

CQMA SUNDAY CLUB RACE POINTS SERIES 2016



RACE DATES:

5/1, 5/22, 6/5, 7/17, 8/21

COST: \$20 per Car/Driver

SCHEDULE

11:00 – 11:45	Track closed for Rookie Training
Noon	Qualifying
1:00 (approx)	Racing begins following Qualifying & Handlers Meeting

FORMAT:

- ❖ Sign-ins from 10:30 to 11:30. Any sign-in after 11:30 will be placed at the tail.
- ❖ Need to be race ready at qualifying time (in case of qualifying being waived due to weather or some other problem).
- ❖ Qualifying will consist of three (3) warm-up laps & 2 on the clock.
- ❖ No air filters can be used during qualifying.
- ❖ After qualifying, the top 5 Sr.'s and the top 4 Jr.'s will be inverted in the Heat Race and the remainder will pick up at the rear (slowest car will start in last position)
- ❖ Handler's Meeting after qualifying.
 - ALL RACE TEAMS are required to have 1 ADULT representative at the Handler's Meeting. After Qualifying, it will be announced that a Handler's Meeting will be held behind the scoring tower in so many minutes. The time clock on the track will be set for that time period. When the clock runs down to zero the Handler's Meeting will start. The driver of any race team that is not represented at that time will start at the rear of the field for their heat race.
- ❖ Feature races – Tower will flip a coin on the track to determine if the feature races are *Straight up* or *Inverted* from the heat race finish.
Heads = straight up. Tails = all cars inverted with DNF's to the tail.
- ❖ 2 minute warm-up for all races.
- ❖ In the event that we have more than a full field in one class, we will run heats and a consi to fill the feature. All cars will run at least 2 races, but we will only run one feature (Rookies no more than 8 cars, Jr. classes 10, Sr. & up 12 cars).
- ❖ 5 lap work rule. After a race line up is determined and cars are in racing order, if there are cars in the work area, 5 laps will be given for cars once stopped in the work area to complete repairs and reenter the race.
- ❖ All classes will be DQ'd for 3 Strikes and scored as DNF's
- ❖ Ribbons will be given for 1st – 5th place in the Features, plus Fast Time, in each class.
- ❖ All USAC rules apply, unless otherwise stated.
- ❖ USAC Participant Conduct rule in effect.
- ❖ We will be pulling a class to be teched at Club Races.
- ❖ Restrictor plates will be checked at Tech. Directors Discretion.
- ❖ Any new track record will require a complete tear down and technical verification.
- ❖ USAC Spec. Tire Rule in Effect.

CQMA SUNDAY CLUB RACE POINTS SERIES 2016

QUALIFYING AND RUNNING ORDER:

Red Rookie, Blue Rookie, W/F 300, Jr. Honda, Sr. Honda, Hvy. Honda, Jr. Animal, Sr. Animal, Unrestricted Animal, Lt Mod, Hvy Mod, Lt. 160, Hvy. 160, Lt AA, Hvy AA, Mod W/F

LAPS: Heat Races:

Rookies – 15 Laps Jr.'s – 20 Laps Sr.'s & Up – 20 Laps

Features

Rookies – 20 Laps Jr.'s – 30 Laps Sr.'s & Up – 40 Laps

RAIN-OUT: Points will be awarded for completed features. Sign in and 1st place points will be awarded for all other features.

POINTS:

Points awarded as in the attached chart.

Designate Track Fuel Station:

Speedway gas station on Old 27, north off of the I69 exit.

TECH:

All classes will cross the scales after their heat race.

All cars will cross the scales after each Feature and the top 3 will go to impound.

All Rookies will have their Restrictor Plate pulled at Tech. director's discretion.

A class will be drawn after the last feature to be teched.

Tech. director may tech any car at any time at his discretion.

AWARDS:

Rookie – Participation Award (must run 3 out of 5 race days).

Top 3 in all other classes to be awarded.

Awards will be presented at the Year End Banquet.

CQMA SUNDAY CLUB RACE POINTS SERIES 2016

Points Chart

Position	Total	Points	Sign-In
0			
1	29	24	5
2	25	20	5
3	23	18	5
4	22	17	5
5	21	16	5
6	20	15	5
7	19	14	5
8	18	13	5
9	17	12	5
10	16	11	5
11	15	10	5
DQ ON TECH OR FLAG. CALL	5	0	5
DNF	FIN. POINTS +5	FINISH POINTS	5
NR	0	0	5
S	5	0	5
X1	15	10	5
X2	14	9	5
X3	13	8	5
X4	12	7	5
X5	11	6	5
X6	10	5	5
X7	9	4	5
X8	8	3	5
X9	7	2	5
X10	6	1	5