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Competition Guide

SPEARS CARS Tour West | Idaho 200

Mode Stadium at Stateline Speedway

July 18, 2026





SPEARS CARS Tour West
6900 Hudspeth Rd
Harrisburg, NC 28075
carstourwest.com
kylie@carstourwest.com

Event Information

Idaho 200

Mode Stadium at Stateline Speedway

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Event: Idaho 200

Sanctioning Body: SPEARS CARS Tour West

Race: Northwest Points Race 5 of 9

Unofficial Race Day: Thursday, July 16, 2026

Official Race Day(s): Friday, July 17, 2026, and Saturday, July 18, 2026

TV Streaming: FloRacing Saturday July 18, 2026, at 6:00 PM PST

Timing & Scoring: Race Monitor Mobile App

Directory:

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Idaho 200 Purse:

Pro Late Model	Legend (Friday)
1) \$15,000	1) \$1,000
2) \$5,000	2) \$750
3) \$4,000	3) \$500
4) \$3,000	4) \$250
5) \$2,500	5) \$200
6) \$2,000	6) \$150
7-9) \$1,600	7-24) \$100
10-26) \$1,500	



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Schedule of Events

Idaho 200

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Thursday, July 16, 2026 – Unofficial Race Day

8:30 AM	Credentialing & Hauler Parking Begins (No Unloading)
9:30 AM	Garage Area Opens
9:45 AM	MANDATORY Crew Chief Pit Meeting (Pro Late Model Crew Chiefs Required at CARS Trailer)
10:00 AM – 1:00 PM	Pro Late Model Inspection (Under Car up on jacks & Safety in Pit Stalls)
1:00 – 6:00 PM	Pro Late Model Inspection Line Open (Body & Weight)
12:10 – 1:00 PM	Frank's Radio Legend & Bandolero Practice 1
1:05 – 1:50 PM	SPEARS CARS Tour Northwest Pro Late Model Practice 1 (45 Minutes)
1:55 – 2:35 PM	Frank's Radio Legend & Bandolero Practice 2
2:40 – 3:35 PM	SPEARS CARS Tour Northwest Pro Late Model Practice 2 (45 Minutes)
3:05 PM	Frank's Radio Legend Qualifying Inspection (by Schedule/Groups)
3:40 PM	Bandolero Qualifying
4:00 PM	Frank's Radio Legend Group Qualifying
4:20 – 5:00 PM	SPEARS CARS Tour Northwest Pro Late Model Practice 3 (40 Minutes)
5:05 PM	Frank's Radio Legend Race* (20 Laps)
TO FOLLOW	Bandolero Race(s)
5:45 PM	Garage Area Closes
6:00 PM	MANDATORY SPEARS CARS Tour West Pill Draw Dinner (at The Club at Prairie Falls)

Schedule is tentative and subject to change without notice. Updated Saturday, July 11, 2026, at 3:00 PM.
* INEX Points Only | *Lock top 15 on time & Winner of Road to the Idaho 200



Schedule of Events

Idaho 200

Mode Stadium at Stateline Speedway

Friday, July 17, 2026 - Official Race Day

10:00 AM	Credential Office & Garage Area Opens
10:30 – 11:30 AM	Pro Late Model Inspection (Under Car & Safety in Pit Stalls)
11:00 AM	MANDATORY Pro Late Model & Legends Driver/Crew Chief/Spotter Meeting (at CARS Trailer)
TO FOLLOW	Pro Late Model Inspection Line Open (Weight & Body) & Legend Inspection Opens
12:45 – 1:15 PM	SPEARS CARS Tour Northwest Pro Late Model Practice 4 (30 Minutes)
1:20 – 1:55 PM	Frank's Radio Legend & Bandolero Practice 1
2:00 – 2:30 PM	SPEARS CARS Tour Northwest Pro Late Model Final Practice (30 Minutes)
2:35 – 3:10 PM	Frank's Radio Legend & Bandolero Practice 2
3:00 PM	Pro Late Model Qualifying Inspection Begins (by Schedule)
4:00 PM	Legend Qualifying Inspection Begins (by Schedule/Groups)
4:40 PM	Bandolero Qualifying
5:05 PM	Frank's Radio Legend Group Qualifying
5:15 PM	Approved SPEARS CARS Tour Northwest Pro Late Model Qualifying Adjustments
5:30 PM	SPEARS CARS Tour Northwest Pro Late Model Idaho 200 Pole Qualifying**
TO FOLLOW	Pro Late Model Qualifying Tires Returned to Impound
6:30 – 7:30 PM	Fanfest & Pre-Race Ceremony
7:35 PM	Bandolero Race(s)
TO FOLLOW	Frank's Radio Legend Main Event (30 Laps/30 Minutes) PLM Heat Race Tires Released
TO FOLLOW	SPEARS CARS Tour Northwest Pro Late Model Heat Race 1 (30 Laps; Top 2 Transfer)
TO FOLLOW	SPEARS CARS Tour Northwest Pro Late Model Heat Race 2 (30 Laps; Top 2 Transfer)
11:00 PM	Garage Area Closes Legend & Bandolero Haulers MUST EXIT the Garage

