

## **NJMP EVENT SCHEDULE**

SUNDAY

## **APRIL 27-28**

2024 Round 3

7:00 AM - 8:00 AM	Sign In and Bike Tech	7:00 AM - 8:00 AM	Sign In and Bike Tech
8:00 AM	REGISTRATION CLOSES FOR RACES	8:00 AM	REGISTRATION CLOSES FOR RACES
8:15 AM	MANDATORY RIDERS MEETING	8:15 AM	MANDATORY RIDERS MEETING
	1st Rotation (15 minutes per group)		1st Rotation (10 minutes per group)
9:00 AM - 9:15 AM	All Amateur 300, 400, LWTS, Thunderbike - QLFY	9:00 - 9:10 AM	All Amateur 300, 400, LWTS, Thunderbike - Practice
9:15 AM - 9:30 AM	All Amateur MW, HW - QLFY	9:10 AM - 9:20 AM	All Amateur MW, HW - Practice
9:30 AM - 9:45 AM	All Amateur Unlimited - QLFY	9:20 AM - 9:30 AM	All Amateur Unlimited - Practice
9:45 AM - 10:00 AM	All Expert 300, 400, LWTS, Thunderbike - QLFY	9:30 AM - 9:40 AM	All Expert 300, 400, LWTS, Thunderbike - Practice
10:00 AM - 10:15 AM	All Expert MW, HW - QLFY	9:40 - 9:50	All Expert MW, HW - Practice
10:15 AM - 10:30 AM	All Expert Unlimited - QLFY	9:50 - 10:00	All Expert Unlimited - Practice
	2nd Rotation (15 minutes per group)	RACE 12	MIDDLEWEIGHT SUPERBIKE
10:30 AM - 10:45 AM	All Amateur 300, 400, LWTS, Thunderbike - QLFY	RACE 13	UNLIMITED SUPERSPORT
10:45 AM - 11:00 AM	All Amateur MW, HW - QLFY	<b>RACE 14 + 15</b>	300 / 400 SUPERSPORT
11:00 AM - 11:15 AM	All Amateur Unlimited - QLFY	RACE 16	MIDDLEWEIGHT SUPERSPORT
11:15 AM - 11:30 AM	All Expert 300, 400, LWTS, Thunderbike - QLFY	RACE 17	LIGHTWEIGHT SUPERSPORT
11:30 AM - 11:45 AM	All Expert MW, HW - QLFY	12:00 AM - 1:00 PM	LUNCH
11:45 AM - 12:00 AM	All Expert Unlimited - QLFY	1:00 PM -	
12:00 AM - 1:00 PM	LUNCH	RACE 18	HEAVYWEIGHT SUPERSPORT
RACE 1 30 min race	GTO .	RACE 19	Lightweight GP
RACE 2 + 3 30 min race	400 GT - GTL	RACE 20	F-40
RACE 4 30 min race	GTU	RACE 21	LIGHTWEIGHT SUPERBIKE
RACE 5 + 6	300 SUPERBIKE / 400 SUPERBIKE	RACE 22	Middleweight GP
RACE 7	ULTRA LIGHTWEIGHT SB	RACE 23	400 GP
RACE 8	MIDDLEWEIGHT F-40	RACE 24	OUTLAW / THUNDERBIKE
RACE 9	LW-F40	RACE 25	Unlimited GP
RACE 10	UNLIMITED SUPERBIKE		
RACE 11	HEAVYWEIGHT SUPERBIKE		

Atlantic region Mid-Atlantic region