



Capitol Quarter Midget Association

P.O Box 948

Rio Linda, CA 95673

www.capitolqma.com

2018 Dirt Shootout Rules

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 CQMA Dirt Shootout Races must use mid-grade fuel acquired from Stop & Shop (Valero) – 6007 Dry Creek Rd (Dry Creek & E St) Rio Linda

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.

To limit injuries, facilities damage, and lost personal property, rip riders, bikes, razors, scooters, big wheels, etc. are not allowed on any official surfaces, including but not limited to: the track, on chute, hot chute, around or in the scale house, tech shed, walkway from tower to on chute, and tower/snack bar area, during the entire race weekend – from sign-ins on Friday through trophy presentation on the final day of the race weekend. If observed in violation, the equipment will be stored by CQMA for the duration of the race weekend.

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.

There will be a \$10 facility fee, per DSO race weekend for the use of electricity. If user causes a breaker to trip more than once in a weekend, the user will be unplugged and no refund will be made.

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

DOG POLICY:

Members are discouraged from bringing dogs to any 2018 Dirt Shootout Races. Owners must be in control of and are responsible for their dogs at all times. Must be leashed or kenneled at all times.

Members out of compliance with this policy will be addressed by CQMA Board Member(s) and severe violation can result in the member driver(s) being removed from the race day activities and the member(s) asked to leave the facility.

This policy is the result of communications with our insurer, K&K Insurance, indicating that we are not covered for damages resulting from any dog-related issues.

SIGN IN:

Fees are \$25.00 per car for Novices, \$30.00 for all others.

Anyone that expects to be in the racing area (including, but not limited to the on-chute, hot pit, scale house, corner worker stand, flagstand, racing surface) must be a valid 2018 QMA member, sign the race day waiver and display the proper wristband; this includes handlers, drivers and non-drivers.

All Full, Alternate Handler and Associate members that sign in to a DSO race must have a completed CQMA Rule Package Receipt Form on file with CQMA.

Novice cars must have a safety sheet completed at each event prior to signing in. All other cars must have a safety sheet completed prior to the first time the car/driver combination competes in a 2018 DSO event; and it will be kept on file with the Tower Director.

Friday sign-ins will ONLY be used if the CQMA Board of Directors decides they are necessary and will be 6:00pm 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 8:30 a.m.

Sunday sign-ins will be from 7:00 am until 8:30 am.

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 both Heats.

All returned check will incur a \$25.00 service charge each. Check must be cleared and service fee paid before racing.

A \$5.00 work credit will be given to each full Member that attends a work party. The work party credit can be used for one car/division entry at a 2018 DSO race. Work party credit is transferable.

Classic Classes: There will be two "Classic" Classes run at CQMA in 2018: Classic Stock and Jimmy B. All QMA and DSO Rules except as noted below will apply to these classes.

Classic Stock

- Non-ported
- Timing will be 90-105 degrees
- Battery and coil-no electronics
- Each motor will have a 660 restrictor plate on intake, no plate on exhaust.
- Carb will be the EC Carb
- QMA weight and rules, with exception of the exhaust plate.

Motors to be sealed with a wire through head-carb-timing or by a method approved by the CQMA Tech Director.

If one ported stock signs in it will run with the Classics, starting at the back. Classics and Ported Stocks will be scored, pointed and awarded separately and per DSO Rules. If two or more ported stocks sign in, they will run a separated race per DSO Rules.

Jimmy B

- This is a points class
- *QMA Rules apply*
- Medallions for top 3 at DSO races
- Drivers running a minimum of 6 DSO races will receive a B class jacket at end of season instead of trophy. Class Champion will receive a Champion jacket.

PIT MEETING: Pit Meeting will be at 8:45 AM. (All Novices are to bring car to pit meeting)

WORK AREA: The work area is defined as the pit area in a pit box, not in the lane.

TRACK PREPARATION/PRACTICE/RACE START:

Racing/Practice begins at conclusion of the Pit Meeting.

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 and handlers unable to participate in packing of the track will result in having the car start in the back of every race for that race day.

Qualifying/Non-Qualifying Format:

There will be a full round of practice before qualifying/heats. 2 minutes above the cones at the discretion of the Track Director, followed by a 3 minute round of practice with no cones. A yellow flag will be thrown at the end of the practice period, and all cars must exit the track.

There will be a 5 green lap warm-up period before the Heat races with no adjustment period. The flagger will throw a yellow flag to indicate the end of the warm-up period, followed by the single file call for line-up.

All Race Days: Novices will be given time to clean the cars after packing and to affix car numbers; race order may be adjusted to allow adequate time should there be a lot of mud on/in the cars.