Saturday, July 18, 2026 - Official Race Day

10:00 AM	Credentialing & Local Hauler Parking
10:30 AM	Pit Gates & Haulers Open
11:30 AM	MANDATORY SPEARS CARS Tour PLM Driver/Spotter Meeting
12:00 – 1:00 PM	Hobby Stock Practice
1:05 – 1:35 PM	SPEARS CARS Tour Northwest Pro Late Model Practice (30 Minutes; LCQ ONLY)
1:30 – 2:30 PM	Hobby Stock Qualifying Inspection
1:40 – 2:10 PM	SPEARS CARS Tour Northwest Pro Late Model Practice (30 Minutes; Lock Ins ONLY)
3:00 PM	Front Gates Open
3:00 PM	Hobby Stock Qualifying
3:25 – 4:25 PM	SPEARS CARS Tour Northwest Pro Late Model LCQ (70 Laps or 60 Minutes; Top 4 Transfer)
TO FOLLOW	Hobby Stock LCQ (20 Laps)
4:30 – 5:30 PM	Hobby Stock Main Event Inspections
4:50 – 7:00 PM	SPEARS CARS Tour Pro Late Model Main Event Inspections (In Race Order)
5:30 – 5:50 PM	Hobby Stock Pre-Race Ceremonies
5:50 – 6:50 PM	Hobby Stock Main (50 Laps)
6:00 PM	LIVE on Flo
7:05 – 7:30 PM	SPEARS CARS Tour Northwest Pro Late Model Pre-Race Ceremonies
7:30 PM	SPEARS CARS Tour Northwest Pro Late Model Idaho 200 (200 Laps)
TO FOLLOW	Fireworks
TO FOLLOW	Post Race Pit Party

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Pro Late Model Technical Inspections

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Technical Notes

Vehicle weights for this race reflect the ULRA standard engine/weight rules: Stock 604 Chevy: 2700 lbs, Stock Ford Crate: 2730 lbs, Rebuilt or Upgraded 604 Chevy: 2750 lbs , Rebuilt or Upgraded Ford: 2800 lbs

General Procedures

It is required that all Pro Late Model Crew Chiefs attend the scheduled Crew Chief Meeting on Thursday at 9:45am.

Lead weight must be painted white with car number marked.

Any safety infractions found during inspection must be rectified prior to Practice 4.

Cars must display series windshield and required contingency decals, and a transponder is required to be on the car at all times when the car is on track, including the unofficial race day. Please return transponder to CARS Trailer at the end of each day.

No scuffing tires in the garage area, on pit road, or around track safety workers/officials.

Technical Inspection

Under Car, Under Hood and Safety inspection will take place in the pit stall on Thursday morning. Please have cars on jackstands with wheels, hood, and decklid removed by 10:00am.

Please have driver safety gear readily available. CARS Tour Officials will come by to inspect during Under Car inspection time.

It is strongly recommended that all Pro Late Model and Legend cars go through the inspection line on Thursday. Tech line stations include but are not limited to templates, referee, and scales.

For Pro Late Model qualifying inspection: Please have driver safety gear readily available when presenting the car for inspection through the tech line.

Cars must have tire pressure set at 20psi on the left side and 30psi on the right when entering the inspection area.

Weight will be checked with driver sitting in driver seat, steering wheel in place with hands on steering wheel, and helmet on head or in lap.

A maximum of three crew members and driver may be with the car in the inspection area.



Pro Late Model Practice and Qualifying

Idaho 200

Mode Stadium at Stateline Speedway

Practice:

Practices will be on a first-come first-served basis. Practices will be continuous with a maximum of 8 cars on the track.

Blend Line for Stateline, Cars entering the racetrack MUST stay high in Turn 3, until they enter the restart box into Turn 4. When exiting the track, stay high into Turn 1, use hand signals and exit in Turn 2. Cars can exit the track any time.

