**2013 NWOQMRA Club Race Format**

* Code of Conduct will be in effect at all events and in addition:
* Verbal abuse constitutes disqualifications from that weekend’s events.
* Physical abuse constitutes disqualification from the remainder of the season.
* USAC-NWOQMRA Code of Conduct will be enforced.

**The Tech Director/Committee has the right to perform random tech inspections.**

**USAC racing rules will apply.**

Rulings will be made by: Chief Steward and Flagman

There will be 12 scheduled club points races.

10 races will count toward year-end points total.

There will be 2 throw outs.

You must run 10 races to qualify for the year end awards.

Rain outs will not be rescheduled and will not count as throw outs for year end points.

Buy-ins for awards must total 12 races. Rookie buy-ins will total 10 races.

Any of the 12 race dates can be used as throw outs with the exception of rain outs, and DQ’s.

Special event races, one per race event, will follow lap quantities as listed below and will be round robin order by class starting with Jr. Animal. Rookies do not run extended lap races.

Roll and Go Format (ready to race when taking the track)-There will be no timed warm ups prior to racing. The flagman reserves the right to allow warm up laps (untimed). If you come into the pit area you will go to the tail for the start of the race. The only exception is if you were called into the pits by a race official.

Track fuel is in effect for all races at NWOQMRA. The octane rating will be the same as required by USAC. Octane rating for 2013 is 89. The designated station is the Speedway station at the corner of Dussel and Reynolds road.

Hoosier Spec Tire rule is in effect. Hoosier tires are required on the right side only. Only **HOOSIER A35 NY1** series tires will be allowed on the right side.

**Race Order and Requirements:**

Race order will be Junior Animal, Senior Animal, Unrestricted Animal, Red Plate Rookie, Blue Plate Rookie, Senior Honda, Jr. Honda, Heavy Honda, Light 160, Heavy 160, Lt/Hvy Mod, Lt Briggs World Formula, Heavy Briggs World Formula, Light AA, Heavy AA, and Half. Race order is subject to change.

***The special feature race will be the first feature race held at each club race followed by normal race order as listed in the NWOQMRA club format****.* *There must be a minimum of two cars, except Rookie, to be run as a class at the club events.*

**Race Line Ups:**

***Friday Night Races:***

Friday races will be pill draw for heat race starting position at sign in. Numbers drawn will range between 1 and 250. Once sign ins close, heat race line ups will be listed and posted. Late sign ins will be lined up at the rear of the race.

1st heat races will line up with the lowest number pill starting 1st.

Multiple heat line ups will be in alternating fashion with the lowest number on the pole in the first heat; 2nd lowest number starting on the pole of the 2nd heat race and so on based on the number of entries. Heat races are run straight up.

Semi race line ups will be based on finishing order from the previous heat and in alternating fashion (if non-transfers from multiple heats combine number less than 9 cars for junior classes and 11 cars for senior/light/heavy/world/half classes).

Feature race line ups will be determined by coin flip (heads start straight up, tails invert) by the president and tower director after completion of all heat races. In the event of one’s absence another NWOQMRA board member will step up. First round heat transfers will either start straight up or inverted, depending on the coin flip, with semi race transfers following in the order of semi race finish to fill the field. In the case of multiple heats 1st heat transfers will start on the inside row unless the coin flip causes inversion. Semi race transfers will not be inverted regardless of coin flip. Failure to finish a heat race (when no transfer races are needed) results in starting at the tail of the feature. If the car is unable to start or drop out prior to the fall of the initial green flag, cars following that car will be crisscrossed to fill the empty position.

7 lap rule under yellow flag. Once the lineup is good on the track from the tower, chief steward will count down to car or cars in the pits until one to go is given.

New car numbers will be required for each race matching starting position.

***Saturday Races:***

**Saturday**  races will be qualifying races. Qualification times set the order for heat races only. Heat races will be run straight up.

Pill draw will occur at sign in to determine qualifying order (lowest number qualifies first). Numbers drawn will range between 1 and 250. Once sign ins close, heat line ups will be listed and posted. Sunday entries will be accepted on Saturday. Late sign ins will be given a no time and will line up at the rear of their heat race (determined by the number of entries).

1st heat races will line up with the fastest qualifier starting 1st.