RUNNING ORDER: Race days will run in QMA running order.

LINE-UPS/RACE STARTS:

Novice Races: Novices will be lined up on the front straight at the flag stand for all races. If no line-up is achieved within 5 laps after pushing Novices off, for starts and re-starts, the flagman will throw the red flag and handlers will line up the cars again. The “one to go” signal will be shown on all starts and restarts.

All other classes: All initial starts will be rolling double file starts. The flagger will display rolled yellow and green flags together indicating a call for line-up in single file. The flagger, once proper line-up has been attained and for initial starts, will display rolled yellow and green flags in a separated drumming motion to indicate the cars should form up double file. Cars in the pits must be past the "Out Late Line" before the call for line-up in order to maintain their starting position. The “one to go” signal will be shown on all starts and restarts.

Handlers of the cars starting in racing position one and two will report to the corner worker stand between turns one and two (far end). Handlers of the cars in the last two racing positions will be corner workers in turns three and four (pit end).

- If unable to complete corner worker responsibilities, handler must find alternate handler to cover and notify Race Director of change.
- Corner workers will wear safety vests provided by CQMA race officials; or at the Track Director discretion, high visibility colored shirts (safety color) may be worn.

EVENTS, TIME AND CLASS SIZE:

- Pill draw will be performed by having drivers pull a numbered pill for each class/car they run at sign-in for that event in front of sign-ins.
- Prior to practice 2 minutes above the cones may be required at the discretion of the Track Director

Qualifying Format:

- 1 full round of Practice (3 min.), Qualifying, 1 set of Heats, Lower Mains and Mains.

Non-Qualifying Format:

- 1 full round of Practice (3 min.), 1 set of Heats, Lower Mains and Mains.
- Qualifying races will be run following “Grands Format”.
- The race timer/clock will start when the initial green flag is waved.
- The race timer/clock will only be stopped for all red flags.
- The Flagger may red flag the race if a lineup has not been determined/displayed in the tower window within 5 yellow flag laps after stopped cars are under power or removed from the racing surface.
- The Flagger may red flag the race if a lineup has not been attained within 5 laps after a lineup has been determined/displayed in the window.

If there are 10 or more cars (9 or more for Junior Divisions) signed in, the division will be split into two or more heats.

If there are 11 or fewer cars signed in all signed in cars will run the Main Event.

If there is only one car in a class/division you must qualify at qualifying events and run a minimum of ten (10) laps in all heats and mains to qualify for points.

Race length and time limits are as follows:

Event	Length	Time Limit
Heats (All Classes)	20 laps	20 minutes
Consi	20 laps	20 minutes
Semi	30 laps	30 minutes
Jr. Novice Main Events	20 laps	20 minutes
Sr. Novice Main Events	25 laps	25 minutes
All Other Main Events	40 laps	30 minutes

COURTESY LAPS: Up to 5 laps – one time per car per race only. Courtesy laps will start once the cars are in the proper line-up positions. Courtesy laps may be used before the initial green. If an entire field of cars attempt to use courtesy laps at the same time, the tower will set a timer for one minute when the last car enters the hot chute. At the end of one minute time will be called. Any car not on the track will not be allowed to rejoin the race and will receive a DNF.

HEAT RACE AND MAIN EVENT LINE-UPS:

Pill Draw Qualifying, Heats and Mains:

Line ups will be according to qualifying results for qualifying races and by pill draw at sign-in for non-qualifying races.

Lower Mains will be lined up by points from the Qualifying/Heat races – highest points to the front, in front of any Heat race DNF, DQ, and DNS drivers. Ties will be broken by the day’s pill draw with the lowest pill draw going first. Top two finishers will transfer to the next main. There will be no 'X' car.

Main Events will be lined up by total points awarded from the Qualifying/Heat races. The top 5 cars will transfer directly to the main, with high points to the back but in front of any Heat race DNF, DQ, and DNS drivers. Ties will be broken by the day’s pill draw with the high pill going first.

Inverts:

Qualifying Format:

- Heats will be determined by Qualifying results (quickest to slowest) with a 5-car invert. Cars that don't qualify will line up by pill draw with the lowest pill number in the next highest available position and then by increasing pill number.
- A-Main lineups will be determined by combined Qualifying/Heat race totals, highest to lowest total with a 5-car invert.

