

# ***Race Format 2014***

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. Beginning with the second occurrence in the year, repeated late sign-in will be charged an additional \$20 per car signed in late.

## ***QMA Badges***

**QMA badges will be required in the hot chute at all club races (and 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.

## ***Work Rule***

Follow QMA National Work Rule.

## ***Track Records***

Track records will be open at all events with qualifying format; missed track record dates will not be made up. 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 electronic 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. The car will then be sent out again to start their 5 warm up and 3 laps on the clock after the last car in that division. If there are less than 3 cars left in that division then they will be sent out after waiting 60 seconds per car.

## ***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.

## ***Judges***

Judges are required to be on the judging stand prior to cars being pushed off for a race event including the warm up period. 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 the warm up period to begin; all judges must be present prior to 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.

Judging procedure 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.

## ***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.

## ***Move up Points***

Novices moving up will start with 1 point less than the last place driver in the new class with the equal number of races in the point series. Novice drivers must move up by the start of the 4th club race to participate in the point series.

Any move from one division to another in the same class, the driver will enter new division with 1 point less than the lowest point total in new division with the same number of races run. There is only one move allowed per series and the entire event must have been completed before a move is allowed. If a driver moves up after the 4th race in the series, they will start with 0 points in the new class. Therefore, if the driver wants to race for points in the new class they must move up by the start of the fourth race of the series.

## ***Rain Out of Event***

For the 2014 season, there will be no makeup days for Rainouts. Rainouts are club race events that were called due to rain or other cause when no green flag was thrown for any race.

It is at the discretion of the Race Director to call the race for cause. There will be no points awarded for races called for cause prior to the start of the race day. Scoring procedures will dictate point awards for any races already run during that day.

Refunds: For the first Rainout of the season only, racing fees will be rolled forward to the following Club Race. If that race also rains out then fees are forfeited to the club. No late sign-ins will be allowed after a rain out is called. Drivers signed in will receive credit as an "attempt to race" toward year end award eligibility. The race director will not make a final decision to cancel an event prior to 11:30 am.

## ***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.

## ***Race Day Car Count***

If car count for any given Club race day (excluding state and region events, and track record dates) is 51 cars or more, 1 heat and 1 set of mains will be run. If the cars count is 50 cars or less, 2 heats and 1 set of mains will be run.

## ***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.

## ***Throw Out Race***

There will be one throw out race for the 2014 season. Each competitor will throw out their single lowest daily point total, and it must be a day that other competitors scored points in that division and it cannot be a day where the competitor earned 0 points as the result of a DQ.

Drivers must throw out one race that they were eligible for at the time the race was completed. If the driver does not sign in and compete in all the available point earning events while they are still a Jr., one of those missed events will be their throw-out. When that driver moves up to the next division, the points computed for the new division will be based on the current standings in the new division minus what would be the existing drivers' throw-outs at the time of the move up. If the moving driver did not miss an event as a Jr., the points computed for the new division will be based on the current standings in the new division without subtracting the existing drivers' throw-outs. The moving driver who does not miss a race as a Jr. will be required to throw-out one race as a Sr.

### ***Year End Awards***

Eligibility for year-end awards will be defined as attempting to race 50% of the scheduled races in the class's point series. There must be a minimum of two cars in the division for 6 races to qualify for year-end awards. Eligibility for year-end participation awards will be defined as signing in for 50% of club races available to you as a WQMA member.

### ***Points Race Awards***

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 Points Race event awards will be given out immediately after tech is completed except in extreme circumstances as determined by the WQMA President. Any awards for non-points races to be determined by the board.

### ***Code of Conduct***

Per the WQMA By-Laws, Article 4 Removal Penalties and QMA Code of Conduct will be enforced at all events. During racing events the use of intoxicants by car owners, mechanics, pit attendants or track officials is strictly prohibited. Any member in the area of a scheduled event violating this rule will be escorted from the event and/or suspended for a period determined by the board of directors without a vote of the membership.

Any person using extreme abusive language will be levied a fine, to be determined by the board of directors and /or escorted from the event.

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.

### ***Transponders***

WQMA will use transponders and computer scoring at all club race events. There will be at least two scorers in the tower in addition to the electronic scoring in order to maintain the racing program should the system fail. Timing in will be done with transponders on track record dates. WQMA will use transponders and computer scoring at all club race events. There will be at least two scorers in the tower in addition to the electronic scoring in order to maintain the racing program should the system fail. Timing in will be done with transponders on track record dates.

Transponders can be rented for a fee of \$5 per driver, per day or \$10 per weekend. 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 club 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.

### ***Tire Rule***

All participants in all 2014 WQMA race events will be required to run a Vega MBM tire on the right front and on the right rear. Each type of required tire must be readily available to all members choosing to participate at an event. If it is not readily available, then the tire requirements may not be enforced at that event, (2011 RCP#21, paragraph 34.D). 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 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 Vega MBM tires.

At all 2014 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 a DQ at scales and receive zero points for that race.

### ***Pit Fees***

Points Races - \$20 per car  
Fun Races - \$10 per car

### ***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.

### ***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 in impound 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 that

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.

### ***Delay***

In the event the race day is delayed, the format will remain heats to be followed by main events except for qualifying days, which will remain qualifying to be followed, by main events. The race director will have the authority to alter the number of laps to best fit in all the races.

### ***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.

### ***Awards For Points Races***

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.

### ***Points System***

\*On qualifying race days, points are awarded per Attached Addendum\*

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 & Jr Classes Start at 134)

C-Main: 5th - 118, 6th -116, 7th -114, 8th -112, 9th -110, 10th -108

(Novice & Jr Classes Start at 126)

D-Main: 5th - 106, 6th -104, 7th -102, 8th -100, 9th -98, 10th -96

(Novice & Jr Classes Start at 118)

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

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

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

**The Qualifying Points Schedules and Points System can be downloaded from our Raceday/Format Page.**

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 under green flag racing conditions. (Heat or Main warm-ups 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. DNS must attempt to race.

DNA (Did Not Attempt) means that the car was not present for either the warm up or the race and/or did not attempt to start the car for either the warm up or the race. A DNA will not receive any points for the race they "Did Not Attempt." DNA'S do not apply to main events.

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



## ***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 due to inclement weather or other races not being run due to time constraints. Race order can be changed at the discretion of the Race Director prior to the start of the event or due to inclement weather.

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

## ***REQUIRED DRIVER'S SAFETY GEAR:***

- Helmet: Snell SA 2005 or SFI 24.1 or CMR2007 youth spec with a SFI 3.3 Rated head sock. with no cracks in face shield
  - Suit: SFI 3.2A/1 minimum or
  - Jacket: SFI 3.2A/1 minimum and Pants minimum denim, no pajamas or sweat pants
  - Neck 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



NON-JUNIOR CLASSES:

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

17	15	27	12
18	15	28	11
19	14	29	11
20	14	30	11
21	14		
22	13		

# JUNIOR CLASSES:

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

7	18			41	12
8	18			42	12
9	18			43	12
10	17			44	12
11	17			45	12
12	17	<b>Position</b>	<b>Points</b>	46	11
13	16	23	13	47	11
14	16	24	13	48	11
15	16	25	12	49	11
16	15	26	12	50	11
17	15	27	12		
18	15	28	11		
19	14	29	11		
20	14	30	11		
21	14				
22	13				