



Capitol Quarter Midget Association

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Rio Linda, CA 95673

www.capitolqma.com

Dirt Shootout Rules 2010

All current QMA rules, regulations, specifications, scoring procedures, flagging procedures, judging procedures, national work rule, tech procedures, and code of conduct rules at local and regional level shall apply.

All participants at Dirt Shootout Races must use mid grade fuel acquired from the Vallerio Station on Dry Creek Road.

FACILITY RULES: No dumping of hazardous waste is allowed at the facility. Hazardous waste is defined as but not limited to oil and oil containers, tires, fuel and fuel containers. No dumping of RV waste is allowed. Penalties and clean up fees may be assessed by the CQMA Board.

All pits must have a working fire extinguisher. All pits must use a pit mat to collect fuel and oil leaks in their pit area.

The following may result in suspension of race day activities by the Track Director or a member of the CQMA Board of Directors

- Operation of any vehicle other than a quarter midget by an unlicensed driver on CQMA's facility
- Unsafe operation of any vehicle (car, tow vehicle, 4-wheeler, quarter midget, etc) on CQMA's facility

SIGN IN: Fees are \$25.00 per car for Novices and \$30.00 per car for all others. Friday sign-ins will be 7:00pm until 8:00pm with safety verification pending. Safety sheets for any cars requiring them must be turned in Saturday morning for registration. Saturday sign-ins will be from 7:00 a.m. until 8:15 a.m. All sign-ins at each event will be by pill draw. Any late sign-in must be present (both car and driver) by the time the first heat in the class starts and will start at the back of Heat 1. All returned checks will incur a \$25.00 service charge.

PIT MEETING: Pit Meeting will be at 8:30 a.m.

WORK AREA: The work area is defined as the hot chute.

RACE START: Racing begins at 9:00 a.m. Novices must be ready to be pushed out at 9:00 a.m. If Novices have not been pushed out on the track by 9:30am., then we may go to a 1 Heat, 1 Main racing format for that racing day.

TRACK PREPARATION/PRACTICE: All novice drivers will participate in packing of the track before the first event. Packing of the track will be considered the start of the novice event. Any novice cars unable to participate in packing of the track may not be able to participate in the Heat 1 race.

For pill draw races there will be a five minute practice before Heat 1 (*except for the novice classes*). Three minutes **above** the practice cones and two minutes without the cones. At the end of the practice period the yellow flag will be thrown, all cars must be on the track within one minute to retain their starting positions. Any car not on the track at the expiration of the one minute time limit will go to the back of the pack. Handler adjustments to cars can be made at any time during the six minute period. Heat 1 lineup begins immediately after the end of the adjustment period. At the discretion of the Track Foreman the practice session can be adjusted.

LINE-UPS/RACE STARTS: Novices will be lined up on the front straight at the flag stand for all races. If after pushing Novices off no line-up is achieved after 5 laps, the flagman will throw the red flag and handlers will line up cars again. The same applies to restarts.

All initial starts will be rolling double file starts. The “one to go” signal may be shown on the initial green only.

EVENTS, TIME AND CLASS SIZE: Saturday races will be two Heats and Mains. Sunday races will be 1 Heat and Mains. If the first race of each race day is not started by 9:30 am then that day’s racing format may default to the 1 Heat and Mains format.

If there are 9 or more Jr’s signed in, two heats will be run. If there are 11 or more Sr’s, two heats will be run. If there are only 9 Jr’s or 11 Sr’s signed in all signed in cars will run the Main Event.

There will be two race dates that will be Qualifiers. These race dates will include a full round of practice, qualifying and races lined up in qualifying order, setting 6 Jr’s and 8 Sr’s in the main (fast time to the back) and transferring 2 cars from lower mains.

In the event that a race day is running late an adjustment may be made in the race order to insure that Jr Classes are not pushed off after 8 PM.

