

CQMA SATURDAY NIGHT THUNDER POINTS SERIES 2019

RACE DATES:

4/27, 5/4, 5/18, 6/8, 7/13, 8/3, 8/10, 9/14, 10/5

Must use USAC Spec. Tires

FORMAT:

Pill Draw

Cost – **\$20.00** per Car/Driver

Sign-ins 3:00- 4:15 p.m. (Sign-ins after 4:30 p.m. will start at the tail of their heat)

Open Practice 10:00 a.m. until 2:30 p.m. & 3:00 p.m. - 4:15 p.m.

Rookie Training 2:15 p.m. - 3:00 p.m.

Track closed for on-track Rookie Practice 2:30 - 3:00 p.m.

Driver/Handler Meeting – 4:30 p.m.

**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*

*****Format is subject to change at the direction of the club president, changes will be announced.*

Heat Races – 5:00 p.m.

- All Drivers will run at least 2 races.
- No warm ups for heats and lowers. A-Mains have the option of a 30 second warm up.
- 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.
- All USAC rules apply, unless otherwise stated.
- Midwest Thunder Code of 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:

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

LAPS: **Heat Races:**

Rookies – 10 Laps, Jr.'s – 15 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 and signed-in at the time the race is cancelled to receive points for any class(es) not completed.

POINTS:

Points awarded per the CQMA points chart.

TECH:

Designate Track Fuel Station:

- Speedway gas station on Old 27, **north** of I-69.
13155 S Old US-27, De Witt, MI 48820
- 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.
- Tech director will determine which class(es) will be teched after the last feature.
- Tech director may tech any car at any time at his/her discretion.

RACE DAY AWARDS:

- Rookie participant, Heat & Feature winners will receive Stickers. Medals awarded to the top 3.

END OF SEASON AWARDS - Must run 6 of 9 races to qualify:

- Rookie – Participation Award
- Top 3 in all other classes to be awarded (best 8 out of 9 finishes count).
- Awards will be presented at the Year End Banquet.

ADDITIONAL:

- CQMA will uphold any discipline that has been imposed by MWT or any MWT club.