

# 2019 INDIANA STATE SERIES

**Sign-In Fee:** \$30.00 (Per Car, Per Day)

**Fuel Stop:** 89 Octane **only**. Designated fuel station is the BP at 38<sup>th</sup> Street and Fall Creek Parkway.

All Classes will run both Saturday & Sunday.

Race Order: Red Rookie, Blue Rookie, Junior Honda, Senior Honda, Heavy Honda, Light 160, Heavy 160, Junior Animal, Senior Animal, Unrestricted Animal, Light WF, Heavy WF.

3 cars constitute a class, with exception to the Rookies. If there are less than 3 cars, the class will not run. Each driver can enter 4 cars.

## FRIDAY, JUNE 7<sup>th</sup>

Parking will be under direction of Club officials. No parking before Friday at Noon.

12:00pm-9:00pm: Open practice will open once the first club member arrives. Track closes promptly at 9:00pm.

7:00pm – 8:00pm: Sign-In's Open (Pill draw for heat order)  
Safety Check (see details below)

## SATURDAY, JUNE 8<sup>th</sup>

8:00am-8:45am: Rookie Practice  
8:45am-9:30am: Junior and Light Practice  
9:30am-10:15am: Senior and Heavy Practice

9:00am-10:00am: Sign-Ins Open (Pill draw for heat order)  
Safety Check (see details below)

10:00am: Sign-Ins Close. Late entrants wishing to sign in after the designated closing time will be accepted; however, entrant will start at the tail of that particular class heat race and will **not** receive passing points for the heat race.

10:30am: Mandatory Driver/Handler Meeting. Bring Raceiver/SWITCH radio with you.

## SUNDAY, JUNE 9<sup>th</sup>

9:00am-9:30am: Rookie Practice  
9:30-10:00am: Competitive Classes Practice only for those that did not race on Saturday.

9:00am-10:00am: Sign-Ins Open (Pill draw for heat order)  
Safety Check (see details below)

10:00am: Sign-Ins Close. Late entrants wishing to sign in after the designated closing time will be accepted; however, entrant will start at the tail of that particular class heat race and will **not** receive passing points for the heat race.

10:15am: Mandatory Driver/Handler Meeting. Bring Raceiver/SWITCH radio with you.

## **IMPORTANT REMINDERS**

- Raceceivers/SWITCH radios are **MANDATORY** and will be utilized.
- A pill draw (done at sign-in) will be used to determine heat race line-ups. Based on the number of cars in the class, there will be cars transferring directly to the A Main. Subsequent cars transfer to lower mains. Passing points will be utilized to determine A Main line-ups.
- **All** classes, except Rookie, will have no more than **12** cars per race. Rookie will have no more than 8 cars per race.
- Rookie Class will also race for State points and year end awards.
- Top 3 of each class will be awarded at the end of each race day, rookies included. (Rookies not placing in top 3 will receive participation award).
- There will be a break between Practice and Heats, Heats and Lower Mains & Lower Mains and A Mains. Cars must be in the hot chute and ready to race within the determined break time.
- 1 Minute Warm Up prior to A Main races Saturday. 1 Minute Warm Up prior to all races Sunday.
- Work rule will be 5 laps after line up is good on the track.
- For all issues that arise during event – see hosting club president.
- In the event of a rain delay while cars are on the track, the drivers will be told to go to an area where their cars are in impound. The only changes that will be permitted will be checking air pressure. Once able to race again, drivers will line up using the last completed lap which is the same lap the race will start on. If any changes are needed, you must inform official before making any changes and the car will start on the tail.

## **SAFETY CHECK.**

All cars must have a current year USAC safety decal affixed to the car. It is the sole responsibility of the handler to ensure a safety decal is affixed to the car. If you need a decal then you must bring your car to the local designated safety director for a safety inspection. Cars will be checked for a safety decal at the scales after races. If a car does not have a safety decal, the driver will receive a DQ.

**Line Up Summary for all classes except rookies: (Note: if more than 8 cars, then an additional heat is added)**

- 1-12** CAR CLASS COUNT (1 or 2 Heats, top 10 to A Main)
- 13-16** CAR CLASS COUNT (2 Heats, top 6 in points to A Main; 1 lower main, transfer 4 to A Main)
- 17-20** CAR CLASS COUNT (3 Heats, top 6 in points to A Main; 2 lower mains, transfer 4 to A Main)
- 21-22** CAR CLASS COUNT (3 Heats, top 6 in points to A Main; 2 lower mains, transfer 4 to A Main)
- 23-28** CAR CLASS COUNT (3 or 4 Heats, top 6 in points to A Main; 3 lower mains, transfer 4 to A Main)

