Sky Financial Super Late Model Series Saskatchewan Foster Families 150 Working Papers

According to the Sky Financial Series rules package, cars are to qualify in numerical order, starting with the car selected in a random draw.

For the Saskatchewan Foster Families 150 on August 29, 2015 the number drawn was car 12, so that car qualified first.

The finishing order from qualifying was car 56, 55, 62, 8, 17, 27, 88, 9, 44, 76, 97, 99, 04, 22, 51, 12, 38 and 24

The rules state top 16 cars from qualifying go into heats A and B, split odd/even, then inverted. The rules also state that cars 17 to 24 go straight up into Heat C. If more than 24 cars are registered, cars 17 and up go straight up into a B Main of 25 laps.

Also in the rules is if there are 20 or fewer cars, cars 17 to 20 will go into the A and B heats, starting at the back. That is what applied August 29 as there were 18 cars registered.

Heat A was the odd cars from time trials. With the inversion rule applied, this was P15, P13, P11, P9, P7, P5, P3, P1 and P17

Heat B was the even cars from time trials. With the inversion rule applied this was P16, P14, P12, P10, P8, P6, P4, P2 and P18

This means the heat A lineup was: 51, 04, 97, 44, 88, 17, 62, 56 and 38

This means the Heat B lineup was: 12, 22, 99, 76, 9, 27, 8, 55 and 24

The finishing order of Heat A was 04, 44, 17, 97, 56, 88, 62, 38 and 51. This became the inside row of the feature before inversion, except since 51 was guaranteed a top 16 start from time trials, he was moved ahead of 38.

The finishing order of Heat B was 12, 8, 55, 27, 99, 9, 22, 76 and 24 This became the outside row of the feature before inversion

This means the preliminary lineup before inversion looked like:

04	12
44	8
17	55
97	27
56	99
88	9
62	22
51	76
38	24

Cars 55 and 56 accepted the challenge to start at the back and the inversion for the race was 11. The inversion was determined with a dice roll.

So the final line up for the start of the Saskatchewan Foster Families 150 was:
62 9

9
99
97
8
12
22
76
24
56