Spotters must have a dedicated second radio or scanner locked onto the CARS Tour Race Control frequency (466.0375).

Spotters must be capable of maintaining constant communication with their driver during all on-track activity. Failure to comply with practice/pit procedures including but not limited to; blend line, speeding on pit road, running the stop sign, scuffing tires, etc., may result in penalties including loss of practice time.

Qualifying Tech:

PLM inspections will start on Friday at 3:00pm. All cars need to be in qualifying tech at the assigned time. Tech Times will be assigned based on Pill Draw order. All tech times will be given out on Friday at the MANDATORY Driver/Spotter meeting.

Spotters must bring their radio through qualifying tech in order for their car to pass tech.

Qualifying/Race tires must be purchased at this event and will be released to teams at the install area just before entering inspection.

Maximum of three crew members, plus the driver in tech at any given time.

After passing tech, the car must go directly to impound, raise and latch window net, driver and all crew must leave the impound area immediately and not return until the specified approved qualifying adjustment time. Please see schedule for detailed time.

Impound location will be given at the drivers meeting.

Qualifying:

All cars will go directly to impound after passing qualifying tech.

Once the car is in impound, only the approved qualifying adjustments may be made to the car at specified time. See schedule for time details.

The approved Qualifying Adjustments are tape on the grill screen and brake ducts, air pressure, check lug nuts, and driver comfort.

Cars must qualify in the proper order. If a car misses its position, the team will be placed on a 5-minute clock to present the car for qualifying. Once the 5-minutes expire, that car may not qualify.

Qualifying will be conducted one car at a time.

Each car will receive one warm up lap and two laps on the clock.

Cars may only make one qualifying attempt. An attempt is officially made when the car passes the finish line to begin the first lap on the clock.

After the checkered flag, cars will report directly to the garage from turn 2. There will be no impound post qualifying.

After qualifying is complete, all cars will have 20 minutes to return their tires back to impound. For cars competing in heat races, tires will then be released from impound at the beginning of the Legends Main Event. After the competition of each heat race, teams will have 20 minutes to return their tires back to impound.

If qualifying is canceled for any reason, the field will be set by SPEARS CARS Tour Northwest Pro Late Model 2026 Owner Standings. Car Owners that have not earned any points in 2026 will be lined up by pill draw order behind those with points.



Legend Practice and Qualifying

Idaho 200

Mode Stadium at Stateline Speedway

Practice:

Legend Practices will be on a first-come first-served, round robin basis with Bandoleros. Practices will be 8 laps with a maximum of 10 cars on the track.

Blend Line for Stateline, Cars entering the racetrack MUST stay high in Turn 3, until they enter the restart box in Turn 4. When exiting the track, stay high in Turn 1, use hand signals and exit in Turn 2. Cars can exit the track any time.

Spotters must have a dedicated second radio or scanner locked onto the CARS Tour Race Control frequency (466.0375).

Spotters must be capable of maintaining constant communication with their driver during all on-track activity. If there is no spotter, the driver must monitor CARS Tour Race Control any time the car is on track. Raceceiver Channel (1284). Failure to comply with practice/pit procedures including but not limited to; blend line, speeding on pit road, running the stop sign, scuffing tires, etc., may result in penalties including loss of practice time.

Qualifying Tech:

Inspections will start on Thursday at 3:05pm and Friday at 4:00pm.

All cars need to be in qualifying tech at the assigned time. Tech times will be assigned based on qualifying/group order.

All tech times will be posted at the CARS Trailer within 15 minutes of the conclusion of final practice.

After passing tech, the car must go directly to impound. Driver and all crew must leave the impound area immediately and not return until the specified time. Impound details will be given at the drivers meeting.

Qualifying:

All cars will go directly to impound after passing qualifying tech.

Cars must qualify in the proper order. If a car misses its position, the team will be placed on a 5-minute clock to present the car for qualifying. Once the 5-minutes expire, that car may not qualify.

Qualifying will be conducted in a maximum group of 4.

Groups will be determined by final practice times, slowest to fastest. Each car will receive one warm up lap and three laps on the clock.

Cars may only make one qualifying attempt. An attempt is officially made when the car passes the finish line to begin the first lap on the clock.

There will be no drafting allowed. If Race Control deems a car as drafting, that car will have their fast lap disallowed.

After the checkered flag, cars will report directly to the garage from turn 2.

On Thursday, cars are allowed to go directly to their pit.

