



Spencer Speedway Event Night Schedule – Friday, September 1, 2023
Maynard Troyer Classic IV – Race of Champions Modified Series (60-laps)
Race of Champions Sportsman Modified Series
Race of Champions Rocket Performance 602 Sportsman Modifieds 15
Wilbert's U-Pull It Super Six Series 15



4:00 pm	Pit Gates Open
4:15 pm	Inspection Begins, Draw Open
5:00 pm	Tire Sales Begin
5:10 pm	Race of Champions Sportsman Modified Series Driver's Meeting (Series Trailer)
5:15 pm	Race of Champions Modified Series Driver's Meeting
5:20 pm	Wilbert's U-Pull It Super Six Series Driver's Meeting
5:25 pm	Race of Champions Rocket Performance 602 Sportsman Modified Series Driver's Meeting
5:40 pm	Practice by Division; Race of Champions Modified Series (30-minutes) Wilbert's U-Pull It Super Six Series (FIRST ROUND PRACTICE) Race of Champions "Rocket Performance" 602 Modifieds (FIRST ROUND OF PRACTICE) Race of Champions Sportsman Modified Series (FIRST ROUND PRACTICE) Wilbert's U-Pull It Super Six Series (SECOND ROUND PRACTICE) Race of Champions "Rocket Performance" 602 Modifieds (SECOND ROUND OF PRACTICE) Race of Champions Modified Series Green-White-Checker Qualifying Race of Champions Sportsman Modified Series (SECOND ROUND PRACTICE)
7:15 pm	Opening Ceremonies (Anthem and Invocation)
7:20 pm	Qualifying Races Begin – Wilbert's U-Pull It Super Six Qualifying Races (6-laps)
Followed by:	Race of Champions Modified Series Qualifying Races (10-laps)
Followed by:	Race of Champions Rocket Performance 602 Sportsman Modified Series Qualifying Races (6-laps)
Followed by:	Race of Champions Sportsman Modified Series Qualifying Races (8-laps)
Followed by:	Wilbert's U-Pull It Super Six Series (15 laps) Victory Lane
Followed by:	Race of Champions Modified Series – Maynard Troyer Classic IV (60-laps) Victory Lane
Followed by;	Race of Champions Rocket Performance 602 Sportsman Modified Series Feature (15-laps) Victory Lane
Followed by:	Race of Champions Sportsman Modified Series Feature (35 laps) Victory Lane
11:00 pm Approx.	Show Concludes