There must be 2 cars in the same division to make up a class. If there is only 1 car in a division there will be no points awarded for that car/class. Race length and time limits are as follows:

Event	Length	Time Limit
Heats (All Classes)	15 laps	10 minutes
Consi	15 laps	10 minutes
Semi	20 laps	15 minutes
Jr. Novice Main Events	20 laps	15 minutes
Sr. Novice Main Events	25 laps	15 minutes
All Other Main Events	30 laps	20 minutes

COURTESY LAPS: Up to 3 laps – one time per car per race only. Courtesy laps will start once the flagger has the cars on the track lined up and signals the tower to begin counting laps.

HEAT RACE AND MAIN EVENT LINE-UPS:

2 Heats and Mains:

Heat 1 will be lined up according to pill draw at sign-in. Lowest number to the front.

Heat 2 line up will be inverted from points accumulated in Heat 1. DNF, DNS and DQ's will go behind all cars that finished Heat 1. High points to the back, but in front of DNF, DNS and DQ's.

Main Events will be lined up by total points awarded from Heat 1 and Heat 2 with high points to the back, but in front of Heat 2 DNF, DNS and DQ's, in that order. Ties will be broken by the day’s pill draw with the low pill going first.

JUDGES: There will be a minimum of 3 judges per race. One judge will be designated as the Head Judge. Races with 3 cars or less may proceed with 1 experienced judge. The track director and the flag person will assist the judge in these races.

TECH: All participants are subject to technical inspection at the discretion of the Tech Director. First, second and third place cars from A-Main in all classes will be impounded after their Main. Two classes will be pulled for tech by the Tech Director.

TRANSFER FROM NOVICE / TRANSFERS DUE TO AGE: When transferring from Novice or from Jr. to Sr. the driver will carry forward points to 5 points below the last place car in points who has run the same number of races as the transferring driver. (For example: A Junior Novice is moving up to Jr. Honda and he has 60 points. The last place car with the same number of races in Jr. Honda has 50 points, then the transferring driver will move up with 45 points).

ROOKIE OF THE YEAR: Novices will be eligible for Jr. Rookie of the Year and Sr. Rookie of the Year in the year in which they graduate to a competitive class. It is the responsibility of the handlers to notify the Points Director of rookie eligibility. Upon moving to a competitive class rookies will be required to run a “rookie ribbon”. Rookie of the year will be based on the improvement of the driver, the attitude of the driver, the ability to take a clean pass and smoothness. Rookie of the Year will not be based on who moved up first, number of wins, and/or who has the most points. Rookie of the Year voting will take place immediately after the last race of the year. The votes will be given to the President who will not reveal the results until the year end Awards banquet. If a Board Member or the President has a driver eligible for Rookie they must designate an alternate.

RACE DAY AWARDS: All Novices will receive participant trophies. All other classes will receive trophies for 50% of the class up to 4th place for the A-Main. Heat Race winners and fast times will receive an award.

POINT STRUCTURE

Points Awarded								
	SATURDAY RACES				SUNDAY RACES			
	2 HEATS - MAIN				QUALIFYING or 1 HEAT - MAIN			
Place	Heat	Semi (Jr)	Semi (Sr)	Main Event	Qualifying or Heat	Semi (Jr)	Semi (Sr)	Main Event
1 st	15	Xfer to Main	Xfer to Main	50	30	Xfer to Main	Xfer to Main	50
2 nd	14	Xfer to Main	Xfer to Main	48	28	Xfer to Main	Xfer to Main	48
3 rd	13	34	30	46	26	34	30	46
4 th	12	32	28	44	24	32	28	44
5 th	11	30	26	42	22	30	26	42
6 th	10	28	24	40	20	28	24	40
7 th	9	26	22	38	18	26	22	38
8 th	8	24	20	36	16	24	20	36
9 th	7	-	18	34	14	-	18	34
10 th	6	-	16	32	12	-	16	32

POINTS: Points will be posted on the CQMA website with 7 days of DSO races. Questions on the point standings must be made in writing (or e-mail) to the Tower Director or they will be final as posted.

