

**INDIANA STATE SERIES**  
**Kokomo Quarter Midget Club**  
**Round 3 & 4 - July 14 & 15, 2018**

**FEE:** Sign-In Fees (per car, per day): \$30.00

**NOTE:** 3 cars constitute a class, with exception to the Rookies. If there are less than 3 cars, the class will **NOT** run. Each driver can enter 4 cars

**FRIDAY, July 13** Parking will be under direction of club officials. No parking before Friday at Noon.  
12p.m. – 9:00 p.m. Open Practice will open once first club member arrives. Track closes at 9:00 pm.

7:00 p.m. – 8:00 p.m. **Sign-Ins:** Open (Pill draw for Heat order)  
**Safety Check:** (See details below)  
**Fuel Stop:** The designated fuel station is Speedway at State Road 931 and North Street. Purchase 89 Octane.

**SATURDAY, July 14** **ALL CLASSES WILL RUN**  
9:00 a.m. – 10:00 am **Sign-Ins:** Open (Pill Draw for Heat order)  
**Safety Check:** (See details below)  
**Practice:** Rookie Practice ONLY during this time frame

10:00 a.m. **Sign-Ins:** CLOSED – Late entrants wishing to sign in after the designated closing time will be accepted, however, entrant will start at the tail of that particular class heat race and will **NOT** receive passing points for the heat race.

10:15 a.m. **Mtg.:** Mandatory Handler/Driver Meeting - **bring race receiver with you**

10:30 a.m. **Practice & Race Day Order:** Junior Honda, Senior Honda, Heavy Honda, Red Rookie, Light 160, Heavy 160, Blue Rookie, Junior Animal, Senior Animal, Unrestricted Animal, Light WF, Heavy WF

**SUNDAY, July 15** **ALL CLASSES WILL RUN WITH NO PRACTICE ROUNDS**  
9:00 a.m. – 10:00 am **Sign-Ins:** open (Pill Draw for Heat Order)  
**Safety Check:** (See details below)

10:00 a.m. **Sign-Ins:** CLOSED – Late entrants wishing to sign in after the designated closing time will be accepted, however, entrant will start at the tail of that particular class heat race and will **NOT** receive passing points for the heat race.

10:15 a.m. **Mtg.:** Mandatory Handler/Driver Meeting (bring race receiver with you)

10:30 a.m. **Practice & Race Day Order (NO PRACTICE):** - Junior Honda, Senior Honda, Heavy Honda, Red Rookie, Light 160, Heavy 160, Blue Rookie, Junior Animal, Senior Animal, Unrestricted Animal, Light WF, Heavy WF

**\*\*\*KOKOMO AND MINI INDY OFFICIALS RESERVE THE RIGHT TO MODIFY THIS FORMAT AT ANY TIME BEFORE OR DURING RACING EVENTS\*\*\***

**PLEASE NOTE:**

- Raceceivers ARE MANDATORY and will be utilized.
- 7 cars/2 minute Practice Round by Class -Practice order (3-minute practice round depending on car count) Saturday ONLY
- A pill draw (done at sign-in) will be used to determine heat race line-ups. Based on the number of cars in the class, there will be cars transferring directly to the A Main. Subsequent cars transfer to lower mains. Passing points will be utilized to determine A Main line-ups.
- **All** classes, except Rookie, will have no more than **12** cars per race. Rookie will have no more than 6 cars per race.
- Rookie Class will also race for State points and year end awards.
- Top 3 of each class will be awarded at the end of each race day, rookies included. (Rookies not placing in top 3 will receive participation award).
- There will be a break between Practice and Heats, Heats and Lower Mains & Lower Mains and A Mains. Cars must be in the hot chute and ready to race within the determined break time.
- 1 Minute Warm Up prior to A Main races Saturday. 1 Minute Warm Up prior to all races Sunday.
- Work rule will be 5 laps after line up is good on the track.
- For all issues that arise during event – see hosting club president.
- In the event of a rain delay while cars are on the track, the drivers will be told to go to an area where their cars are in impound. The only changes that will be permitted will be checking air pressure. Once able to race again, drivers will line up using the last completed lap which is the same lap the race will start on. If any changes are needed, you must inform official before making any changes and the car will start on the tail.

**SAFETY CHECK.** All cars must have a current year USAC safety decal affixed to the car. It is the sole responsibility of the handler to ensure a safety decal is affixed to the car. If you need a decal then you must bring your car to the local designated safety director for a safety inspection. Cars will be checked for a safety decal at the scales after races. If a car does not have a safety decal, the driver will receive a DQ.

