

Barber Historics — Provisional Race Schedule — 5/11/21
SUBJECT TO CHANGE



Thursday, May 20

FRP Load in - 9:00 am

3:30+/- pm FRP – F2000/F4 P1

4:00+/- pm FRP – F1600 P1

4:30+/- pm FRP – Atlantic/F1000 P1



Friday, May 21

WeatherTech Qualifying Session 1

8:00 am Group 3

8:30 am FRP – F2000/F4 P2

9:05 am Group 2

9:35 am FRP – F1600 P2

10:10 am Group 4A & Formula Junior

10:40 am Group 4B & 4C

11:10 am Groups 6/8/9/10/11

11:40 am Group 5

12:10 pm LUNCH

12:25 Mandatory Drivers Mtg; Driver Mtg Room

WeatherTech Qualifying Session 1 Con't

1:10 pm Group 7

WeatherTech Qualifying Session 2

1:40 pm Group 2

2:05 pm Group 5

2:30 pm FRP – Atlantic/F1000 P2

3:05 pm Group 3

3:30 pm FRP – F2000/F4 Q

4:05 pm Group 4B & 4C

4:25 pm Groups 6/8/9/10/11

4:50 pm Group 7

5:15 pm Group 4A & Formula Junior

5:40 pm Sasco Sports Int'l/Am Chlg Race

Saturday, May 22

WeatherTech Qualifying Session 3

8:00 am Group 3

8:25 am FRP – F1600 Q

9:00 am Group 2

9:25 am Group 4A & Formula Junior

9:50 am FRP – Atlantic/F1000 Q

10:25 am Group 4B & 4C

10:50 am Groups 6/8/9/10/11

11:15 am Group 5

11:35 am Group 7

11:55 am LUNCH

WeatherTech Sprint Race 1

12:55 pm Group 2

1:20 pm FRP – F2000/F4 R1

1:55 pm Group 5

2:20 pm FRP – F1600 R1

2:55 pm Groups 6/8/9/10/11

3:20 pm Group 3

3:40 pm Group 4B & 4C

4:05 pm Group 4A & Formula Junior

4:30 pm Group 7

BRM Chronographes Endurance Challenge

4:55 pm V/GTC Endurance Challenge

60 Mins; 5 Min Pit Stop Required

Sunday, May 23

WeatherTech Sprint Race 2

8:00 am FRP – Atlantic/F1000 R1

BRM Chronographes Endurance Challenge

8:35 am H/P/GTM Endurance Challenge

60 Mins; 5 Min Pit Stop Required

9:55 am FRP – F1600 R2

WeatherTech Sprint Race 2 Con't

10:30 am Group 3

11:00 am QUIET TIME/LUNCH

12:00 pm FRP – F2000/F4 R2

12:35 pm Group 2

1:00 pm FRP – Atlantic/F1000 R2

1:35 pm FRP – F1600 R3

2:10 pm Group 5

2:35 pm Group 7

3:00 pm Group 4A & Formula Junior

3:25 pm Group 4B & 4C

3:50 pm Groups 6/8/9/10/11

4:15 pm Stoner Car Care Global GT & Classic RS Cup Race



