

KOKOMO QUARTER MIDGET CLUB RACE SCHEDULE AND FORMAT

April 6-Rookie Day	August 10- Saturday (Day) at Terre Haute
April 7- Sunday (Day) #1	August 11- Sunday (Day) #8
April 27-Arrive and Drive	August 17- Arrive and Drive; Saturday (Night) #9
April 28-Sunday (Day) #2	August 18- Sunday (Day) #10
May 19-Sunday (Day) #3	August 31- Saturday (Day) #11
June 8/9- States Race at Mini Indy	September 1- Sunday (Day) #12
July 13/14- States Race at Kokomo	September 7/8- MWT at Kokomo
July 21-Sunday (Day) #4	October 5/6- Rain Dates
August 3-Saturday (Day and Night) #5/#6	October 12- Arrive and Drive; Fun Race (Day)
August 4-Sunday (Day) #7	October 19/20- Rain Dates

Saturday/Sunday Races

Entry fee per car/class: \$25.00

Driver sign-ins and safety: 10:00 am to 11:00 am. (Times may vary due to weather)

Handler meeting at 11:15 am

Rookie practice from 8:00 am – 10:00 am

Competitive class practice from 10:00 am – 11:00 am (No rookies on track during this time)

Saturday Night Races

Entry fee per car/class: \$25.00

Driver sign-ins and safety: 4:00 pm to 5:00 pm. (Times may vary due to weather)

Handler meeting at 5:15 pm

Rookie practice from 2:00 pm – 4:00 pm

Competitive class practice from 4:00 am – 5:00 am (No rookies on track during this time)

All class open practice until 2:00 pm

Driver and handler must be current members of USAC to race and members of KQMC to compete for championship points. Driver, handler, and car must be in compliance with USAC and KQMC safety and racing requirements to compete in events. KQMC honors all code and conducts/suspensions for all Midwest Thunder tracks/clubs. Members may practice on non-race weekends are from dawn until dusk. Fire extinguishers must be present on the track/hot chute before a driver may practice or race on the track. They are located in the shed and must be put back in the shed when completed.

RACE FORMAT: Pill draw determines placement for heat races. Main lineups will be determined based on the USAC passing points system. All cars are required to have 3 numbers attached to car, located on each side of the tail-cone, and on the left side of the car between the front tire and cockpit. A one minute warm up will be given before feature races only. Race time limits may vary, pausing for all red flag conditions.

Classes: Heat and features will run the following order, subject to change as needed: Red Rookie, Blue Rookie, Jr.Honda, Sr. Honda, Hvy. Honda, Lt. 160, Hvy. 160, Jr. Animal, Sr. Animal, Unr, Animal, Mod, World Formula. If needed, KQMC may combine any classes with 1 car per class. Both handlers and race director need to agree. OR driver can run 10 laps on their own to earn race points. Handler may receive a refund and no race points if they choose not to combine classes or race 10 laps.

Lap Count:

Class	Heat	Lowers	A Main
Rookies- Red, Blue	10	15	20
Junior- Honda, Animal	15	20	30
Senior- Honda, Animal	20	25	40
Mod, 160, WF, AA	20	25	40

Work Rule: A car involved in an incident will be given 5 courtesy laps after a lineup is established to complete work on car. Cars that enter the work area for anything other than repairs that would keep them from returning from the track, will not receive courtesy laps.

Track Fuel: 89 Octane obtained from Speedway gas station, located on 1303 N. Reed Rd. Kokomo, IN 46901. (Intersection of SR 931 and North St.) A sample of fuel may be obtained from the station prior to races to be used as a benchmark for fuel testing.

Tech/Tires: USAC tech and tire rule are enforced for all races. ALL classes are required to run Hoosier A35NY1 tires on the right side. Left side tires must be manufactured by Hoosier. The top 3 finishing cars in all main races will remain impounded in the tech area until released by the tech committee. Once a car has been released from tech, it is completely released. At no time is anyone able to go back and question the specifics of the car. While cars are in impound/tech area there will be NO work on any cars by any one. There is to be no one in the impound area until cars are released. If a handler needs anything off of a car in impound, they must first clear it with the Tech director. All cars that race and finish practice, heats race, lower main and A-Main must cross the scales. Driver must remain in their cars with all equipment on until passing through the scales. Failure to cross the scales result in a DQ and will start at the tail of feature or receive no points for the day.

Rainout/Rain Delay: If race is called before lower mains are finished for that class, everyone in that class will receive ten sign in points and forty race points for fifty total points. If lower mains are completed and A-Mains are set, then all drivers in the A-Main lineup, including the alternate, will get ten sign in points and forty race points for total fifty points and everyone that ran lower mains will get points according to finish. If A-Main is at least ½ way through and called for weather then race will be considered finished and all drivers will get points according to finish.

Points: Points awarded include sign in and feature Points.

Sign in points will be given to any car making an honest attempt to race. The board has the right to make a decision on what is an honest attempt. Driver and car must be present for one of the following; practice, heat race, lower main or main to receive points. Those that transfer from the B-Main will receive 0 points because they will receive A-Main points. C – Main and lower - 5 points for those who do not transfer past the C-Main.

A Main Race Points	
1st	50 pts
2nd	45 pts
3rd	40 pts
4th	38 pts
5th	36 pts
6th	34 pts
7th	32 pts
8th	30 pts

Awards: All drivers are allowed 3 drops (best 9 out of 12 races). Any DQ related to illegal tires, engine, fuel or unsportsmanlike conduct are not allowed to be used as a drop. Driver must attempt to compete in 50% of the scheduled club races. With the exception of the class champion, there will be no tie breakers. The tie breaker

for class champion will be based on number of A-Main wins. If there is still a tie, it will be based on second place finishes.

At the end of the season, participants can purchase the required number of races to be eligible for end of the year award. No points will be added to their season total.

CLUB MEMBER RACE DAY DUTIES

KQMC has a mandatory volunteer system. This is the minimum requirement and more help is often needed for a race day to run smoothly. Each family must sign up for these volunteer positions before you be allowed to pill draw. If a family is unable to complete the duty, it is their responsibility to find a replacement.

Race Day Opportunities: One handler or designated substitute in each family shall participate in two volunteer opportunities during the race day to compete for points and track championship. They include pit steward, race director, flagman, concessions, scoring or other tower duties. If a family does not fulfill their requirements, they will not receive sign in points and also be forced to start at the tail of one feature event during the next race day.

Race Day Track and Restroom Opening/Closing: Each KQMC family will be required to perform the open and/or close duties for the track or restrooms. There is a check list of opening and closing duties of the track that need accomplished on each race day. The number of races each family is required to do these tasks will be based on the number of member families and the number of races. If the duty is not complete, your driver will be penalized 10 points or \$10 for each event day missed.

** All racing rules, except those noted in this format, are per current USAC and Midwest Thunder rules. For a more specific explanation of rules and scoring procedures, please see the USAC rulebook and/or our detailed description of KQMC Race Day Format.*

Kokomo Quarter Midget Club

Mailing address:

6849 West Maple Grove Road Huntington, IN 46750

Track address:

1198 Hillsdale Drive, Kokomo IN

Website: www.kqmc.org