NOS Energy Drint 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



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COMPETITOR NOTES

Farmer City Raceway

April 12th & 13th, 2024

GPS ADDRESS:	850 Grove St. Farmer City, IL 61842	PHONE:	309-928-9110
PROMOTOR:	World Racing Group	WEBSITE:	www.farmercityracing.com
PURSE:	\$4,000 to win Friday \$5,000 to win Saturday	GA TICKET:	\$30 Friday Night day of / \$40 Saturday Night Day of
MEMBERSHIP:	\$125 (must be a 2024 DIRTcar member to race)	PIT PASS:	(\$25 Thursday)(\$40 Friday)(\$45 Saturday)(\$80 2 day)(\$105 3 Day)

Friday, April 12th Event Times

Saturday, April 13th Event Times

1:00pm	Pit Gates Open	1:00pm	Pit Gates Open
3:30pm	Pill Draw (closes at 5:15pm) @ Series Command Center	4:00pm	Pill Draw (closes at 5:15pm) @ Series Command Center
5:30pm	Driver's Meeting @ Series Command Center	5:30pm	Driver's Meeting @ Series Command Center
6:00pm	Motor Heat	6:00pm	Motor Heat
6:30pm	Hot Laps/Qualifying (MUST be in your assigned group)	6:30pm	Hot Laps/Qualifying (MUST be in your assigned group)
Racing to follow		Racing to follow	
Radio Frequencies: Race Control: 451.9250 Driver Radio: 464.5500		Text "Subscribe" to 704-368-4275 for all Xtreme nightly updates.	

Other Classes Racing - World of Outlaw Late Model Series & MARS Modified Series

Event Format

Group Qualifying – Drivers will draw for heat races & qualify against their group during hot laps. Driver will earn points for qualifying. (10, 9, 8, 7, 6, 5, 4, 3, 2, 1)

Heat Races – Four-car invert from qualifying (fastest starts 4th) Drivers will again earn points for finishing positions, (20, 18, 16, 14, 12, 10, 8, 6, 4, 2) along with 1 point per car passed. Top 16 in combined points from qualifying, and heats will transfer directly to the feature, starting straight up. (amount of locked in cars can change due to car count and/or track size.)

Last Chance Showdown – Drivers in points position 17 through the balance will line up LCS events, w/ 2, 4, or 6 cars transferring, depending on starting field size.

Feature – The “High Point Driver” will draw a 0, 4, or 6 to determine the first 3 rows. Rows 4 to 8 will line up straight up based on points, with the LCS transfer cars starting straight up by finish.

Friday April 12th Feature Payout - 25 Laps

1. \$4,000; 2. \$2,000; 3. \$1,200; 4. \$1,100; 5. \$1,000; 6. \$700; 7. \$600; 8. \$500; 9. \$475; 10. \$450; 11. \$425; 12. \$400; 13. \$375; 14. \$350; 15. \$325; 16-22. \$300

Saturday April 13th Feature Payout - 30 Laps

1. \$5,000; 2. \$2,500; 3. \$1,500; 4. \$1,200; 5. \$1,100; 6. \$800; 7. \$700; 8. \$600; 9. \$550; 10. \$525; 11. \$500; 12. \$475; 13. \$450; 14-22. \$400

Tow money will be given each night - MUST start LCS in order to receive Tow Money (Friday \$75/Saturday \$100)

2024 Championship Point Fund (MUST attend ALL events to be eligible for Points fund.)

1. \$30,000; 2. \$15,000; 3. \$10,000; 4. \$7,000; 5. \$6,000; 6. \$5,500; 7. \$5,000; 8. \$4,500; 9. \$4,000; 10. \$3,000

Amount	Special Awards	Amount	Special Awards
\$100	Toyota Heat Race 1 Winner	\$100	Whitz RC Racing Products Overall Fast Time Award
\$100	TJ Forged Heat Race 2 Winner	\$100	Xtreme Outlaw Hard Charger
\$100	Xtreme Outlaw Heat Race 3 Winner	\$50	1st car not to Qualify presented by Toyota
\$100	Xtreme Outlaw Heat Race 4 Winner		



Watch Every Lap Live on www.DIRTVision.com



Technical & Safety Rules

GENERAL WRG RULES: Under the guidelines of Chapter 1
RACING PROCEDURE RULES: Under the guidelines of Chapter 2
TECHNICAL & SAFETY RULES: Under the guidelines of Chapter 3

TIRE RULE - (Grooving and Siping is Allowed)

Teams must utilize Hoosier tires on all 4 corners. LR must be D12 or harder.
RIGHT REAR TIRE: (SP3 Only)
 Teams MUST have (1) new and (2) used tires marked before Drivers meeting.

