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# Little Wheels Quarter Midget Racing Association

2024

## Race Format

QMA "Participation Policy" will be enforced at ALL events

## Schedule

DATE	EVENT	FORMAT
March 2nd-3rd 9th 16th-17th 23rd	Novice Training	---
April 6th	Novice Training	Q/H/M
April 7th	Work Party	
April 13th	<b>BLACK OUT</b>	
April 20th	Non-Points Race #1	Heats
May 4th	Points Race #2	Heats
May 18th	Points Race #3	Qualifying
May 25th	Points Race #4	Heats
May 26th	Points Race #5	Heats
June 8th	Points Race #6	Heats
June 22nd	<b>BLACKOUT</b>	
June 29th	Points Race #7	Heats
July 6th	Points Race #8	Qualifying
July 7th	Points Race #9	Heats
July 20th	<b>BLACKOUT</b>	
July 29th- August 15th	<b>BLACKOUT</b>	
July 30th- August 3rd	Western Grands	
August 30th- September 1st	LWQMA Region Race	
September 7th	Points Race #10	Heats
September 14th	<b>BLACKOUT</b>	
September 21st	Neon Thunder	
September 28th	Rain Date/Clean-up	

## Race Day Schedule

- Sign-Ins/Safety 7:00 – 8:30
- Controlled Practice beginning at 8:00 a.m. If no volunteers within 15 minutes of the initial call, there will be no practice.
- Pit Meeting 9:15 a.m.
- Racing commences immediately following the pit/driver meetings.
  - Approximately 9:30 a.m. until completion
- 30-minute break before start of Mains or per Race Director discretion

## Safety and Sign-In

- Safety and Sign-Ins will be held Saturday race morning from 7:00 am – 8:30 am.
- At the discretion of Safety Director, Secretary, and Treasurer, sign-ins may also be opened on the evening before the event.
- Each car must be inspected by club safety personnel prior to signing in.
- Safety sheets are located under the tower.

- Bring completed safety sheet/registration form to the tower to sign in your car.
- Any car signed in after sign-ins close will start at the back for their first race.
- QMA badges and /or wristbands received at sign-ins must be worn in the hot chute or any other restricted area.

## Fees

- **\$25 per first registered car per driver, \$20 for each additional car per driver**
- **\$5 charge for transponder rental**
- **Overnight Camping fee, \$15 per race event**
- **Double header weekends will cost \$30 (two race events)**
  - *You must pay a camping fee for any motorhome, toy hauler, etc left overnight even if not slept in*
- Auction parking spots
  - 5 spots are auctioned each year at the Annual Banquet
  - Spots are awarded to the highest bidder, then chosen by the highest bidder first then so on
- All members must be in good standing to participate. *Member in good standing is defined as any member that has paid all local and national dues, fees, fines, and has completed all duties required by the club and organization and is not currently serving a suspension*
- All fees owed to LWQMA and/or QMA; NSF checks, fundraisers, etc. must be paid in full to participate.
- There will be a \$20.00 fee for NSF checks
- If more than one NSF that individual will be required to pay cash for the remainder of the year.
- Fees listed are for LWQMA events only. For Region and National events please see their formats.
- Regular Single Event Membership- \$50.00
- Alternate Handler Single Event Membership- \$30.00

## 2024 General Racing Information

- Points Series will consist of 9 races. One throw-out may be used.
- Race director may change the following due to inclement weather or any other reason deeming necessary to complete the race day.
  - Race Order
  - Length of Race
  - Lap Counts
- At discretion of the race director, he/she reserves the right to decline event membership for anyone who does not meet our club requirements.

## Controlled Practice

- Cars **MUST** be safety checked and signed in prior to practicing.
- There will be no open practice on Race Day.
- If volunteers are not in place to run a controlled practice within 15 minutes of Tower call for volunteers, there will be no controlled practice held.
- A practice number or “X” must be placed on the front of the nose cone.
- Practice will be in race order.
- If you miss your controlled practice class slot you have missed the chance to practice.
- Each class will receive one round of controlled practice.
- Only novice classes will practice on qualifying races.

## Track Fuel

- Members will provide their own fuel from host club specified fuel station, this includes Methanol for the half classes. The technical director will use as that fuel as test samples
- Mid- Grade fuel must be purchased at the AM/PM Station located at:
  - 10216 224th St. E, Graham, WA
- Fuel will be tested regularly, and at any time, at the discretion of the tech director.

## Tires

- Points Series- As per QMA rule: Must run a Vega tire on the right front and right rear.
- All other QMA rules pertaining to tires apply.
- Novice class- exempt from tire spec rule
- If a car is spotted in staging with the wrong brand or compound tire, they will be required to change to the correct brand or compound tire before being allowed to enter the track.
- If a car finished a race with the wrong brand or compound tire, they will receive a DQ at scales and receive last place for points for that race.
- All cars are required to start the A main with a previously used tire.
  - Acceptable previously used tires will have been marked at scales following a heat race.
  - It is the handler's responsibility to ensure their tires have been marked at scales.
  - Tires that are inadvertently damaged beyond use during the A main event may be replaced by another marked previously used tire.
  - Penalty for racing the A main event without the required marked tire will be a DQ at scales and receive last place points for that race.

