

WQMA Race Format 2016

Facility opens at 7:00 am. No car will be started before 8:00 AM per our license agreement.

Saturday and Sunday races start at the same time:

Safety: 7:00 AM - 8:30 AM

Sign-ins: 7:30 AM - 8:30 AM

Pit meeting: 8:45 AM

Racing commences immediately following the pit/driver meetings.

At the discretion of Safety Director and Treasurer, sign-ins for Sunday Events *may* also be opened on Saturday. Regardless of time in position or draw number, late sign-ins will automatically be slotted to the rear of their first race, or to the front of the qualifying order.

QMA Badges

QMA badges will be required in the hot chute at all races (including region races).

Persons without badges will be required to prove membership or will be asked to stand outside the hot chute with the other spectators.

Event Membership

Event memberships must be pre-arranged with club prior to scheduled event. At the discretion of the WQMA Novice Committee, we reserve the right to decline event memberships for anyone who does not meet our club's requirements.

WQMA minimum requirements for Event Membership:

- Certified birth certificate.
- Documentation of QMA Novice training program completion.

Single Event Regular Membership Fee.....\$50(*)

Single Event Alternate Handler Fee.....\$20(*)

(*) Regular pit fees still apply.

Work Rule

Follow QMA National Work Rule.

General Rules

With the exception of the rules established within this document as agreed upon by the club, WQMA racing rules will follow those rules as established in the national rule book. In addition, national guidelines established for scoring procedures, flagging and judging will be utilized. QMA badges and wristbands received at sign in will be worn in the hot chute area. You may be asked to leave if you do not have the badge with you.

Code of Conduct

Per the WQMA By-Laws, Article 4 Removal Penalties and QMA Code of Conduct will be enforced at all events.

The WQMA facility is a public venue attended by guests on a regular basis. Positive behavior is an important part of participating in the racing events. In addition to the QMA Code of Conduct guidelines, any handler whose behavior continues to be out of line after a warning by the race director or club president can be immediately removed from all racing and paved surfaces for the remainder for the event. The elected Race Director or Club President shall have final say in these matters.

Pit Fees

Fees listed are for WQMA events only. For Region and National events, please see their formats.

All 2016 WQMA Club Points Series Races.....\$20(*) per car
All 2016 WQMA Non-Points Races.....\$10 per car

(*) Skip Chapman Novice Sign in subsidy shall apply to first three scheduled races. Pit fee shall be reduced to \$10 per car for all WQMA Novice registrations.

Beginning with the second occurrence in the year, repeated late sign-ins will be charged an additional \$40 per car signed in late.

Transponders can be rented for a fee of \$5 per driver per event (\$5 for a race event, whether 1 day or more), and \$10 for the weekend of a double header. Failure to return the transponder at the end of the race event will result in a fine of \$10 (if the transponder is not returned in time to charge for the next race event). Each event date that the transponder is not returned by will increase the fine in \$10 increments. If a transponder is not returned at the end of a race season, the fine will be the cost to replace the transponder plus any fines accumulated. Fines must be paid before eligibility to sign in at the next WQMA event.

Judges

If you are unable to judge a race you must find a replacement. There must be a minimum of one (1) judge on the stand for before cars are pushed off; all judges must be present prior for the start of the race. If the judges are not present the Race Director will call for a red flag and the race will not begin until all judges are present. The judge's responsibility ends when the last car passes scales. Judging procedures will follow QMA rulebook guidelines.

Corner Workers

All corner workers will be in their respective corners, coinciding with the numbers on the racecars prior to the start of the race. At the discretion of the Race Director, for Novice races two corner workers are required in each corner, for all other classes, one per corner. If corner workers are not present it is the discretion of the Race Director to red flag the race until corner workers are present. Corner workers cannot be taking pictures/video.

Scoring

WQMA will use transponders and computer scoring at all club race events. There will be at least three scorers in the tower in addition to the computer scoring system, with the computer being the backup. Timing in will be done with transponders on qualifying dates.

Racing Order

The order of the classes and divisions will follow the racing order defined below; however, the Race Director may change the race schedule, at his discretion, due to inclement weather or time constraints.

- 1 Jr. Novice
- 2 Sr. Novice
- 3 Jr. Honda
- 4 Sr. Honda
- 5 Heavy Honda
- 6 Lt. 160
- 7 Heavy 160
- 8 Jr. Animal
- 9 Sr. Animal
- 10 Heavy Animal
- 11 Jr. Stock
- 12 Mod
- 13 B Class
- 14 Lt. World Formula
- 15 Heavy World Formula
- 16 AA Class
- 17 Half

Warm Ups

There will be no warm up period. Drivers will line up in order in the pits, and starts will be hot out of the chute.

