

FRIDAY, 27<sup>th</sup> OCTOBER 2017

	08h40 - 09h05 -	Formula Junior	- Private Practice
	09h15 - 09h45 -	Lotus Seven 60th Anniversary	- Qualifying
	09h55 - 10h15 -	CNCC / LCC	- Private Practice
	10h25 - 11h05 -	Iberian Historic Endurance	- Qualifying
	11h15 - 11h45 -	GT & Sports Car Cup GT Pre-1966	- Private Practice
	11h55 - 12h25 -	MRL 50's Sports Cars join with HTCC & TDT	- Private Practice
	12h35 - 13h05 -	U2 TC	- Qualifying
	13h15 - 13h40 -	Formula Junior	- Qualifying
	13h50 - 14h35 -	Algarve Sports Cars Pre-1975	- Qualifying
	14h45 - 15h05 -	Formula Ford Portugal	- Free Practice
	15h15 - 15h55 -	HTCC & TDT	- Qualifying
	16h05 - 16h35 -	HGPCA Formula 1 Pre-1966	- Qualifying
	16h55 - 17h45 -	Iberian Historic Endurance	- Race 1
	17h55 - 18h15 -	CNCC	- Qualifying
	18h25 - 19h05 -	MRL 50's Sports Cars	- Qualifying

SATURDAY, 28<sup>th</sup> OCTOBER 2017

	08h10 - 08h35 -	Formula Ford Portugal	- Qualifying
	08h45 - 09h05 -	LCC	- Qualifying
	09h20 - 11h20 -	HTCC & TDT	- Race
	11h40 - 12h20 -	U2 TC	- Race 1
	12h40 - 13h05 -	Formula Junior	- Race 1
	13h15 - 13h55 -	GT & Sports Car Cup GT Pre-1966	- Qualifying
	14h10 - 14h35 -	HGPCA Formula 1 Pre-1966	- Race 1
	14h55 - 15h45 -	Iberian Historic Endurance	- Race 2
	16h05 - 16h30 -	Lotus Seven 60th Anniversary	- Race 1
	16h50 - 17h10 -	LCC	- Race 1
	17h30 - 17h50 -	CNCC	- Race 1
	18h10 - 20h10 -	MRL 50's Sports Cars	- Race

Hour Change +1

SUNDAY, 29<sup>th</sup> OCTOBER 2017

	08h00 - 08h25 -	Lotus Seven 60th Anniversary	- Race 2
	08h45 - 09h05 -	Formula Ford Portugal	- Race 1
	09h25 - 10h05 -	U2 TC	- Race 2
	10h25 - 12h25 -	GT & Sports Car Cup GT Pre-1966	- Race
	12h45 - 13h10 -	Formula Junior	- Race 2
	13h30 - 13h55 -	HGPCA Formula 1 Pre-1966	- Race 2
	14h15 - 15h15 -	Algarve Sports Cars Pre-1975	- Race
	15h35 - 16h00 -	CNCC	- Race 2
	16h20 - 16h45 -	LCC	- Race 2
	17h05 - 17h25 -	Formula Ford Portugal	- Race 2
	17h35 - 17h45 -	Desfiles Clubes	- Parade

In the case of unusual delays due to major crashes or oil on track we will cut track time of the remaining races slightly, so we can split the bad luck between all grids.