On Friday, cars will go directly to impound area.

If qualifying is canceled for any reason, the field will be set by Frank's Radio Legend Northwest Pro 2026 Driver Standings.

Drivers that have not earned any points in 2026 will be lined up by practice time.



Pro Late Model Race Format

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Race Format

The Idaho 200 is a 200-lap, 6-tire race. Caution laps do not count. There will be no competition cautions. There will be a 10-minute break at/or near lap 100. Teams may add fuel, change a maximum of 2 tires and any additional adjustments. Only 5 crew members over the line. Maximum starting field of 26; (1) Road to the Idaho 200 Winner, (15) Lock in from qualifying, (2) transfer from Heat 1, (2) transfer from Heat 2, (2) Owner Provisionals, (4) transfer from LCQ.

Starting Lineup

Position 1 Fast qualifier. Position 2 Road to the Idaho 200 winner. Positions 3-16 on qualifying time. Position 17 Heat 1 winner. Position 18 Heat 2 winner. Position 19 Heat 1 runner up. Position 20 Heat 2 runner up. Positions 21-24 LCQ transfers. Positions 25-26 Owner Provisionals.

Heat Race(s)

Heat Race 1 will be Odd qualifiers after top 15 are locked in from qualifying. Heat Race 2 will be Even qualifiers after top 15 are locked in. Both races will be 30-laps, caution laps do not count. Cars must start heat race on qualifying tires. Non-transfer cars will compete in LCQ race.

Owner Provisionals will be awarded after heat races and do not have to compete in LCQ.

LCQ Race

Race will be 70-laps or 60 minutes; caution laps do not count. Cars must start LCQ on the same tires used for qualifying at heat race. Line up will be based on heat race finishes. Odd cars on the inside, Even cars on the outside.

Pitting Procedure

Cars shall remain single file behind the pace car during a caution. Do not pull up to pit. For this event, the roadway, in the garage, along the back straightaway will be used as pit lane. Cars will enter pit lane from turn 2 and exit pit lane from turn 3. Pit stalls are not assigned on pit road. All pit equipment and crew must remain behind the pit wall until your car is in your pit area. A maximum of 5 crew members is allowed to service the car. All tire changes must be approved by a pit road official. Only scuff tires may be used for approved tire changes. The two additional tires for this event MUST be used at the halfway break. Teams can rotate tires front to back. Pit Road infractions including but not limited to improper pit entry, improper pit exit, speeding, running the stop and go sign, too many men over the wall, equipment leaving the box, etc. will result in a penalty of restarting at the tail end of the longest line.

Tires

The approved tires for competition are Hoosier Racing Tires ST1* left side and ST3* right side. This is a 6-tire maximum race. Teams may have a maximum of 4 scuffed tires in their pit box, during the race, to be used as emergency spares. The two additional tires for this event cannot be used until the halfway break and beyond

Tire Impound: Qualifying tires are to stay in impound until released by CARS Tour Officials in line for Qualifying Tech. At the conclusion of qualifying, teams will have 20 minutes to return qualifying tires back to impound. At the conclusion of each heat race, teams will have 20 minutes to return qualifying/heat race tire back to impound. Failure to comply with tire impound guidelines may result in penalties including loss of starting position and/or purchasing a new set of tires.

Fuel

Sunoco Standard 110 Purple is the ONLY fuel approved. There is no maximum fuel that a team can add to the car. Fuel is not mandated to be purchased at this event.



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Legends Race Format

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Race Format

Thursday race is a 20-lap, INEX points only race. Friday is a 30-lap race. Friday's race will be an INEX and Frank's Radio Legend Northwest Points Paying race. There will be no competition cautions.

Starting Line up

Positions 1 – 24 on qualifying time. If there are more than 24 cars and a LCQ is not added, Position 1 – 22 on qualifying time. Positions 23-24 Owner Provisionals. If an LCQ is added, Positions 1 – 18 on time, 19-22 transfer from LCQ, Positions 23-24 by Frank's Radio Legend Northwest Pro 2026 Driver Standings.

Tires/Fuel

No tires are required to be purchased at this event. INEX approved fuel only.



Race Procedures

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Initial Start:

All starts will be double file, and the control car will start the race after entering the Restart Zone. All cars must stay in their line or lanes until they cross the finish line on all starts. The driver in Position 1 (P1) controls the initial start and must begin the race within the designated start zone. The Starter will display the green flag once the control car initiates the start. The driver in Position 2 (P2) may not beat P1 to the box and or fire first.