Race Time Limits

All races will have a maximum time limit of 15 minutes per Heat race and 20 minutes per Main. This time begins when the flagger throws the initial racing green flag. Clock will stop during red flag conditions.

Race on Track Called for Time

When time is up, per the tower, the race will finish on the next incident flag or at the checkered flag. If an incident occurs that brings out the yellow or red flag, the field will be lined up in re-start order and that will be the finish of the race signified by the waving of the yellow and checkered flags together.

Race on Track Called for Rain

Races on the racing surface called for rain will move the cars to the hot chute or staging area as directed by the race director, cars will remain there until race is resumed or called. No working on cars in the hot chute during rain delay.

Rain Out of Event

For the 2016 season, there will be no makeup days for Rainouts.

It is at the discretion of the Race Director to call the race for cause. The race director will not make a final decision to cancel an event prior to 11:30 am. Rainouts are club race events that were called due to rain or other cause when no green flag was thrown for any race. No late sign-ins will be allowed after a rain out is called. Drivers signed in will receive an "attempt to race" toward year end award eligibility.

Delay

In the event the race day is delayed, the race director will have the authority to alter the number of laps to best fit in all the races.

Car Count

If car count for any given Club race day (excluding state and region events) is 51 cars or more, 1 set of heats (or qualifying) and 1 set of mains will be run. If the car count is 50 cars or less, 2 sets of heats (or qualifying and heat) and 1 set of mains will be run. The format (qualifying or heats) of each race event is determined by the season's published schedule.

Qualifying

Track records will be open at all events with qualifying format. On qualifying days; up to 5 warm up laps will be allowed, along with three laps on the clock. Track records will be timed utilizing the WQMA computer scoring system. In the event that there is a scoring or timing malfunction while a car is on the track for qualifying that prevents the car from accurately being timed during the prescribed number of laps, the car will be black flagged and brought into the hot chute. Timing of other cars in class may continue while timing issue is addressed. The car in the hot chute will be released at the discretion of the Race Director. The car will then be sent out again to start their 5 warm up and 3 laps on the clock

Points – Moving up

Drivers advancing from one division to another, **within the same engine class**, may be able to take part in the new division's point series. With regard to points, move ups are:

- drivers moving from novice to a competitive class (Novice to Jr. Honda or Sr. Honda)
- drivers moving from one division to another within the same engine class (examples: Jr. Animal to Sr. Animal, Jr. 160 to Lt. 160, Jr. 160 to Hvy. 160).

NOT considered a move up: Moving from one CLASS to another (such as: Jr. Novice to Jr. Animal, Jr. Honda to Lt. 160 or Sr. Stock to Lt. Mod) will *not* be considered a move up: the driver will enter the new class with 0 points.

In order to be eligible, drivers must move by the start of the 4th race of the series. If a driver moves up *after* the 4th race in the series, they will start with 0 points in the new class. Only one move per series allowed, and it must be at the beginning of a race event.

When a driver moves up, he will enter the new division with 1 point less than the driver with the lowest point total in the new division, who has run the same number of races.

Throw Out Race

There will be one throw out race for the 2016 season (per driver, per class). Each competitor will throw out their lowest daily points total in each class; it must be a day that other competitors scored points in that division. You cannot throw out a race in which you receive 0 points due to a Flagrant Unsportsmanlike Conduct disqualification or a Technical DQ at teardown.

A driver does not need to sign in to qualify for a throw-out race. A missed race (in a class where other competitors scored points on that race date) will automatically be used as the throw-out race for a class.

Move ups: If the driver moves up and missed a race in the old division, they will not be allowed another throw-out race in the new division. If a move up received a Flagrant Unsportsmanlike Conduct disqualification or a Technical DQ at teardown in the old division, then they will start the new division with 0 points.

Points System

For heat and qualifying point tables, please see the end of the document.

YOU WILL ONLY RECEIVE POINTS FOR THE HIGHEST MAIN THAT YOU QUALIFY FOR.

If two or more cars are disabled together and are unable to continue, the points will be added together and divided between them equally unless one of the cars receives a call for that incident in which case they will then be scored as the next car behind the others in that incident.

Flagrant black flags will be captured on scoring sheet by tower and receive no points for that race. Technical DQ's at tear down will receive no points for the entire event but will still receive credit for year-end awards. All other DQ's will result in last place points for that race. If more than one driver is disqualified in a race, then both drivers will receive last place points. For example, if two drivers are DQ'd in a race with ten cars, then both drivers would receive points for 10th place. No driver would receive 9th place points.

Only the divisions who have completed the A Mains will receive points for the event. **In the event of a tie for places at the end of the series, two equal places will be awarded. (Ex. tie

for 1st there will be 2 - 1st place awards given, and the next best finisher would receive third place). Rollover awards will be given only if the rollover occurred during a race (warm-ups and practice do not count).