Non-Qualifying Format:

- Heat Race will be determined by pill draw with the lowest pill number on the pole and then by increasing pill number.
- A-Main lineups will be determined by Heat race totals, highest to lowest with a 5 car invert.
- For example, an 11-car A-main would have the following lineup:

<u>ROW</u>	<u>INSIDE LANE</u>	<u>OUTSIDE LANE</u>
1	5th highest point total	4th highest point total
2	3rd highest point total	2nd highest point total
3	1st highest point total	6th highest point total
4	7th highest point total	8th highest point total
5	9th highest point total	10th highest point total
6	11th highest point total	

Qualifying Races:

Qualifying races will be set up following Grands Format per the QMA rule book.

JUDGES: There will be a minimum of 3 judges for races of 4 cars or more for all classes. One judge will be designated as the Head Judge. Races with 3 cars or less may proceed with two judges.

TECH: All participants are subject to technical inspection at the discretion of the Club Tech Director. First, second and third place cars from A-Main in all divisions will be impounded after their Main. At the end of the race day, two classes will be pulled for tech by the Club Tech Director. Cars, carts and their contents must not be moved or touched while in impound without prior Tech or CQMA Board Member approval.

Championship motors for all classes are subject to technical inspection prior to the awarding of year-end ranking.

NOVICE SAFETY REQUIREMENT: ALL Novice drivers shall wear a clear visor only unless you have a doctor's note stating the need for a tinted visor.

NOVICE MOVE UPS / TRANSFERS DUE TO AGE: When transferring from a lower to a higher division, driver will be assigned 5 points less than the last place points for the division he is transferring into for each race he has run. (For example: A Junior Novice is moving up to Jr. Honda - and he has run DSO Jr. Novice races 1, 2 and 4. When he transfers, he will be assigned 5 points less than the last place Jr. Honda points for the Jr. Honda races that ran on the same days as the completed Novice races.)

Novice Committee to determine if Super Novice class will run. Novice may run up to three (3) Super Novices races.

ROOKIE OF THE YEAR:

To be eligible for Rookie of the Year, driver must be a full CQMA member or associate CQMA member in good standing. Novices will be eligible for Jr. Rookie of the Year, Sr. Rookie of the Year or Hvy. Rookie of the Year in the year in which they graduate to a competitive class at a CQMA DSO. It is the responsibility of the handlers to notify the

Sign-In Coordinator and Tower Director of the intention to run for Rookie of the Year. Rookie eligibility will be confirmed by the Training Director, Sign-In Coordinator and Tower Director. Upon moving to a competitive class, rookies will be required to run a "rookie ribbon".

- Rookie of the Year will be the driver with the highest points out of 6 DSO in Junior Honda (Jr. Rookie of the Year) and Senior Honda (Sr. Rookie of the Year), and Heavy Honda (Hvy. Rookie of the Year) races.
- Must run six (6) of the ten (10) CQMA DSO races in Junior Honda (Jr. Rookie of the Year), Senior Honda (Sr. Rookie of the Year) or Heavy Honda (Hvy. Rookie of the Year).

RACE DAY AWARDS: All Novices will receive participant trophies. All other classes will receive trophies for 1st through 3rd for the A-Main. Fast Qualifiers and Heat Race winners will receive an award.

POINT STRUCTURE:

Quantifying Format

Place	Heat	Semi Main	Main Event	Qualifying Points
1 st	15	Xfer to Main	50	15
2 nd	14	Xfer to Main	48	14
3 rd	13	30	46	13
4 th	12	28	44	12
5 th	11	26	42	11
6 th	10	24	40	10
7 th	9	22	38	9
8 th	8	20	36	8
9 th	7	18	34	7
10 th	6	16	32	6
11 th	-	-	-	5
12 th	-	-	-	4
13 th	-	-	-	3
14 th	-	-	-	2
15 th	-	-	-	1

Non-Quantifying Format

Place	Heat	Semi Main	Main Event
1 st	30	Xfer to Main	50
2 nd	28	Xfer to Main	48
3 rd	26	30	46
4 th	24	28	44
5 th	22	26	42
6 th	20	24	40
7 th	18	22	38
8 th	16	20	36
9 th	14	18	34
10 th	12	16	32
11 th	10	-	30
12 th	-	-	-
13 th	-	-	-
14 th	-	-	-
15 th	-	-	-

POINTS: Points are awarded for competitive classes only! Novice is not a competitive class. Points will be posted and Novice participants will be listed on the CQMA website within seven (7) days of DSO races. The Tower Director is responsible for supplying the points to the Webmaster for posting. Questions on the point standings must be made in writing (or e-mail) to the Tower Director within three (3) days of posting or they will be final as posted.

