

2026 PAT BECK MEMORIAL GOLD CUP

**PRESENTED BY:
DEWAR LAKELAND
TRAIL TIRE**



Rad Torque Raceway		July 17th - 18th, 2026	
Address	50342 Range Rd 253 Leduc County, AB T9E 0V6	WEBSITE	https://www.radraceway.com https://albertaextremesprints.ca
PURSE	\$13,475.00 Friday Night \$33,725.00 Saturday Night	DRIVER RADIO	Radio Frequencies 454
Event Times - Friday		Event Times - Saturday	
3:00 PM	Pit Gate Opens	3:00 PM	Pit Gate Opens
3:15 PM	Draw Opens	3:15 PM	Draw Opens
4:15 PM	Drivers Meeting	4:15 PM	Drivers Meeting
4:45 PM	Motor Heat	4:45 PM	Motor Heat
5:30 PM	Hot Laps/Qualifying	5:30 PM	Hot Laps
Opening Ceremonies - Racing to Follow			
Rain out date Sunday July 19th 1_ Day Event Gate Opens @ 10:00am, Racing Starts @ 1:00pm			
To view information of payouts and rule packages go to the Alberta Extreme Sprints website			
Alberta Extreme Sprints - Winged Sportsman Sprintcars https://ascsrcing.com/driver-dash/#series-rules			
General Rules	Under the guidelines in Chapter 1		TIRES
Racing Procedures	Under the guidelines in Chapter 2		Hoosier D50 and Hoosier Medium
Technical & Safety	Under the guidelines in Chapter 3		Dirt X and Lakesea
Open 16" Right Rear Tire			
Contact Info			
Promoter -Wade Fleming		780-994-6378	
Promoter - Ed Weirsma		780-982-2766	
Important Rules & Procedures to Remember			
Dished Wings -No Wicker. Flat-Top Wings - Up to 2" Wicker. Sportsman Incentive - Front Wing With 2" Removable Wicker. 1500 lbs. Tethers and fire extinguishers are not required. (Strongly Recommended)			
Gold Cup sponsor decals will be available at the pill draw they MUST be displayed on BOTH sides of the wing prior to entering the race surface. All drivers will pull a pill to determine qualifying position. Drivers arriving late may be placed at the back of the qualifying order and receive one lap at the end of qualifying and will not be eligible for the Quick Time award. All drivers must pack track, if you do not pack track i.e., 15 laps you will be given one lap at the end of qualifying and you will not be eligible for the Quick Time award. Cars will hot lap in the same order as their qualifying numbers. No exceptions, if you miss your session, you will not receive hot laps. - Discretion of the race director. AMB/ MyLaps (Red) Transponder must be used at all times and One-Way Driver Radio (454.000) must be used at all times. All cars must be teched before competing.			
Heat lineups are determined from qualifying times All original starts will be side-by-side with the leader setting the pace.20 Racing will start at the line in turn 4. Restarts will be single file with the leader starting between Turns 3-4. All cars MUST stay in line until passing the cone. Cars out of line or jumping a start will result in a caution and a Two(2)-position penalty. Hitting cars under caution or after a checkered may result in being parked for the remainder of the event. Heat race winners must scale. If you miss the scale, you will be awarded last place in the heat race.			
There will be an 8-minute warning horn for Hot Laps, Heats, Dash, and the A-Feature. It is your responsibility to be in line on time - NOT OURS. All cars must be present before the previous race is completed.			
Crew members are not allowed on the track during ANY racing action and will result in Disqualification for that race. Open red flag Rules - fuel, tear offs, chassis adjustments, shock adjustments, Spacer changes, wing adjustments all permitted.			

OPEN Red flag Rules – No tire replacements and no Shock Replacements. ****All subject to the race directors decision****
For any major repairs the car will need to be pushed into the work area and will restart at the back of the lead lap.
If a safety issue arises (e.g., Seat belts or debris on the track), you must stop on the front straight and an official will assist. Do not pull into the work area, If you do you will be put to the back of the lead lap.

WORK AREA - When the yellow flag is displayed a 2 minute period will be permitted for the repairs of race damage.