Drivers who score DNS (Did Not Start) or DNF (Did Not Finish) as the result of a crash, third chargeable DOT, or any other instance identified as a DNF under QMA rules in a race will receive points according to when they drop out in relation to other drivers and will be slotted into their main based off finishing position.

DNA (Did Not Attempt) means that the qualified car was not started or pushed out from the staging area onto the track for the race. A DNA for heat races or qualifying will not receive any points. DNA in the main event will receive last place points, but only if the driver attempted to race/ qualify for that event.

Novice Class is NOT racing for points or championships. Their attendance is logged for year-end participation awards.

Awards For Points Races *(trophies given unless otherwise stated)*

A-Main Events: 1st, 2nd, 3rd, and 4th Place

B-Main Events: 1st & 2nd Place; & Ribbon for 3rd & 4th

C & Lower Mains: 1st; & Ribbon for 2nd, 3rd & 4th

Any awards for non-points races to be determined by the board.

Event awards will be given out immediately after tech is completed except in extreme circumstances as determined by the WQMA President.

Year End Awards

For a driver to qualify for year-end awards he must attempt to race 50% of the scheduled races in the class's point series.

For a division to qualify for year-end awards, that division must attempt to race at least 50% of the scheduled race events.

An "attempt to race" for an event shall be defined by either of the following scenarios:

- Car signed in and scored something other than a "DNA" for qualifying, or a heat, or a main. See definition of "DNA" under Points System.
- Car signed in and event was called on account of rain or other cause. See Rain Out of Event.

Eligibility for year-end participation awards will be defined as signing in for 50% of club races available to you as a WQMA member.

Year-end trophies and jackets will be awarded to the top four competitors in each division.

Tire Rule

All participants in all 2016 WQMA race events will be required to run a Dunlop QMA tire on the right front and on the right rear. If a car is spotted in staging with the wrong brand and or compound tire, they will be required to change to the allowed tire brand and compound before being allowed to enter the track. If a car finishes a race with the wrong brand or compound tire, then they will be DQ'd at scales and receive **zero points** for that race. All other QMA rules pertaining to tires apply. Junior Novice and Senior Novice are not required to run the Dunlop QMA tires.

At all 2016 WQMA race events all cars will be required to start their A Main event with the same right side tires that they ran during their respective heat race. For qualifying events, all cars will be required to start the A Main event with the same right side tires that they qualified with. The WQMA Tech Director and WQMA board will implement a system for marking tires at the conclusion of each heat race or qualifying session to ensure that A Main feature participants are using the same tire that was used for heat races and/or time trials. Allowances for a replacement tire can be made with prior Race Director approval in cases where a tire becomes inadvertently damaged beyond use. The replacement tire must also be a previously marked tire. Penalty for racing the A Main without the required marked tire will be considered a DQ at scales and receive last place points for that race.

Fuel

Fuel will be tested periodically at the discretion of the tech director. Mid-grade fuel must be purchased at the Shell station, at 13885 Fryelands Blvd. Monroe, WA 98272 (1/2 mile west of track on Hwy. 2, across highway and railroad from AM/PM), on all club race dates, points races or not, whether it is heat races or qualifying format. Selected station and grade shall be posted on the club website.

Sealing

Sealing will be done per QMA procedures/rules on qualifying days immediately after each car qualifies that breaks that division's track record. Those cars required to be sealed that leave the sealing area prior to getting their car sealed will receive a "no time". In Addition All these seals must still be in place when engine is teched.

Technical Procedures

The top 4 finishers in each A Main of all events will automatically be impounded to a specified holding area for Technical proceedings. Fuel will be checked on all cars before they are released. Tech teardowns will be done per QMA rulebook. All cars in impound must remain there until released by tech director; not doing so will be considered a refusal of tech. The Technical Director and one WQMA club board member will coordinate with the tower on how tech will be handled at each race. The Technical Director will draw a minimum of two divisions that will be inspected for the event in the presence of at least 1 club board member.

In addition, cars will be checked for weight and conformance with QMA rules such as nerf bars, tread width, etc., when leaving the track after qualifying/heats and main events. Do not leave scale area until you are released or you will be DQ'd.

Helmet Visors

All drivers must wear clear or amber face shields after dark, or whenever the lights are turned on. The race director shall determine specifically which race number this begins with.

REQUIRED DRIVER'S SAFETY GEAR:

- Helmet: Snell SA/SAH 2005 or SFI 24, with no cracks in face shield.
- Jacket and Pants (or full suit): SFI 3.2A/1 minimum
- Neck Collar or Hans Type collar: SFI 3.3
- Gloves: SFI 3.3/5 2 layer
- Wrist Restraints: No spec
- Shoes: No spec, just must completely cover feet
- Socks: No exposed skin when sitting in car

Points System Tables

Heats: 1 point spread per position

1st – 20

2nd – 19

3rd – 18 etc.....

