

CQMA SATURDAY NIGHT THUNDER POINTS SERIES 2017

RACE DATES:

4/29, 5/6, 5/20, 6/24, 7/22, 7/29, 8/26, 9/30

Must use USAC Spec. Tires

FORMAT:

Pill Draw

Cost – **\$20.00** per Car/Driver

Sign-ins 4:15-5:00 p.m. (Sign-ins after 5:00 p.m. will be placed at the tail)

Open Practice until 5:00 p.m.

Club Meeting – 5:00 p.m.

Handlers' Meeting – immediately following club meeting

**ALL RACE TEAMS are required to have (1) ADULT representative at the handlers meeting. Any race team that is not represented at that time, their driver will start at the rear of the field for their heat race.*

***The driver and his/her car must be present and race-ready, at the discretion of the tech director and/or safety director, at the time the driver sign's-in.*

****Sign-in's allowed up to the start of the feature race for that specific class*

Heat Races – 6:00 p.m.

- All Drivers will run at least 2 races.
- No warm ups. Roll and Go.
- 3 strikes will be scored as DNF and given finishing points, except in Rookie Classes. Rookie classes will continue racing even after 3+ strikes.
- DQ based on flagrant call, tech or safety will be scored as DQ and receive only sign-in points.
- USAC rules apply.
- USAC Participant Conduct in effect.
- 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 re-enter the race.
- Feature races – Feature races will be straight up from the heat race finish.
- In the event that we have more than a full field in one class, we will run 2 heats and a lower main 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).

RUNNING ORDER:

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

- No racing day will be cancelled prior to its scheduled start time.
- Points will be awarded for completed features. Sign in and 1st place points will be awarded for all other races not completed.
 - Driver & car must be on-site at the time the race is cancelled to receive points for any class(es) not completed.

POINTS:

Points awarded per the attached chart.

TECH:

Designate Track Fuel Station:

- Speedway gas station on Old 27, **north** of I-69.
- All classes will cross the scales after their heat race.
 - At the Tech Directors discretion, any car not making weight may be required to cross the scale prior to being allowed on the track for the feature 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 Directors discretion.
- Class(es) will be drawn after the last feature to be teched.
- Tech director may tech any car at any time at his discretion.

RACE AWARDS:

- Rookie participant, Heat & Feature winners will receive Stickers.

SEASON AWARDS:

- Rookie – Participation Award (must run 5 out of 8 race days).
- Top 3 in all other classes to be awarded (best 7 out of 8 finishes count).
- Awards will be presented at the Year End Banquet.