The time will begin once the car has reached the designated work area.
After the halfway point of the race, the two-minute period will no longer be in effect.
This applies in the A-Main only.

Top 3 finishers must report directly to tech after the A-Main.

Top 3 finishers must acknowledge race sponsors during post-race interview.

Procedures & penalties will be enforced as outlined in the 2026 ASCS Rulebook.
All transponders must be turned in after the event
If you fail to return a transponder - you will not receive payout until has been returned.
Payout will be after the feature at the pit shack.

2026 RACE FORMAT - Friday

2-Lap Time Trials (2 cars at a time).
Qualifying order will be determined by pill draw.
Heat line ups are determined from qualifying times. Each heat race will invert four cars.
The number of entrants will determine the number of heat races.
Passing points are awarded for finishing position and added to qualifying points to line up the A-Main lineup.
The penalty for a missed time trial position is 1 timed lap at the end of qualifying, and the best position you will be able to start your heat race in is 5th place.
If a car takes a lap at the end of qualifying for any reason, the car's time will not be used for Quick Time or Dash eligibility.
Top 6 in points will be eligible for the Dash. Points are awarded for qualifying and heat races.
Main events are determined by the accumulated points from qualifying and heat races.
The top 16 in points are locked into the A-Main. The remaining cars will compete in the B-Main (depending on car count).

The top 6 drivers in points will report to the grandstand area during intermission for the redraw.
Each driver will draw a card (1 – 6). The top point driver drawing first (you will not open the envelope).
Once all drivers have a card, driver #6 will be asked if he wants to trade their card with any other driver and so on until driver #1 trades or keeps his card.
The number on the card determines your starting position for the dash.
The finishing order of the Dash will set the first 3 rows for the A-Main.
Non-Dash cars that qualify for the A-Main are lined up by points behind the Dash.
Starting position among cars tied in points will be determined by overall qualifying time(tiebreaker).

B Main if more than 20 cars

Lineup is based on accumulated points (Qualifying, Heat race).
Top 4 finishing cars transfer to the back of the A-Main.

A Main 25 Laps

Line up is determined by accumulated points (Qualifying, Heat Race).
Finishing order of the top 6 cars from the Dash will determine starting positions of the first 3 rows.
Positions 7 – 16 are determined by accumulated points.
Positions 17 – 20 are B-Main transfer cars.
20 A-Main starters – promoter options apply.

Top 3 finishers must report to scale immediately after the race.
The top 3 will then go to the front straight for presentations.
Failing to scale results in last-place finish for payout.
To win the Sportsman incentive, the car must be in full compliance of the Sportsman Rules.
Top Sportsman must report to scale directly following the race. Instructions will be given by the tower.

2026 RACE FORMAT - Saturday

Points from Friday night will determine the lineup for Saturday's heat races.
Each heat race will invert four cars.
Heat race points are added to Friday night's points.
The top 16 in points are locked into the A-Main, the remaining cars will compete be in the B-Main (depending on car count).

The top 6 drivers in points will come to the grandstand area during intermission for the redraw.
Each driver will draw a card (1 – 6). The top point driver drawing first (you will not open the envelope).
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The number drawn by each driver will determine their starting position for the Dash.
The finishing order of the Dash will set the first 3 rows for the A-Main.

Non-dash cars that qualify for the A-Main are lined up by points behind the Dash.
Starting positions among cars finishing in the same position will be determined by overall qualifying time (tiebreaker).

B Main if more than 20 cars

Lineup is based on accumulated points (qualifying and heat race).
Top 4 finishing cars transfer to the back of the A-Main.

A Main 30 Laps

Lineup is determined by accumulated points (Qualifying, Heat Race).
Finishing order of the top 6 cars from the Dash will determine the starting positions of the first 3 rows.
Positions 7–16 are lined up by accumulated points.
Positions 17 – 20 are B-Main transfer cars.
20 A-Main starters — promoter options apply.

Top 3 finishers must report to scale immediately after the race.

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Top Sportsman must report to scale directly following the race. Instructions will be given by the tower.