Xtreme Outlaw Series Contact Info

Series Director - Tyler Bachman - 724.831.7109 - tbachman@dirtdcar.com	Race Director - Erik Grigsby - 309.425.3700 - egrigsby@dirtdcar.com
Series Operations Official - Austin Guajardo - 321.525.6494 - aguajardo@dirtdcar.com	Technical Adviser - Brian Dunlap - 704.465.8866 - bdunlap@dirtdcar.com
Public Relations - Jordan DeLucia - 315.440.2662 - jdelucia@dirtdcar.com	Series Marketing - Mitch Erickson - 701.425.2388 - merickson@dirtdcar.com
Series Website - www.xtremeoutlawseries.com	Find us on Facebook, X, and Instagram

Important Rules & Procedures To Remember

All drivers must draw at the Xtreme Outlaw Midget Series Command Center.

Series Decals are available at pill draw and **MUST** be in place on BOTH sides of the car prior to entering the racing surface.

Drivers arriving late may be added to the group with the least number of cars at the discretion of officials.

AMB/MyLaps (red) Transponder must be used at all times and One-Way Driver Radio (464.5500) must be used at all times.

All cars must be teched and tires must be marked 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**.

Driver will earn points for qualifying. (10, 9, 8, 7, 6, 5, 4, 3, 2, 1)

Heats will be lined up with in invert of 4 within your qualifying group.

In the Heats drivers will earn points for finishing positions, (20, 18, 16, 14, 12, 10, 8, 6, 4, 2) along with 1 point per car passed.

All original starts will be side-by-side with the leader setting the pace and the front row starting the race at the cone in turn 4.

Restarts will be single file with the leader starting the race at the cone in turn 4. all cars **MUST** stay in line until after passing the cone.

Cars out of line or jumping a start will result in a caution and being penalized (2) positions.

A yellow flag means your wheels aren't turning. If you stop at any time, without being instructed to do so, you will go to the tail (unless it is a safety issue). If you spin and it creates a caution, but you keep going, you will blend back in the lineup.

Heats & LCS you will be allowed two (2) single car cautions, for the Feature you will be allowed three (3) single car cautions before being parked for that event.

All races **WILL** end in Green-White-Checkered.

Hitting cars under caution or after a checkered may result in being parked for the balance of that event.

Crew members are not allowed on the track during ANY racing action - it will result in a DQ for that race. (During an open red flag period it is ok.)

WORK AREA - When the yellow flag is displayed a two (2) minute period will be permitted for the repairs of any race damage. The time will begin once the car has reached the designated work area. The car will rejoin the field at the tail of the lap it's on once the work has been completed at the direction of Series Officials. After the completion of halfway of the race the two-minute period will no longer be in effect. (This will apply in all racing events)

No Stick Signals!! Sticks will **NOT** be allowed at any Xtreme Outlaw Midget Series Event.

There will be a **8-minute horn** for Hot Laps, Qualifying, Heats, and LCS. For the Feature the horn will blow at the **8 min, 4 min, 2 min, and 0 mark**. If you are not past the cones which designate 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 0 mark horn has been sounded, if not you will go the tail.

Procedures and Penalties will be enforced as outlined in the 2024 Xtreme Outlaw Midget Series Rule book.

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 at the command center or if not picked up at the event checks will be mailed within five (5) business days following the event.

No tires to be left at the track. **ALL TIRES MUST GO HOME WITH YOU.** If we find them where you pitted you will be fined \$300.

Upcoming Events

10-May	Humboldt Speedway - Humboldt, KS - \$4,000	30-May	Doe Run Raceway - Doe Run, MO - \$4,000
11-May	81 Speedway - Wichita, KS - \$4,000	31-May	Coles County Speedway - Mattoon, IL - \$4,000
May 21-22	Millbridge Speedway - Salisbury, NC - \$4,000 & \$5,000	1-Jun	Wayne County (IL) Speedway - Wayne City, IL - \$4,000
May 24-25	Atomic Speedway - Chillicothe, OH - \$4,000 & \$4,000	July 19-20	Spoon River Speedway - Lewistown, IL - \$4,000 & \$5,000



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