Multiple heat line ups will be in alternating fashion with the fastest qualifier on the pole in the first heat; 2nd fastest qualifier starting on the pole of the 2nd heat race and so on based on the number of entries. Heat race line ups will be straight up.

***Sunday Races:***

**Sunday** races will be pill draw for heat race starting position at sign in. Numbers drawn will range between 1 and 250. Once sign ins close, heat race line ups will be listed and posted. Late sign ins will be lined up at the rear of the race.

1st heat races will line up with the lowest number pill starting 1st.

Multiple heat line ups will be in alternating fashion with the lowest number on the pole in the first heat; 2nd lowest number starting on the pole of the 2nd heat race and so on based on the number of entries. Heat races are run straight up.

Semi race line ups will be based on finishing order from the previous heat and in alternating fashion (if non-transfers from multiple heats combine number less than 9 cars for junior classes and 11 cars for senior/light/heavy/world/half classes).

Feature race line ups will be determined by coin flip (heads start straight up, tails invert) by the president and tower director after completion of all heat races. In the event of one’s absence another NWOQMRA board member will step up. First round heat transfers will either start straight up or inverted, depending on the coin flip, with semi race transfers following in the order of semi race finish to fill the field. In the case of multiple heats 1st heat transfers will start on the inside row unless the coin flip causes inversion. Semi race transfers will not be inverted regardless of coin flip. Failure to finish a heat race (when no transfer races are needed) results in starting at the tail of the feature. If the car is unable to start or drop out prior to the fall of the initial green flag, cars following that car will be crisscrossed to fill the empty position.

7 lap rule under yellow flag. Once the lineup is good on the track from the tower, chief steward will count down to car or cars in the pits until one to go is given.

New car numbers will be required for each race matching starting position.

**Rookie Format:**

1-8 cars One Heat with all cars transferring to feature.

9-16 cars Heats divided equally with larger car count in the 1st heat when there are an odd number of entries. Maximum of 8 cars per race. There are no semi transfer races. Feature line up (straight up or inversion) will depend on the coin flip.

15 Lap Heat Races/25 Lap Feature Races

**Junior Classes:**

1-9 cars One heat with all cars transferring to feature (9 cars are the maximum number of cars permitted and is only to be used when the total entries equal 9)

10-14 cars Two heats, top three from each transfer to the feature. Remaining cars combined in alternating fashion as indicated above in a “B” semi race with the top two finishers transferring to the tail of the feature.

15-16 cars Two heats, top two from each transfer to feature. Non-transfer heat #1 cars to the “B” semi race and heat #2 cars to the “C” semi race. Top two finishers from the “B” and “C” semi races transfer to the tail of the feature in alternating fashion.

17-22 cars Three heats, winners from each heat transfer to the feature. Non-transfer cars from each heat are combined in alternating fashion to form the “B” and “C” semi. “B” and “C” semi race winners transfer to the tail of the feature.

23-24 cars Three heats, winner from each heat transfer to the feature. Non-transfer heat #1 cars transfer to the “B” semi, heat 2 cars transfer to the “C” semi, heat #3 cars transfer to the “D” semi. Top 2 finishers from the “B” and “C” semi races transfer and winner only of the “D” semi transfer to the tail of the feature.

25-28 cars Four heats, winner from each heat transfers to the feature. Non-transfer cars from each heat race are combined in alternating fashion to form a “B”, “C”, and “D” semi race. Top 2 from the “B” semi race transfer and the winners only of the “C” and “D” semi races transfer to the tail of the feature in alternating fashion.

15 Lap Heat Races/25 Lap Semi Races/30 Lap Feature Races/40 Lap Special Event Races

**Senior/Light/Heavy/World/Half Classes:**

1-11 cars One heat with all cars transferring to feature (11 cars are the maximum number of cars permitted and is only to be used when the total entries equal 11)

12-16 cars Two heats, top three from each transfer to the feature. Remaining cars combined in alternating fashion as indicated above in a “B” semi race with the top four finishers transferring to the tail of the feature.

17-20 cars Two heats, top three from each transfer to feature. Non-transfer heat #1 cars to the “B” semi race and heat #2 cars to the “C” semi race. Top two finishers from the “B” and “C” semi races transfer to the tail of the feature in alternating fashion.

21-26 cars Three heats, top two from each heat transfer to the feature. Non-transfer cars from each heat are combined in alternating fashion to form the “B” and “C” semi. Top two finishers from the “B” and “C” semi race winners transfer to the tail of the feature.