**Line Up Summary for all classes except rookies: (Note: if more than 8 cars, then an additional heat is added)**

**1-12** CAR CLASS COUNT (1 or 2 Heats, top 10 to A Main)

**13-16** CAR CLASS COUNT (2 Heats, top 6 in points to A Main; 1 lower main, transfer 4 to A Main)

**17-20** CAR CLASS COUNT (3 Heats, top 6 in points to A Main; 2 lower mains, transfer 4 to A Main)

**21-22** CAR CLASS COUNT (3 Heats, top 6 in points to A Main; 2 lower mains, transfer 4 to A Main)

**23-28** CAR CLASS COUNT (3 or 4 Heats, top 6 in points to A Main; 3 lower mains, transfer 4 to A Main)

**Line Up Summary for rookies: (Note: if more than 6 cars, then an additional heat is added)**

**1-6** CAR CLASS COUNT (1 Heats, top 6 to A Main)

**7-10** CAR CLASS COUNT (2 Heats, top 4 in points to A Main; 1 lower main, transfer 2 to A Main)

**11-14** CAR CLASS COUNT (2 or 3 Heats (max 6 cars), top 4 in points to A Main; 2 lower mains, transfer 2 to A Main)

**15-18** CAR CLASS COUNT (3 or 4 Heats (max 6 cars), top 4 in points to A Main; 3 lower mains, transfer 2 to A Main)

**19-22** CAR CLASS COUNT (4 or 5 Heats (max 6 cars), top 4 in points to A Main; 4 lower mains, transfer 2 to A Main)

Lap Counts Class	Heat Races	Lower Mains	A Mains
Rookie	10 laps	15 laps	20 laps / 10 minutes
Juniors	15 laps	20 laps	30 laps
All Others	20 laps	25 laps	40 laps

### USAC Passing Points System Breakdown

Finishing Position	Points Given	Passing Points
1	55	
2	52	1 car @ 1 = 1 pt
3	49	2 cars @ 1 = 2 pts
4	46	3 cars @ 1 = 3 pts
5	43	4 cars @ 1 = 4 pts
6	40	5 cars @ 1 = 5 pts
7	37	6 cars @ 1 = 6 pts
8	34	7 cars @ 1 = 7 pts
9	31	8 cars @ 1 = 8 pts
10	28	9 cars @ 1 = 9 pts
11	25	10 cars @ 1 = 10 pts

<b>A-Main Race Points</b>	<b>B-Main or Semi Race Points</b>
1st 50 pts	5 <sup>th</sup> 20pts
2nd 45 pts	6 <sup>th</sup> 18 pts
3rd 40 pts	7 <sup>th</sup> 16 pts
4th 38 pts	8 <sup>th</sup> 14 pts
5th 36 pts	9 <sup>th</sup> 12 pts
6th 34 pts	10 <sup>th</sup> 10 pts
7th 32 pts	11 <sup>th</sup> 8 pts
8th 30 pts	12 <sup>th</sup> 6 pts
9th 28 pts	
10th 26 pts	
11th 24 pts	
12th 22 pts	

**C-Main and Lower Race Points for all divisions** - 5 points to all cars that did not transfer past the C main  
When signing in at beginning of the race day 10 sign in points are given.

<b>DNF</b>	Did Not Finish	ALL points according to drop out/race finish
<b>DNF</b>	Mechanical (drop part)	ALL points according to drop out/race finish
<b>DNF</b>	Safety (loss of safety item)	ALL points according to drop out/race finish
<b>DNS</b>	Did Not Start	ALL points according to drop out/race finish
<b>DNA</b>	Did Not Attempt	Sign in Points, NO race points.
<b>DQ</b>	Flagrant Call	Sign in Points, NO race points.
<b>DQ</b>	Illegal (engine/tech item)	Sign in points, NO race points. Race cannot be used as a drop.

### Points for a "Rain Out Race"

1. If entire event is rained out (sign-ins have been completed) maximum points are awarded at 50 points. If sign-ins are completed and you don't sign-in, you will receive 0 points.
2. If all heats/qualifying is finished and all A-Mains are rained out, maximum points are awarded at 50 points.
3. If all heats/qualifying is finished and some A-Mains are run, while others are rained out, the A-Mains completed get points awarded as finished and the A-Mains not completed are awarded the maximum 50 points.
4. If some heats/qualifying is finished but no A-Mains are run and are rained out, maximum points are awarded at 50 points.

