



DAVE and BUSTER'S in CONCORD MILLS- JUNE 17, 2008

SCHEDULE OF EVENTS - TENTATIVE AND SUBJECT TO CHANGE

Tickets: Adults now just \$7/Children (6-12) only \$3/Kids (under 6) always FREE! Pit Passes: INEX members – \$15/non-members – \$18.

This race will air to nearly 80-million homes this autumn and winter on SPEED Channel. Check local listings for date and time.

ALL RACE TIMES ARE APPROXIMATE - ACTUAL STARTING TIMES FLUCTUATE THROUGHOUT THE EVENING

SCORING PYLON NOW DISPLAYS NUMBER OF RACE ON TRACK IN POS. 14 & RACES ON DECK IN POS. 15 & 16

LOWE'S MOTOR SPEEDWAY RESERVES THE RIGHT TO ALTER THE SCHEDULE OF EVENTS AT ITS DISCRETION

- 2:00 p.m. Pit gate opens (Gate 25 ticket booth located south of Gate 26 underpass)
- 4:15 p.m. Random draw for heat race position closes (additional entries start at rear of heat races)
- 4:45 p.m. Random roll call/drivers' meeting - Time Warner Media Center (limited seating)
- 5:00 p.m. Gates 4 & 5A open (tickets available at each)

RACE ***ALL HEAT RACES AND C-FEATURES ARE 8 LAPS OR 5 MINS. LONG - WHICHEVER OCCURS FIRST***

1	5:25 p.m.	Full Throttle THUNDER CARS Heat Race #1 (6 laps) - THUNDER CAR racers must be 16 years of age or older
2	5:35 p.m.	Coke Zero Legends Car SEMI-PRO Heat Race #1 (8 laps) - SEMI-PRO racers are aged 14 and older & new to Legends
3	5:40 p.m.	Coke Zero Legends Car SEMI-PRO Heat Race #2 (8 laps)
4	5:45 p.m.	Coke Zero Legends Car SEMI-PRO Heat Race #3 (8 laps)
5	5:50 p.m.	Coke Zero Legends Car SEMI-PRO Heat Race #4 (8 laps)
6	5:55 p.m.	Coke Zero Legends Car SEMI-PRO Heat Race #5 (8 laps) ***IF NECESSARY***
7	6:00 p.m.	POWERade Bandolero BANDITS Heat Race #1 (8 laps) - BANDITS are racers who are 8 to 11 years of age
8	6:05 p.m.	POWERade Bandolero BANDITS Heat Race #2 (8 laps)
9	6:10 p.m.	POWERade Bandolero BANDITS Heat Race #3 (8 laps)
10	6:15 p.m.	POWERade Bandolero BANDITS Heat Race #4 (8 laps) ***IF NECESSARY***
11	6:20 p.m.	Pull-A-Part Legends Car PRO Heat Race #1 (8 laps) - PRO racers are the nation's best
12	6:25 p.m.	Pull-A-Part Legends Car PRO Heat Race #2 (8 laps)
13	6:30 p.m.	Pull-A-Part Legends Car PRO Heat Race #3 (8 laps)
14	6:35 p.m.	Pull-A-Part Legends Car PRO Heat Race #4 (8 laps) ***IF NECESSARY***
15	6:40 p.m.	Cherry Coke Bandolero OUTLAWS Heat Race #1 (8 laps) - OUTLAWS are racers who are 16 years of age or older
16	6:45 p.m.	Cherry Coke Bandolero OUTLAWS Heat Race #2 (8 laps) ***IF NECESSARY***
17	6:50 p.m.	Coke Classic Legends Car MASTERS Heat Race #1 (8 laps) - MASTERS are racers 40 years of age or older
18	6:55 p.m.	Coke Classic Legends Car MASTERS Heat Race #2 (8 laps)
19	7:00 p.m.	Coke Classic Legends Car MASTERS Heat Race #3 (8 laps) ***IF NECESSARY***
20	7:05 p.m.	Sprite Bandolero YOUNG GUNS Heat Race #1 (8 laps) - YOUNG GUNS are racers who are 12 to 16 years of age
21	7:10 p.m.	Sprite Bandolero YOUNG GUNS Heat Race #2 (8 laps)
22	7:15 p.m.	Sprite Bandolero YOUNG GUNS Heat Race #3 (8 laps) ***IF NECESSARY***
23	7:20 p.m.	Vault Legends Car YOUNG LIONS Heat Race #1 (8 laps) - YOUNG LIONS are racers who are 12 to 16 years of age
24	7:25 p.m.	Vault Legends Car YOUNG LIONS Heat Race #2 (8 laps)
25	7:30 p.m.	Vault Legends Car YOUNG LIONS Heat Race #3 (8 laps)
26	7:35 p.m.	Coke Zero Legends Car SEMI-PRO C-Feature (8 laps/Top eight advance) ***IF NECESSARY*** - Runs Early If Possible (REIP)
27	7:40 p.m.	OPENING CEREMONIES- WELCOME / INVOCATION / NATIONAL ANTHEM
ALL B-FEATURES ARE 10 LAPS OR 7 MINS. LONG - WHICHEVER OCCURS FIRST - AND RUN EARLIER IF POSSIBLE (REIP)		
28	7:45 p.m.	POWERade Bandolero BANDITS B-Feature (10 laps/Top eight advance) - REIP
29	7:52 p.m.	Coke Classic Legends Car MASTERS B-Feature (10 laps/Top 10 advance) - REIP ***IF NECESSARY***
30	7:59 p.m.	Sprite Bandolero YOUNG GUNS B-Feature (10 laps/Top eight advance) - REIP ***IF NECESSARY***
31	8:06 p.m.	Pull-A-Part Legends Car PRO B-Feature (10 laps/Top 10 advance) - REIP
32	8:13 p.m.	Coke Zero Legends Car SEMI-PRO B-Feature (10 laps/Top eight or 10 advance) - REIP
ALL A-FEATURE RACES ARE 20 LAPS OR 15 MINS. LONG - WHICHEVER OCCURS FIRST		
33	8:20 p.m.	POWERade Bandolero BANDITS A-Feature (20 laps)
34	8:37 p.m.	Coke Classic Legends Car MASTERS A-Feature (20 laps)
35	8:54 p.m.	Sprite Bandolero YOUNG GUNS A-Feature (20 laps)
36	9:11 p.m.	Pull-A-Part Legends Car PRO A-Feature (20 laps)
37	9:28 p.m.	CRASHCars
38	9:43 p.m.	Coke Zero Legends Car SEMI-PRO A-Feature (20 laps)
39	10:00 p.m.	Cherry Coke Bandolero OUTLAWS A-Feature (20 laps)
40	10:17 p.m.	Vault Legends Car YOUNG LIONS A-FEATURE (20 laps)
41	10:34 p.m.	Full Throttle THUNDER CARS A-Feature on the big track with chicane (12 laps)
	10:49 p.m.	End of Show

ADVANCEMENT INFO (28-cars start A-Feature): TWO heats = All; THREE heats = Top six plus top 10 from B-Feat.; FOUR heats = Top five plus top eight from B-Feat. (which may include top eight from C-Feat. - if necessary); FIVE heats = Top four plus top eight from B-Feat. which includes top eight from C-Feat.; and SIX heats = Top three plus top 10 from B-Feat. which includes top 10 from C-Feat. and may include top four from D-Feat.