Restarts:

The race leader (control car) controls all restarts. Restarts must occur within the designated restart zone and may take place anywhere inside that zone. The Starter will display the green flag once the control car initiates the restart. Control Car must have an advantage to restart the race.

Restart Violations:

If the control car fails to restart within the designated zone, the Starter will display the yellow flag. The penalized car will move back one row, and the race will be restarted. If P2 accelerates before the leader ("fires first"), or otherwise fails to yield restart control to the leader, the Starter will display the yellow flag. The penalized car will move back one row, and the race will be restarted. The control car must maintain pace car speed until initiating the restart. If control car speeds up or slows down the restart, they will be penalized one row.

Start and/or Restart Penalties; first offense restart infraction, penalized car will be moved back 1 row. More than a single restart infraction by the same car in a single event will result in an automatic "to the rear/tail end of the longest line" penalty

Caution on Lap 0:

If a caution occurs before one full lap is completed, the field will be reset to the original starting lineup. Cars that pit will restart based on their order of pit exit. Cars involved in the incident will be placed at the rear of the field.

Restart Lineup (After One Completed Green Flag Lap):

The field will line up in the following order:

1. Lead lap cars that did not pit
2. Lead lap cars that pitted (in order of pit exit)
3. Lap down cars
4. Lap cars that pitted (in order of pit exit)
5. Free pass car
6. Cars involved in the caution and wave-around cars
7. Any penalized cars

Except for the initial start, or restarts due to any restart infraction(s), The CHOOSE RULE will be in effect. Race control will establish the single file lineup during caution periods. Once the single file lineup is established and announced, Choose Arrow restarts will be utilized

Choose Arrow Restarts:

Drivers not under penalty and not involved in the caution may choose their lane for the restart. Lane choice will take place on the "2 to go" lap at the orange choose arrow on the front straight, marked by an orange triangle or cone on driver's right. The Caution Car will move to the outside lane just before the choose point. Eligible lead-lap cars will select either the inside (bottom) or outside (top) lane, followed by eligible lap-down cars. Drivers under penalty or involved in the caution are not allowed to choose and must line up at the tail end of the longest line. Penalty cars must restart in a single-file line at the tail end of the longest line. Once a lane is chosen, drivers must remain in that lane. Running over the choose arrow or changing lanes after choosing will result in being sent to the tail end of the longest line. All drivers must restart in the lane they selected. All restarts will occur within the designated restart zone. The control car must reach the restart zone first and initiate the restart.



Free Pass Car:

The Race Director will identify the Free Pass car. The Free Pass car is the highest scored non-lead lap car. Only one (1) car is eligible for the Free Pass per caution period. There will be no free pass if the free pass car is the cause of or is involved in the caution. The Free Pass will not be transferred. The Free Pass car can pit during this caution period. The Free Pass car may only pass the pace car on the right side when directed to do so by the Race Director. Once the Free Pass car passes the pace car, that car must restart at the tail end of the field. All restart positions prior to the choose will be in this order: Lead lap cars that did not pit, lead lap cars that pitted in the order of exiting the hot pits onto the track, lap down cars, lap down cars that pitted, free pass car, cars involved in caution, penalty cars, followed by any cars electing to laying over. No car may pass the pace car unless directed to do so by Race Director.

HOT PIT.

The hot pit location will be announced at the Drivers Meeting. All teams must have a fully charged, working fire extinguisher in both their pit stall and the hot pit. During the race, all pit stops must be made in the designated hot pit lane. You may not return to your regular pit area to work on your car. Any car that bypasses the hot pit and goes to its pit stall will be ineligible to return to the race and will no longer be scored. 5 crew members allowed over the wall.

Penalty Box:

Any action by a driver that is deemed by race control to warrant an additional penalty beyond going to the rear of the field will be sent to the Penalty Box. The Penalty Box is located on hot pit lane. The Spotter Official will let the team spotter know when the penalty has been served. If a car is held for a lap penalty, that car will NOT be eligible to get that lap back through the Free Pass during the next caution.

POST RACE

Unless directed otherwise by the CTW Race Director, the top 5 finishers will bring his/her car to the victory lane area for post-race interviews. Once your post-race interviews are complete, the top 5 cars and drivers must proceed to post race inspections immediately. The top 5 drivers must stay with their car until they are released by CARS Tour West series official. Failure to report to Post Race inspections will result in disqualification from event. Only 3 crew members plus driver are allowed in Post Race inspections.