Heat race line-ups to be determined by pill draw at sign-in. Driver pill draw numbers will be posted next to driver's name.

Main Event: 2 point spread per position:

A-Main: 1st - 150, 2nd -148, 3rd -146, 4th -144, 5th -142, 6th -140, 7th -138 etc.

B-Main: 5th - 130, 6th -128, 7th -126, 8th -124, 9th -122, 10th -120
(Novice Classes Start at 134)

C-Main: 5th - 118, 6th -116, 7th -114, 8th -112, 9th -110, 10th -108
(Novice Classes Start at 126)

D-Main: 5th - 106, 6th -104, 7th -102, 8th -100, 9th -98, 10th -96
(Novice Classes Start at 118)

E-Main: 5th - 94, 6th -92, 7th -90, 8th -88, 9th -86, 10th -84
(Novice Classes Start at 110)

F-Main: 5th - 82, 6th -80, 7th -78, 8th -76, 9th -74, 10th -72
(Novice Classes Start at 102)

G-Main: 5th - 70, 6th -68, 7th -66, 8th -64, 9th -62, 10th -60 etc.
(Novice Classes Start at 94)

Qualifying Points - Novice

Car Count	Position	Points
1 - 8	1	20
	2	19
	3	18
	4	17
	5	16
	6	15
	7	14
	8	13

Car Count	Position	Points
9 - 16	1	20
	2	20
	3	19
	4	19
	5	18
	6	18
	7	17
	8	17
	9	16
	10	16
	11	15
	12	15
	13	14
	14	14
	15	13
	16	13

Car Count	Position	Points
17 - 24	1	20
	2	20
	3	20
	4	19
	5	19
	6	19
	7	18
	8	18
	9	18
	10	17
	11	17
	12	17
	13	16
	14	16
	15	16
	16	15
	17	15
	18	15
	19	14
	20	14
	21	14
	22	13
	23	13
	24	13

Car Count	Position	Points
25 - 32	1	20
	2	20
	3	20
	4	20
	5	19
	6	19
	7	19
	8	19
	9	18
	10	18
	11	18
	12	18
	13	17
	14	17
	15	17
	16	17
	17	16
	18	16
	19	16
	20	16
	21	15
	22	15
	23	15
	24	15
	25	14
	26	14
	27	14
	28	14
	29	13
	30	13
	31	13
	32	13

Car Count	Position	Points
33 - 40	1	20
	2	20
	3	20
	4	20
	5	20
	6	19
	7	19
	8	19
	9	19
	10	19
	11	18
	12	18
	13	18
	14	18
	15	18
	16	17
	17	17
	18	17
	19	17
	20	17
	21	16
	22	16
	23	16
	24	16
	25	16
	26	15
	27	15
	28	15
	29	15
	30	15
	31	14
	32	14
	33	14
	34	14
	35	14
	36	13
	37	13
	38	13
	39	13
	40	13

Qualifying Points - Non-Novice

Car Count	Position	Points	Car Count	Position	Points	Car Count	Position	Points	Car Count	Position	Points
1 - 10	1	20	21 - 30	1	20	31 - 40	1	20	41 - 50	1	20
	2	19		2	20		2	20		2	20
	3	18		3	20		3	20		3	20
	4	17		4	19		4	20		4	20
	5	16		5	19		5	19		5	20
	6	15		6	19		6	19		6	19
	7	14		7	18		7	19		7	19
	8	13		8	18		8	19		8	19
	9	12		9	18		9	18		9	19
	10	11		10	17		10	18		10	19
11 - 20				11	17		11	18		11	18
				12	17		12	18		12	18
				13	16		13	17		13	18
				14	16		14	17		14	18
				15	16		15	17		15	18
				16	15		16	17		16	17
				17	15		17	16		17	17
				18	15		18	16		18	17
				19	14		19	16		19	17
				20	14		20	16		20	17
				21	14		21	15		21	16
				22	13		22	15		22	16
				23	13		23	15		23	16
				24	13		24	15		24	16
				25	12		25	14		25	16
				26	12		26	14		26	15
				27	12		27	14		27	15
				28	11		28	14		28	15
				29	11		29	13		29	15
				30	11		30	13		30	15
							31	13		31	14
							32	13		32	14
							33	12		33	14
							34	12		34	14
							35	12		35	14
							36	12		36	13
							37	11		37	13
							38	11		38	13
							39	11		39	13
							40	11		40	13
										41	12
										42	12
										43	12
										44	12
										45	12
										46	11
										47	11
										48	11
										49	11
										50	11