27-30 cars Three heats, top two from each heat transfer to the feature. Non-transfer heat #1 cars transfer to the “B” semi, heat 2 cars transfer to the “C” semi, heat #3 cars transfer to the “D” semi. Top 2 finishers from the “B” and winners of the “C” and “D” semi transfer to the tail of the feature in alternating fashion.

31-34 cars Four heats, winners from each heat transfer to the feature. Non-transfer cars from each heat race are combined in alternating fashion to form a “B”, “C”, and “D” semi race. Top 2 from the “B”, “C”, and “D” semi race transfer to the tail of the feature in alternating fashion.

35-40 cars Four heats, winners only from each heat transfer to the feature. Non- transfer cars from each heat are combined in alternating fashion to form “B”, “C”, “D”, and “E” semi races. Top two finishers from the “B” and “C” semi races and winners only from the “D” and “E” semi races transfer to the tail of the feature.

20 Lap Heat Race/30 Lap Semi Races/40 Lap Feature Races/50 Lap Special Event Races

**Points:**

No points will be awarded in Rookie Classes.

Awards will be given to the top 3 finishers of each class at club point races.

All entries receive 5 sign in points. Must be present and present car with driver, and make an attempt for practice, qualifying, heat or feature to receive sign in points at all club point races.

**Feature Races:** **Transfer Races:**

 (Non-Transfers Only)

1st 22pts 1st non transfer 10pts

2nd 20 2nd 9

3rd 18 3rd 8

4th 17 4th 7

5th 16 5th 6

6th 15 6th 5

7th 14 7th 4

8th 13 8th 3

9th 12 9th 2

10th 11 10th 1

11th 10

There are no additional points given for qualifying or heat races.

**Exceptions:**

DNA- (Did not take green flag in heat race) Sign in points only

DNS- (Took the green flag in the heat race) All points according to drop out/race finish

DNF- All points according to drop out/race finish

DNF- 3 DOT’s- All points according to drop out/race finish

DQ- Illegal (engine/Tech) Sign in points only

 Calls- Sign in points only

 Mechanical (drop parts) All points according to drop out/race finish

 Safety (loss of safety item) All points according to drop out/race finish

 Light- Sign in points only

There will be no tie’s for placement. If a tie is present, the number of 1st place finishes will break the tie. If there is still a tie, then the number of 2nd place finishes will break the tie. If there is still a tie in effect, then the respective finishes (ie 3rd, 4th, 5th, ect) will be tallied until there is no tie.

NWOQMRA will qualify for Saturday Club Points Races (except for Club Race #9)

Roll and Go Format

Timed warm up laps to be based on Flagman Discretion

Club Point Races will have a designated class to run additional laps for a “Special Feature”.

For more information, please visit [www.nwoqmra.org](http://www.nwoqmra.org) or contact Jason Sprague, club President or Tim Martell, club Vice-President.

The track is located at the northwest corner of the Lucas County Rec Center on Key Street in Maumee, OH.

***Times for Club Points Events:***

**Friday, June 14th Race: Saturday Races:**

**Sign Ins 5:00-5:45 PM** Controlled Open Practice 10-11:30 AM

Handler’s Meeting 5:45 PM Sign Ins 10:30-11:30

Racing 6:00 PM Rookie Practice 11:30-12:00

**Track will be open to NWOQMRA Members** Qualifying 12:00-1:00 PM

**until 5:45 PM for practice.** Handler’s Meeting 1:00-1:30 PM

Racing 1:30 PM

**Saturday, September 28th Race Club Race #8 and #9:**

Controlled Open Practice 10-11:30 AM

Sign Ins 10:30-11:00

Rookie Practice 11:30-12:00

Qualifying 12:00-1:00

Handler’s Meeting 1:00-1:30

Racing 1:30

1 hr break following initial feature races.

A 2nd full set of feature races will be run Saturday evening.

These features will be lined up based on pill draw at sign in.

**Sunday Club Races:**

Controlled Open Practice 9:00-10:00

Sign Ins 9:30-10:00

Rookie Practice 10:00-10:30

Handler’s Meeting 10:30-11:00

Racing 11:00 AM

**Times will be different for the MWT, and Tri-City/Glass City Memorial Races.**

**NWOQMRA reserves the right to change race times!**