

2010 Indiana State Championship Series Racing Format

Race Schedule

Mini-Indy April 24-25, 2010 (Rain Date May 1-2)

Terre Haute August 14-15, 2010 (Rain Date August 28-29)

Race Day Schedule:

8:00 – 9:00 AM Sign-Ins

9:30 Driver & Handlers Meeting

Warm-ups & Qualifying immediately following meeting

Awards

All participants must complete in at least 3 races per class to be eligible for the Championship awards. All 4 races will accumulate your total series points. A committee with members from both Terre Haute and Mini-Indy will determine the awards to be given at the club's banquet.

Entry Fee

Entry Fee will be \$25.00 per class each day. All entry fees from sign-ins will go to the Indiana State Championship Awards fund.

General Information

Mini-Indy racing fuel will be obtained from the BP Station at 38th St. & Fall Creek Blvd (92 octane). Terre Haute racing fuel will be available at 500 Express at 25th & Hulman (89 octane). Fuel will be tested as part of the tech procedure.

Safety inspections will be available during sign in periods. A Safety Seal will be issued and is to be affixed to each car's back halo. After inspection this is to be viewed by the pit steward as part of the pre-race inspection routine. No car will race without this seal.

The handlers of the first four cars in each race are responsible for cornering the corresponding corner in their event. Example: Pole position car, the handler must corner turn 1. It is the handlers responsibility to find a replacement if he/she is unable

to corner. The flagger will not allow the cars to go green until all corner positions are occupied.

Under **NO Circumstance** is any person to approach the flagman, go into the tower to protest an event, or approach the judges. Disciplinary action will be taken. The ISCS-BOD will strictly enforce the CIQMA Code of Conduct.

If there is a small car count in any class, the handlers may agree at the handlers meeting to combine classes and choose the amount of laps that are run. Classes may be combined at the race director's discretion for less than 3 cars. You must take the green flag in your feature to earn points and award eligibility

Judging

The series shall be run with at least 3 judges for each class, in each race, and no more than 2 from one club shall be in judges' stand the for each race.

When a call is made on a car, the guilty car goes to the tail, and if another car is involved, the other car will get its position back in the line- up.

D.O.T.'s under yellow do not count against you. You will get your line up spot back. You will be out of the race with 3 DOT's under the green flag, and listed as a DNF and receive finish points for that race. You will be DQ'd with 2 calls under green or 1 flagrant call, and scored as DQ. Actual finishing order will be DNF, DNS, DQ, and DNA.

TDQ-Technical DQ in qualifying will earn no points and start last in the lowest main but can earn feature points.

DQ & DNA receive no points

DQ's will not earn any feature points for that race but will retain qualifying points.

TDQ-Technical DQ will not receive any points that they have earned up to the point of their TDQ for the day's race activities.

Practice

The track will be closed to all ISCS competitors every Friday before the event until 6:00 PM. At 6:00 PM a controlled practice (by class) will be permitted until at least 9:00 PM. There will be no practice time between scheduled back to back race dates. A \$10.00 practice fee on Friday will be charged at sign-ins on Friday. The fee will go to the host club. Sign-ins will be Friday night 5:00 PM to 7:00 PM. On both Saturday and Sunday morning sign- ins will be from 8:00AM to 9:00 AM.

A flagman and race director must be provided by the home club to oversee practice.

Classes will practice in racing order and with equal time limits of 3 minutes each round thus ensuring equal track time to all competitors. Number of cars on the track is at race director's discretion, but not to exceed 5 juniors and 6 seniors.

Race day practice: for all classes (including novice) starts after the handler and drivers meetings.

Qualifying

Qualifying order by class is determined by pill draw at sign in. You will qualify in numerical order of the pill draw, per class. No qualifying points will be awarded for a "no time".

There will be no hot out of the chute for qualifying. If there is a late sign in, non-qualifier or an attempt to qualify in a different order than sign in number, a "no time" will be given and the car will go to the tail of the lowest main in that class. **No qualifying points will be awarded for a "no time".**

There will be a 3 minute practice session for each class, and then you will go into the pits and qualify immediately following the 3-minute practice (hot lap session). You must qualify in the order of your pill draw, by class, or you will take a "no time" and go to the tail of the slowest transfer heat race in that class. **NOTE: All cars must re-enter the pits after hot lapping and prior to qualifying.**

Qualifying procedure: driver will receive the green flag the first time past the appointed start/finish line and be timed for 5 laps. The quickest of the 5 laps will be listed as the qualifying time. A car will cross the appointed start/finish line no more than 6 times during an attempt. All cars must cross the scales after qualifying.

