

2021 ~ Put-in-Bay Sports Car Races

PROVISIONAL RACING ACTIVITIES SCHEDULE

UPDATED 8/28/21

Tuesday, September 21

All Day Load-in at Designated Paddock Locations
Tech inspection at designated paddocks
Course set-up on Taxiways Note: AIRPORT ACTIVE !!!

Wednesday, September 22

7:30 am Final Course set-up (volunteers encouraged) AIRPORT ACTIVE !!!

7:30 am Rookie and Exhibition Driver's School (OPEN to ALL DRIVERS)
Street Car Drivers are Welcome to Attend.

8:00 am Mandatory Driver's Meeting ~ All Racing & Exhibition Drivers

8:30 am Airport Closed END QUIET TIME !!!!

9:00 am Exhibition Practice/Orientation

9:30 am Group 1 Practice/Orientation

10:00 am Group 2 Practice/Orientation

10:30 am Group 3 Practice/Orientation

11:00 am Group 4 Practice/Orientation

11:30 am Group 5 Practice/Orientation

Stage Track Touring Street Cars inside Gate 5 by Hangar

12:00 noon - 1 pm Lunch Break Track Touring ~ Registered Street Cars Only

1:00 pm Exhibition Session #1

1:30 pm Group 1 Qualifying

2:00 pm Group 2 Qualifying

2:30 pm Group 3 Qualifying

3:00 pm Group 4 Qualifying

3:30 pm Group 5 Qualifying

4:00 pm "Tin Top" All Sedan Feature Race ~ Modified LeMans Start

7:00 pm BEGIN QUIET TIME IN ALL PADDOCKS !!!!!

Thursday, September 23

8:00 am Mandatory Driver's Meeting ~ Airport Terminal Patio

8:30 am Airport Closed END QUIET TIME !!!!

9:00 am Group 1 Race #1 (All Races 10 Laps)

9:30 am Group 2 Race #1

10:00 am Group 3 Race #1

10:30 am Group 4 Race #1

11:00 am Group 5 Race #1

11:30 am Exhibition Session #2

Stage Track Touring Street Cars inside Gate 5 by Hangar

12:00 noon - 1pm Lunch Break ~ Track Touring ~ Registered Street Cars Only

12:40 pm Flag Raising ~ Put-in-Bay American Legion Post 542 Honor Guard

1:00 pm Group 1 Race #2 (All Races 10 Laps)

1:30 pm Group 2 Race #2

2:00 pm Group 3 Race #2

2:30 pm Group 4 Race #2

3:00 pm Group 5 Race #2

3:30 pm Exhibition Session #3

4:00 pm Put-in-Bay Cup Race (15 laps) By invitation (no open-wheel cars)

7:00 pm BEGIN QUIET TIME IN ALL PADDOCKS !!!