

MVQMRA 2019 RACE FORMAT

- All cars receive 5 sign-in points (*driver/car must be present*)
- Points/Championship award - Best 10 races determined for points (*points for heat and features*) allowing for 2 drops (*we have 12 races scheduled for 2019. You must race 10 races if you are running for points.*)
- All cars making an attempt to run **all** weekly races receive a 10 bonus points at the end of the season in the that class - this means that the driver must sign in and make every possible attempt to run the heat/feature. Drivers with mechanical issues/DNF/DQ are still considered as making an attempt to race.
- Race is determined a rain-out if not **all** heats completed due to weather – no refunds once **all** heats are completed. When refund is permitted, you have the option to not take the refund and be award 5 sign-in points. Rain outs will be determined by the MVQMRA Board and/or select Membership present at the race (Rookie Director/Tech Director/Etc).
- If combining classes (Lt/Hvy), MV will not run as equal. (Lt in front/Hvy in back) and will separate for points and trophies. Combined classes must be within same engine type.
- Participation Award only – (not running for points) All classes (*including rookies*) must run one more than half of the scheduled races in order to qualify for an award at the end of the year (ie: This year we have 12 races scheduled, must run 7 races and may be a combination of classes)
 - **Heats – 15 laps/Jr. 20 laps/Sr.**
 - **Semi’s – 15 laps/Jr. 25 laps/Sr.**
 - **Feature – 20 laps/Jr. 30 laps/Sr.**
- Time limits on races will be in place during all races: 15 min - heats / 20 min - features.
- Run for the Record – 5 laps – 3 warm-up / 2 on the clock. Hot out of the chute. ***No Qualifying on at Miami Valley only run for the record (racing line up set by pill draw). Tentative date is Oct 14 last race of the season.***
- 1 minute warm-up prior to races (*depending on time restraints/weather may reduce time or go to roll and go*) for heats and features.
- 5 courtesy laps to fix cars.
- Heat race line set by initial pill draw.
- Race Order: Jr Animal, Sr Animal, Unr Animal, Rookies, World Formula, Jr Honda, Sr Honda, Hvy Honda, Lt 160 and Hvy 160 (**Subject to change at Tower discretion**)
- Using USAC’s 2013 new restart rule (Dot): No passing before the start/finish line on single file restarts.

Under The Lights series

- Must run all 3 races in the series (no drops)
- Top 3 will be awarded at each race
- Champion (highest points in each class) will be awarded at end of year banquet
- In the event of a tie everyone will be awarded
- No practice - Roll and Go start

Icebreaker Race

- This is a non-points race. Normal format applies outside of awarding points. Awards will be given to top 3 racers and all rookie participants. Due to the earlier time frame of this race it should be a minimum of 45 degrees by race time.

Feature

- Straight up from heat race finish order
- Cars from Heat # 1 start on the inside
- Cars from Heat # 2 start on the outside

NOTE: Any car or cars that bring out a yellow flag will be sent to the tail and charged with a STRIKE. If a car is not involved in the initial contact, but goes dead on the track to avoid the incident, or is inadvertently involved in the incident after the initial contact by the other cars, they will retain their position in the field based on the last completed scored lap before the yellow flag.

In incidents involving Overly Aggressive Rough Driving a car or cars display an aggressive style in the course of their driving that shows little regard for other cars in their path, initiating contact in attempts to pass or keep from being passed. The Flagger will display a rolled black flag to the offending car(s), the Race director will charge them with a (2) strike penalty and placing them at the tail of the line-up.

However, if DQ'd due to rough driving, then the innocent car will retain their position.

Points Format:

Engine Change (Start at tail of next race) - Awarded all points according to drop out / race finish
DNF – Did Not Finish (including strikes) - Awarded all points according to drop out / race finish
DNF – Mechanical (Dropped Part, ie muffler) - Awarded all points according to drop out / finish
DNF – Safety (loss of driver related safety item) – Awarded all points according to drop out/finish

DQ – Flagrant Call - Awarded all points according to drop out / race finish

DQ – Illegal (engine/tech item) - No Race points for the event, plus any incurred suspension for (Per Tech Inspection) that particular DQ (Can use as throw-out)

DNS – Attempted, but did not take green - Awarded all points according to drop out / race finish

DNA – Did not attempt - Receive No Points

Order of Finish:

Finisher – order of all cars who took the checkered flag

Did Not Finish (DNF) – strikes or broke

Did Not Start (DNS) – Attempted to race, but did not take the green

Disqualified (DQ'd) - Flagerant Call Scales, Tech, etc.

Did Not Attempt (DNA) – Did not show up

Start Times -NO FIRING ENGINES UNTIL 10AM

Friday weekly's – sign-in 6:00 – 6:45pm

Saturday weekly's – sign-in 1:00-2:00

Sunday weekly's – sign-in 10:30 – 11:30

****Rookie right away for practice sessions during sign-ins. If NO rookies on the track anyone can practice. If there are rookies then NO ONE can be on the track with rookies****

Unless Mid-Ohio Series – then no one permitted to practice this day)

3/2019

MANDATORY handlers meeting following Close of Sign Ins.

***MVQMRA RESERVES THE RIGHT TO MODIFY THIS FORMAT
AT ANY TIME BEFORE OR DURING RACING EVENTS.***

***PLEASE NOTE: KIL-KARE DOES NOT PERMIT ANY BIKES, SCOOTERS, SKATEBOARDS,
to be in use while racing is going on.***