**Line Up Summary for Rookies: (Note: if more than 8 cars, then an additional heat is added)**

- 1-8** CAR CLASS COUNT (1 Heat, top 8 to A Main)
- 9-16** CAR CLASS COUNT (2 Heats (max 8 cars), top 6 in points to A Main; 2 lower mains, transfer 2 to A Main)
- 17-24** CAR CLASS COUNT (3 Heats (max 8 cars), top 6 in points to A Main; 3 lower mains, transfer 2 to A Main)
- 25-32** CAR CLASS COUNT (4 Heats (max 8 cars), top 6 in points to A Main; 4 lower mains, transfer 2 to A Main)
- 33-40** CAR CLASS COUNT (5 Heats (max 8 cars), top 6 in points to A Main; 5 lower mains, transfer 2 to A Main)

| CLASS      | HEAT RACES | LOWER MAINS | A-MAINS              |
|------------|------------|-------------|----------------------|
| Rookie     | 10 Laps    | 15 Laps     | 20 Laps / 10 Minutes |
| Juniors    | 15 Laps    | 20 Laps     | 30 Laps              |
| All Others | 20 Laps    | 25 Laps     | 40 Laps              |

#### USAC Passing Points System Breakdown

| Finishing Position | Points Given | Passing Points        |
|--------------------|--------------|-----------------------|
| 1                  | 55           |                       |
| 2                  | 52           | 1 car @ 1 = 1 pt.     |
| 3                  | 49           | 2 cars @ 1 = 2 pts.   |
| 4                  | 46           | 3 cars @ 1 = 3 pts.   |
| 5                  | 43           | 4 cars @ 1 = 4 pts.   |
| 6                  | 40           | 5 cars @ 1 = 5 pts.   |
| 7                  | 37           | 6 cars @ 1 = 6 pts.   |
| 8                  | 34           | 7 cars @ 1 = 7 pts.   |
| 9                  | 31           | 8 cars @ 1 = 8 pts.   |
| 10                 | 28           | 9 cars @ 1 = 9 pts.   |
| 11                 | 25           | 10 cars @ 1 = 10 pts. |

| A-Main Race Points |    | B-Main or Semi Race Points |    |
|--------------------|----|----------------------------|----|
| 1 <sup>st</sup>    | 50 | 5 <sup>th</sup>            | 20 |
| 2 <sup>nd</sup>    | 45 | 6 <sup>th</sup>            | 18 |
| 3 <sup>rd</sup>    | 40 | 7 <sup>th</sup>            | 16 |
| 4 <sup>th</sup>    | 38 | 8 <sup>th</sup>            | 14 |
| 5 <sup>th</sup>    | 36 | 9 <sup>th</sup>            | 12 |
| 6 <sup>th</sup>    | 34 | 10 <sup>th</sup>           | 10 |
| 7 <sup>th</sup>    | 32 | 11 <sup>th</sup>           | 8  |
| 8 <sup>th</sup>    | 30 | 12 <sup>th</sup>           | 6  |
| 9 <sup>th</sup>    | 28 |                            |    |
| 10 <sup>th</sup>   | 26 |                            |    |
| 11 <sup>th</sup>   | 24 |                            |    |
| 12 <sup>th</sup>   | 22 |                            |    |

**C-Main and Lower Race Points for all divisions:** 5 points to all cars that did not transfer past the C-Main.

**Sign-In Points:** 10 points given at the beginning of the race day after signing in.

|     |                              |                                                               |
|-----|------------------------------|---------------------------------------------------------------|
| DNF | Did not finish               | ALL points according to drop out/race finish.                 |
| DNF | Mechanical (drop part)       | ALL points according to drop out/race finish.                 |
| DNF | Safety (loss of safety item) | ALL points according to drop out/race finish.                 |
| DNS | Did not start                | ALL points according to drop out/race finish.                 |
| DNA | Did not attempt              | Sign-In points, NO race points.                               |
| .DQ | Flagrant Call                | Sign-In points, NO race points.                               |
| DQ  | Illegal (Engine/Tech Item)   | Sign-In points, NO race points. Race cannot be used as a drop |

### **Points for a “Rain-Out Race”**

If entire event is rained out (sign-ins have been completed) maximum points are awarded at 50 points.

If sign-ins are completed and you don't sign in, you will receive 0 points.

If all heats/qualifying completed and all A-Mains are rained out, maximum points are awarded at 50 points.

If all heats/qualifying completed and some A-Mains are run, while others are rained out, the A-Mains completed get points awarded as finished and the A-Mains not completed are awarded the maximum 50 points.

If some heats/qualifying completed but no A-Mains are run and are rained out, maximum points are awarded at 50 points.