DIRT SHOOTOUT YEAR-END AWARDS:

A driver must **race** 6 of the 10 Dirt Shootouts in the same class in order to receive awards at the end of the year. (*Novices that don't run at least 6 DSO races may purchase an end of season trophy) Champions of each division will receive a jacket at the year-end banquet, unless otherwise stated in the DSO Rules. (*Novices do not receive jackets because they are not a competitive class, they receive a participant trophy). Rookies of the Year (Jr , Sr and Hvy) will receive a jacket at the year-end banquet. You must work 5 work parties by the last DSO or pay the club \$250.00 buy out to receive end of season trophy.

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:

- For 2018, there will be 2 throw outs.

CLUB MEMBER PARTICIPATION COMMITMENT: All Full CQMA MEMBERS are required to participate in RACE DAY WORK HOURS and WORK PARTIES.

MANDATORY RACE DAY WORK HOURS: All Full CQMA MEMBERS running the Dirt Shootout series are required to sign up for a position that they will work for the season (if you don't sign up for a position one will be appointed to you). If you are unable to attend a race inform the Tower Director so your position can be covered for the event. The Tower Director may fill empty spaces in the schedule. (Race day work hours are credited for sign-in, safety, flagging, track directing, snack bar help, tower help, sealing cars, working the scales, pit steward, facility clean up, etc. (Judging does not count toward work hours).

1. **WORK PARTIES** - CQMA members and associate members who attend a work party will receive a \$5 credit that can be used toward ONE car/division entry sign in for a 2018 DSO race. The Track Foreman will provide a list of work party sign-in credit to sign-ins. Work party sign-in credits expire in the year earned (no rollover to following race season) and are transferable. All CQMA members must participate in five(5) work parties by the last DSO or pay the club a \$250 buy out to receive end of season trophy.

DISQUALIFICATIONS – POINTS

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

- 3 charged yellows
- Liberating fluid
- 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 that do not result in a 30 day suspension
- All other DQ calls (signaling, working on the car on the track, etc)

ZERO Points for the Race Day – Race

- Flagrant Unsportsmanlike Conduct call (DQ)
- Tech DQ's that result in a suspension of 30 days or more

FUEL

Fuel may be checked at any time at the direction of the Club 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 DSO date that must be canceled due to weather will be called (canceled) no later than 7 p.m. on the Thursday preceding the race. This will be communicated via the CQMA website and CQMA Facebook page. The decision to cancel the race will be based on the best forecast available at that time; decision will be made by the CQMA Board. Races that have not been canceled by 7 p.m. on Thursday and find rain on Saturday morning will be considered canceled if cars cannot be on the track by 11:30 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 Qualifying/Heat races. In this case, only combined Qualifying/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 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, OR ANY PORTION THEREOF, CAN BE CHANGED AT ANY RACE BY THE MAJORITY OF THE CQMA BOARD OF DIRECTORS AND EXECUTIVE OFFICERS PRESENT AT THE RACE

CQMA Sportsmanship Guidelines

Capitol Quarter Midget Association (CQMA) is committed to providing a safe and fair environment for all participants and spectators.

Our first priority is the welfare of our drivers and we are committed to providing an environment which will allow drivers to learn, grow, and perform to their best ability.

Parents, family members, friends and spectators should....

Be a role model for all children, maintaining the highest standards of conduct when interacting with children, other parents, officials and event organizers.

Encourage all children to play by the rules.

Always behave responsibly and respectfully on the sidelines.

Take care not to expose any driver, intentionally or unintentionally, to embarrassment or ridicule by gossip or the use of flippant or sarcastic remarks directed at them or their parents. Be supportive, or be quiet!

Always recognize the value and importance of the volunteers at our race track. Be supportive, or be quiet!

Respect race officials, volunteers and all drivers. Do not publicly question the judgment or honesty of judges or race officials.

Teach your child that honest endeavor is as important as winning and do all you can to encourage good sportsmanship. We all need to lead by example!

Questions and concerns should immediately be brought to the attention of a CQMA Board Member or racing official.

Those who cannot abide by the above guidelines will be asked to leave the CQMA facility.

CQMA By-Laws and Rules Signature Page

I have read and will abide by all CQMA By-laws and DSO Rules for the 2018 season.

Handler

Spouse

Handler Signature

Spouse Signature

Date

Date

2018 Amendment to Rules

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Reads:

If there are 10 or more cars (9 or more for Junior Divisions) signed in, the division will be split into two or more heats.

Change:

If there are 10 or more cars (8 or more for Novice Divisions) signed in, the division will be split into two or more heats.

New:

Novices will run with no more than 7 cars in any Heat or Main