DIRT SHOOTOUT YEAR-END AWARDS: In order to receive awards at the end of the year you must race 9 of the 12 Dirt Shootouts. Champions of each class will receive a jacket at the year-end banquet (*Novices do not receive jackets. They receive a participant trophy*). Jr. Rookie of the Year and Sr. Rookie

of the Year will also receive a jacket at the banquet.

SERIES TIE BREAKERS

In the event of a tie within a class/division for the overall championship, the tie will be broken in the following order:

1. Greatest number of main event wins in the series.
2. Greatest number of 2nd place main event finishes in the series.
3. Greatest number of 3rd place main event finishes in the series.
4. Greatest number of 4th place main event finishes in the series.
5. Greatest number of heat race wins in the series.

THROW-OUT / BONUS POINTS: For 2010, there will be two throw outs and **no bonus or sign-in points** awarded.

MANDATORY WORK HOURS: All **MEMBERS AND NON-MEMBERS** running the Dirt Shootout series are required to work a total of **20 HOURS** during Capitol's racing season to receive year-end awards. (Work hours are credited for flagging, track directing, snack bar help, tower help, sealing cars, working the scales, pit steward, etc. Judging does not count toward work hours.) You must work 10 hours the first half of the racing season and 10 hours the second half. A drawing for one DSO race sign in will be held at the close of each general membership meeting. Must be in attendance to be eligible for drawing.

WORK PARTIES - Those member and non-member families who attend a work party will be given a \$5.00 per car credit toward sign in for a DSO race. Handlers unable to attend work parties or complete work hours must contact the Track Foreman or Race Director to make arrangements before the scheduled event if they wish to get credit for work party hours. At each work party a drawing will be held of those families in attendance. The winner will receive 1 work party coupon. A list of work party credits will be provided to sign-in.

DISQUALIFICATIONS - POINTS

Points where you go out of the race – scored as a DNF

- | | | |
|--|---|------------------|
| 3 DOT's | 2 Calls | Liberating fluid |
| Safety gear falling off | Liberating parts that cannot be replaced during courtesy laps | |
| Suit up, strap in, push off, fire or not (this is a DNF) | | |

Last place points for the race (more than one car in a race may receive last place points)

- Light at the scale after racing
- Tech DQs (any tech DQ that does not result in at least a 30 day suspension)

ZERO Points

- Flagrant DQ call
- Call on the last lap
- Tech DQ's that result in a suspension of 30 days or more (**May not be used as a throw out race**)
- All other DQ calls (signaling, working of the car on the track, etc)

Fuel

Fuel may be checked at any time at the direction of the Tech Director. Fuel found to be illegal will result in the loss of points for that day's races up to the point of the fuel check.

RAIN DATES

Any Dirt Shoot Out date that must be canceled due to weather will be called (canceled) no later than noon, on the Friday preceding the race. The decision to cancel the race will be based on the best forecast available at that time. Races that have not been canceled by noon on Friday and find rain on Saturday morning will be considered canceled if cars cannot be on the track by 10:30 a.m.

Events rained out prior to the completion of the heat races, will be considered canceled and rescheduled to a full event.

Race events affected by weather midway through the program will be considered a completed event if all classes present have completed their heat races. In this case, only heat race points will be awarded to the driver's points total for this event.

If a majority of the main events have been completed, the event will be considered complete and points will be awarded according to the point table to drivers in those classes completing their main events. Drivers of classes that did not complete a main event, will be each be awarded first place points provided they meet the requirement to establish a class

Canceled races will be rescheduled to the next available rain date.

**RACE DAY FORMAT CAN BE CHANGED AT ANY RACE BY THE MAJORITY OF THE COMA
BOARD OF DIRECTORS AND OFFICERS PRESENT AT THE RACE**