

# SKUSA PRO SHIFTER SUPPLEMENTAL

## 2026 Pro Tour Summer Nationals – New Castle Motorsports Park

The Spec Evinco SK-M2 must be used for all Official Practice and Warm-Up Sessions. No restrictions on sets used. Karts must be fully tech, safety and number compliant. Transponders are mandatory starting Practice 3 on Friday. Each entrant will be provided (2) Sets of Evinco SK-M2 RACE Tires. These must be used for competition sessions and can be managed throughout the weekend as you see fit. You are allowed (1) set of rain tires per competition day.

### QUALIFYING and SUPER POLE

Qualifying grid will be set by Friday's Final Practice. The entire field will be put in order by time and will be released as follows.

- The Off-Pole side of the grid will be released\* first, in single file order, for their **5-minute** qualifying session.
- At **5 minutes**, the first session will be checkered. Any disabled karts will remain on the track.
- Once the track is clear, the Pole side of the grid will be released\* for their **5-minute** qualifying session.
- *\*All karts shall leave the grid immediately. After 30 seconds, qualifying is over for any karts that fail to leave.*
- At **5 minutes**, the second session will be checkered, and any disabled karts will be cleared from the track.
- After weighing and tech, the **TOP 6 karts from each qualifying group** will advance to the Super Pole.
- 7<sup>th</sup> on back from each session will be lined up by time for the Pre-Final. Penalties will then be applied.
- **Karts advancing to the Super Pole must remain in the Grid/Tech area. Only air pressures can be adjusted.**
- During the Super Pole, karts will be released and gapped one at time (in order of Qualifying time, slowest kart first) and will be coming to Green, White, then Checkered flags.
- Assuming all 12 drivers are clear through Tech, they will be placed 1-12 on grid for the Pre-Final.
- Should any of the top 12 drivers receive a DQ, they will move to the back of the field.
- **Because we are now running 2 Heats, a loss of fast lap penalty will be converted to a 4-position penalty applied to the Heat 1 grid only. DQ's will be applied to the grid of BOTH Heats.**

### HEATS & PRE-FINAL

- You will run (2) 10-Lap Heats and (1) 12-Lap Pre-Final. Like the SuperNats, you will grid the same for both Heats based on Qualifying, unless you have a penalty.
- After the completion of each Heat, half of the current Heat/Pre-Final Finish Points will be assigned, per **603.3** of the SKUSA Rulebook. The competitor with the most points from both Heats will start the Pre-Final on Pole.
- When the results of the Pre-Final are determined, full Heat/Pre-Final Finish Points will be assigned and the competitor with the most points from the Heats and Pre-Final will start the Final on Pole.
- *In the event of any ties setting the grids for the Pre-Final or Final, Qualifying will be used as the tiebreaker.*

### FINAL

- The Final will be 20 Laps.

### CHAMPIONSHIP POINTS

- **Heats 1&2** - Drivers will earn half of the current Heat/Pre-Final points as detailed in **603.3**.
- **Pre-Final & Final** – Drivers will earn the current Heat/Pre-Final and Final points as detailed in **603.3**.