NOTE: If a car is not under its own power on the first trip past the appointed start/finish line it will receive 1 additional lap to start, the green flag is given on the 2nd trip past the appointed start/finish line. If still not under its own power then a NO time is given. Laps completed will be determined by the tower.

Once a car is pushed onto the track to qualify, you are not allowed to leave the pits or to work on the car. If either of these events occurs, there will be a "no time" given. ONLY the handler may check for "fuel shut off" and restart the car.

Technical Inspection Procedure

The Club Presidents & Tech. Director will decide technical inspections on race day by class draw. The B.O.D. can choose to tech any or all cars in any class at their discretion. All cars must cross the scales after qualifying and races. All restrictor plate classes will have restrictor plates paint sealed.

ALL QMA SAFETY, JUDGING, AND FLAGGING RULES APPLY

Racing

MAINS	NOVICE	ALL OTHERS
A	20 LAPS	30 LAPS
B	15 LAPS	20 LAPS
C	15 LAPS	20 LAPS
D	15 LAPS	20 LAPS

Order of Classes

Jr. Novice	Light B
Sr. Novice	Heavy B
Jr. Honda	Lt. AA
Senior Honda	Heavy AA
Heavy Honda	Light 160
Jr. Stock	Heavy 160
Sr. Stock	Half
Light Mod	Light World Formula
Heavy Mod	Heavy World Formula

Race Line-Up

The top 6 qualifying in the Jr. & Novice Classes and the top 8 qualifying in the Sr. classes will lock into the A-Main features. The A-Main line up for the top 6 (Jr. & Novice) or 8

(Sr.) will be inverted. The cars that do not qualify directly into the A-Main will have the opportunity to race into the A-main through the B-C-D Mains. We will transfer 2 cars from the lower mains up to the next higher main. The cars will start straight up according to their finish in the previous race behind the cars, which qualified directly into that race. Two (2) cars will eventually transfer to the tail of the A-Main feature and will start 7th and 8th in Jr. & Novice classes and 9th and 10th in the Sr. classes. B-C-D Mains will be started straight up according to the qualifying time. If there are only 9 cars in the Jr. & Novice classes or 11 cars in a Sr. class, the A-Main feature will start with all cars in that class, but only the top 6 cars in the Jr. & Novice and top 8 cars in Sr. will be inverted. First time drivers in any class will start at the rear of the field for that day only.

X-Car (alternate car)

X-car will line up, I be used in all A-Main Feature Races (including transfer races). The X-car will not be able to hot lap. The X-car will use an "X" as the line up number on the car. The X-car will remain eligible to enter the track and race until the first green flap lap is scored. The X-car can enter the track when the flagman calls for line-up if eligible. If the X-car takes the green flag, the car which did not start, will receive a 3rd place finish in B-Main points.

Novice Only

If you elect to move up after one or two races, those previous races will count towards your minimum three race eligibility for awards, **but you can not take any points to another class.** You only receive awards in the one class of your choice.

Warm-Up

There will be no set amount of warm-up time prior to the feature races. You must be race ready when you present yourself to the track. The flagman will determine the amount of warm-up time. If you leave the track after you present yourself for the race you will be put on the tail.

Black Flag

If you receive a black flag and do not remove your car from the racing surface within 5 laps the race will be stopped and your car removed from the racing surface and you will lose ALL points for the entire day of racing.

Time Limit

There will be a 20 minute time limit for all races.

Points Format

If after the final race of the series we have a tie, then the driver with the most A-main wins will be the Champion. If still a tie then the most 2nd place finishes, then 3rd place finishes etc.

Indiana State Championship Series Points

Everyone who signs in during the assigned time will receive 5 points.

No points are given to any car which finishes first or second in B-C-D main races. These cars transfer to the next race and will earn points in the highest finish main in which they participate.

Place	Qualify	A-Main	B-Main	C-Main	D-Main	Jr. B-Main	Jr. C-Main	Jr. D-Main
1 st	60	105	Transfer to A	Transfer to B	Transfer to C	Transfer to A	Transfer to B	Transfer to C
2 nd	58	97	Transfer to A	Transfer to B	Transfer to C	Transfer to A	Transfer to B	Transfer to C
3 rd	56	92	67	43	19	73	55	37
4 th	54	88	64	40	16	70	52	34
5 th	52	85	61	37	13	67	49	31
6 th	50	82	58	34	10	64	46	28
7 th	48	79	55	31	7	61	43	25
8 th	46	76	52	28	4	58	40	22
9 th	44	73	49	25	1			
10 th	42	70	46	22	1			
	All others minus 2 points each				1 pt. for all other finishers			