

# 2012

## LAST MAN STANDING PROGRAM

FEATURE CLASS AT ALL THREE WAR ON WHEELS EVENTS



Pro Mod and True 10.5 "Last Man Standing" will be run at all three War on Wheels events at Maryland Int'l Raceway. This program is a "Run-Whatcha-Brung - Last Man Standing" winner-take-all format. There will be no qualifying or ladders and pairings will be random with a deck of cards. The "Last Man Standing" in Pro Mod will receive \$5,000 and the "Last Man Standing" in True 10.5 will receive \$2,500.

There will be one shakedown run opportunity at 6pm at each event. The race will be run on the 1/8 mile with scoreboards off.

### Pro Mod Rules

- Pro Mod's must be a full body car with functional doors
- No restrictions on power adders, engine displacement or minimum weight
- Any size tire permitted
- All IHRA safety rules and requirements in effect

### True 10.5 Rules

- True 10.5 must be a full body car with functional doors
- No restrictions on power adders, engine displacement or minimum weight
- Maximum size slick is 28" x 10.5" (no W's) or a 275/60/15 radial is permitted
- Back half cars permitted
- No wheelie bars permitted
- All IHRA safety rules and requirements in effect

### Race Procedures

- Race will be run on the 1/8 mile with scoreboards off
- There will be one shakedown opportunity at 6pm at each event
- There will be no qualifying or ladders
- Pairings will be as follows: Four staging lanes will be used for pairings - once a class is called to the lanes the first 4 cars in will be put in the front row in each lane, the next 4 cars will be in the second row behind them, the next 4 in the third row and so on. A deck of cards with matching lane numbers will be shuffled and pulled with the first card drawn in each pair having lane choice. A bye run will be pulled each round and will have lane choice if paired with someone. This system will be used all through the race including the final.
- If there is over a 16 car field in any class, in third round only the two quickest winning ET's will go to the final. If there is a bye run, the bye run car's ET will count toward qualifying for the final. No more than four rounds of eliminations will run.
- Any cars that are eliminated in early rounds may make test runs behind each round of eliminations (time permitting).
- Courtesy staging is required.
- Auto Start Settings: "STAGED" Minimum 0.5 seconds - "STAGED" to Start 0.3 seconds - Total Timeout 7 seconds

### 2012 "LAST MAN STANDING" RACE SCHEDULE

|                           |                               |
|---------------------------|-------------------------------|
| WAR ON WHEELS I (WOW 1)   | WEDNESDAY, JUNE 20, 2012      |
| WAR ON WHEELS II (WOW 2)  | WEDNESDAY, AUGUST 1, 2012     |
| WAR ON WHEELS III (WOW 3) | WEDNESDAY, SEPTEMBER 12, 2012 |

### LAST MAN STANDING PURSE

Pro Mod Entry Fee: \$50  
 True 10.5 Entry Fee: \$50

|                  |                         |
|------------------|-------------------------|
| <b>Pro Mod</b>   | \$5,000 Winner Take All |
| <b>True 10.5</b> | \$2,500 Winner Take All |
| <b>TOTAL</b>     | <b>\$7,500!</b>         |

### EVENT SCHEDULE

Pro Mod & True 10.5 entries may come in and get  
 Parked in their pit spot any time after 8:30 am.

Gates Open to the Public: 5:00 pm  
 One & Only Shakedown Session: 6:00 pm  
 1st Round Eliminations: 7:30 pm  
 2nd Round Eliminations: 9:30 pm  
 3rd Round Eliminations: 10:30 pm  
 Final: 11:30 pm