

**INDIANA STATE SERIES**  
**Kokomo Quarter Midget Club**  
**Round 3 & 4 -July 30-31, 2016**

Sign In Fees: \$30.00 per car.

**NOTE:** 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, July 29** Parking will be under direction of club officials. No parking before Friday at Noon.  
12 p.m. – 9:00 p.m. Open Practice. *Practice will open once first club member arrives.* Track closes at 9:00 pm.

7:00 p.m. – 8:00 p.m. Sign+Ins open (Pill draw for Heat order)  
Safety Check (See details below)  
The **designated fuel station** is Gas America at SR 931 and Sycamore St. Purchase **89 Octane**.

**SATURDAY, July 30** **ALL CLASSES WILL RUN**

9:00 a.m. – 10:00 am Sign+Ins open (Pill Draw for Heat Order) Safety Check (See details below)  
Rookie Practice Only

10:00 a.m. Sign+Ins closed + 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.

10:15 a.m. Mandatory Handler/Driver Meeting (Bring raceceiver with you)

10:30 a.m. Practice & Racing (Junior/Senior Honda, Heavy Honda, Red Rookie, Light/Heavy 160, Blue Rookie, Junior/Senior Animal, Unrestricted Animal, Light WF/Heavy WF)

**SUNDAY, July 31** **ALL CLASSES WILL RUN – No practice rounds**

9:00 a.m. – 10:00 am Sign+Ins open (Pill Draw for Heat Order)  
Safety Check (See details below)

10:00 a.m. Sign+Ins closed + 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.

10:15 a.m. Mandatory Handler/Driver Meeting (Bring raceceiver with you)

10:30 a.m. NO PRACTICE Racing (Junior/Senior Honda, Heavy Honda, Red Rookie, Light/Heavy 160, Blue Rookie, Junior/Senior Animal, Unrestricted Animal, Light WF/Heavy WF)

**MINI INDY AND KOKOMO OFFICIALS RESERVE THE RIGHT TO MODIFY THIS FORMAT  
AT ANY TIME BEFORE OR DURING RACING EVENTS**

**PLEASE NOTE:**

- Raceceivers ARE MANDATORY and will be utilized.
- 5 cars/2 minute Practice Round by Class +Practice order (3+minute practice round depending on car count) Saturday ONLY
- 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 **11** cars per race. Note: Jr Honda & Jr Animal are not required.
- 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: (Note: if more than 8 cars, then an additional heat is added)**

**1-11** CAR CLASS COUNT (1 or 2 Heats, top 10 to A Main)

**12-16** 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)

**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

**Lap Counts Class**  
Rookie

**Heat Races**  
10 laps

**Lower Mains**  
15 laps

**A Mains**  
20 laps / 10 minutes

Juniors  
All Others

15 laps  
20 laps

20 laps  
25 laps

30 laps  
40 laps

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

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

<b>DNF</b>	Did Not Finish	ALL points according to drop out/race finish
<b>DNF</b>	Mechanical (drop part)	ALL points according to drop out/race finish
<b>DNF</b>	Safety (loss of safety item)	ALL points according to drop out/race finish
<b>DNS</b>	Did Not Start	ALL points according to drop out/race finish
<b>DNA</b>	Did Not Attempt	Sign in Points, NO race points.
<b>DQ</b>	Flagrant Call	Sign in Points, NO race points.
<b>DQ</b>	Illegal (engine/tech item)	Sign in points, NO race points. Race cannot be used as a drop.