COMPETITOR NOTES

Volusia Speedway Park — January 29th-31st, 2026

ADDRESS:	1500 East State Road 40	WEBSITE:	www.DIRTcarNationals.com
PHONE:	386-985-4402		www.ascsracing.com
PIT PASS:	$50	HEADERS:	Open
PURSE:	$3,000 (Thur & Fri) - $12,000 (Sat)	**Radio Frequencies**	
MEMBERSHIP:	$135 (must be a 2026 DIRTcar Member to race)	RACE CONTROL:	451.9250
		DRIVER RADIO:	454.0000

Event Times Thursday - Friday		Event Times Saturday	
1:00 PM	Pit Gate Opens	1:00 PM	Pit Gate Opens
3:15 PM	Draw Opens	3:15 PM	Draw Opens
4:15 PM	Drivers Meeting	4:15 PM	Drivers Meeting
4:45 PM	Motor Heat	5:00 PM	Motor Heat
5:30 PM	Hot Laps - Qualifying	5:30 PM	Hot Laps

Racing to Follow - Opening Ceromonies

ALL TIMES ARE EST AND SUBJECT TO CHANGE

** Text "Subscribe" to 405-704-3141 for all ASCS updates**

Watch Every Lap on www.DIRTVision.com

General Rules	Under guidelines in Chapter 1	**TIRE RULE**
Racing Procedures	Under guidelines in Chapter 2	*Right Rear Tire - Medium or Medium 1 ONLY (Grooving and Siping allowed)*
Technical & Safety Rules	Under guidelines in Chapter 3	*Left Rear must be a Hoosier tire*
www.ascsracing.com/downloads/get.aspx?i=928221		

IMPORTANT INFO

*No tires to be left at the track. **ALL TIRES MUST GO HOME WITH YOU**. If we know who left tires there will be a penalty assessed*

American Sprint Car Series Contact Info

| **Series Director** - Lonnie Wheatley - 918.607.6893 - lwheatley@dirtcar.com | **Race Director** - Cody Cordell - 918.407.1879 - ccordell@dirtcar.com |
| **Public Relations** - Jordan DeLucia - 315-440-2662 - jdelucia@dirtcar.com | **Tech Assistant** - Austin Guajardo -321.525.6494 - aguajardo@dirtcar.com |

Find us on Facebook, X, and Instagram

Important Rules & Procedures to Remember

All drivers must draw at the ASCS Trailer

*Series Decals are available at pill draw and **MUST** be in place on BOTH sides of the wing 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 (454.000) must be used at all times.

All cars must be teched before the car can compete in any type of competition.

Heats will be lined up with within your qualifying group.

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 between turns 3-4. 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.

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

WORK AREA - *When the yellow flag is displayed a one (1) 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. After the completion of halfway of the race the one-minute period will no longer be in effect. This applies in the A-Feature only.*

Top 3 must report directly to tech after the A-Feature

*There will be a **8-minute horn** for Hot Laps, Heats, Dash, and the A-Feature. It is your responsibility to be in line on time **NOT OURS**. All cars must be present before the previous race is completed.*

Procedures and Penalties will be enforced as outlined in the 2026 American Sprint Car 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 ASCS trailer or if not picked up at the event checks will be mailed within ten (10) business days following the event.

2026 FORMAT

2 Lap Time Trials (1-3 cars at at time)
Qualify only against cars that will be in your hot lap group and heat race.
Qualifying order will be determined by draw.
Heats are straight up by time, except for the fastest qualifier in each group/heat will invert to the 4th starting position

The penalty for missed time trial position, with a two (2) car grace, is one (1) timed lap at the end of qualifying – best you can start your heat race is 5th. If for any reason a car takes one lap at the end of qualifying, the car's time will not be used for dash eligibility, the car must win its heat to make the dash.

The heat winner and the quickest transfer from each heat will have a random draw for dash starting position. When using a 2 & 3-heat format, the quickest heat qualifier must finish in the top five and on the lead lap of their qualifying heat to remain eligible for the dash. The finish of the dash will set the top starting positions of the A-Main. There is one 5 lap dash.

If the quickest heat qualifier (4th starter) also wins the heat, then that will be the only car from that heat to go into the dash draw. If the quickest heat qualifier (4th starter) does not qualify through their heat, the heat winner and next faster qualifier that qualified through their heat race will transfer to the dash.

Non-dash cars that qualify for the A-Main are lined up by heat race finish behind the dash cars
(2nd place finishers, then 3rd place finishers, then 4th place finishers etc.)
Starting position amongst the same place finishing cars will be determined by overall qualifying time.
Top 2 qualifiers from overall time trials not transferring to the A-Main will occupy the front row of the B-Main. Remaining non-transfer cars are lined up in the B, C, & D-Mains up by heat race finish.
D-Main event transfers (2) tag the back of the C-Main event by finish position.
C-Main event transfers (2) tag the back of the B-Main event by finish position.
B-Main event transfers tag (4,6 or 7) the back of the A-Main event by finish position.

22 A-Main starters + Provisionals