## Track Records

- Open at all qualifying events unless specified by the Little Wheels Board of Directors.
- Track records will be reset when there is a tech or tire rule change that impacts the class.

## Driver Information

- All classes age appropriate as per QMA
- Drivers turning nine (9) during the race season may move to the Sr. Division at the start of the season.
  - If this option is not used, the driver **CANNOT** take points from the Jr. division to the Sr. division.
- Heavy Class
  - Must be weighed at safety.
  - Minimum weight for heavy class drivers is 100lbs
    - No shoes or driver's equipment allowed.
    - Must be in street clothes.
    - This weight is to be the certified weight for the remainder of the event.

## Rain Outs

- The decision to call a race event due to rain will be made by the Little Wheels Board of Directors.
- Fees paid are non-refundable.
- If the event is made up on a rain date, credit will be given for the sign-in fees for that day for that individual driver in the specific class they were signed in.
- Drivers signed in will receive credit as an “attempt to race” toward end of year eligibility.
- A race event that has already begun will not be rescheduled.
- In the event a race is rained out prior to completing one set of heats, no points will be awarded.
  - This will be considered a rain out.
- If the race day is called for any reason after completing qualifying or one set of heats, but before the completion of all races scheduled, all competitors will receive points earned in any completed races.
  - All competitors will earn first place points for any races not completed (assuming a 2 heat and 1 main format.)
- In the event that the A Main has been started and rain stops the race it will be scored as follows:
  - If at least half of the green flag’s laps have been completed it will be scored as a finished race and points will be awarded accordingly.
  - If less than half of the green flag laps have been completed all drivers will be awarded 1<sup>st</sup> place points.
- Called for Rain (Rain Delay)
  - Racers on the racing surface will move their cars through the hot chute and into staging.
  - Cars will remain in staging until the race is resumed or called.
  - No cars that have been removed from the track because of a rain delay may be touched without prior permission from the Race Director.
  - Working on cars is not permitted in staging during rain delay.
  - Drivers may not be unbuckled from their car without prior permission from the Race Director.
  - Judges should move to the staging area to observe the drivers and handlers during the rain delay.

## Work Rule

- QMA work rule will be followed.
- No working on cars or engine while on the track
  - With the exception of asking the Race Director to turn off the fuel.
- Cars must be taken to a designated area for repairs.
- Five courtesy laps will be given, after cars on the track are properly lined up, for repairs to be made in the pits.
  - Once per car, per incident.
  - Car must be part of the incident to receive courtesy laps.
- The pits are closed once the one to go is given and no cars may return to the track.
- If after the green, the caution is thrown and no lap is complete, cars may return to the track and blend to the back of the pack.
- Any car using the work rule will restart in the back of the pack.
- Any car not able to return to the track will be considered a DNF.

## Corner Workers

- No race shall start without the presence of:
  - 4 corner workers wearing safety vest or safety colored shirts.

- Corner workers are assigned based on the coinciding car number in that race.
- Fire extinguishers
  - Located in corners 1, staging, flag stand, and the center of the track (1 at each pole).
- The Race Director will have discretion to red flag the race in any of their absences.
- Corner workers may not have out a cell phone or camera at any time.
- Corner workers may not use hand signals of any kind during green flag racing.

### **Scales and Sealing**

- All cars from qualifying and every race must cross scales.
- Minimum Car and Driver weights must be met at all times
- All cars must be sealed at qualifying events.
  - Sealing for Heat races will be at the discretion of the Tech Director. To be announced at the pit meeting.
  - It is the responsibility of the handler to seal their own cars
  - LWQMA will provide detailed sheets to help educate handlers on sealing points
- Seals to be checked after all lower mains (re: transferring of car(s) to the next main)
- All cars must be checked per QMA rule.
- Cars may not leave the scale area until released.
  - Cars leaving before being released will be disqualified.
- All cars breaking a track record must be sealed at scales.
- Do not leave the scale area until you are released or you will be DQ'd.

### **Tech**

- Top 4 finishers in each A Main will automatically be impounded to a specified holding area (impound) for Technical proceedings.
- Cars must proceed directly to impound after crossing scales and stay there until released by the Technical Director or be subject to disqualification.
- The extent, level, and number of tear downs will be at the discretion of the Technical Director.
  - He /She will coordinate with the tower on how tech will be handled at each race.
- An owner/handler has the right to refuse an assigned tech person if there is another qualified individual to perform tech.
- If there is a problem with an engine, the specific problem will be submitted to the Regional Tech Director (or his/her designee) for:
  1. Review by no less than a total of three tech personnel (if not already done).
  2. A final determination.
- All cars will be checked for weight and conformance per QMA rules such as nerf bars, tread width, etc. when leaving the track after heats and Main events.
  - Tread width is measured from the tire center to the tire center on the bottom of the tires.
  - Nerf bars- If a straight edge is placed against the outside rim of a rear wheel and contact is made with the nerf bar the wheel may be rotated ¼ turn in either direction and checked again.
    - If contact is made on the second attempt the car will be disqualified and the driver will receive last place points.

### **Judging**

- A minimum of 3 judges shall witness and be responsible for making calls according to the QMA National Judging Procedure
- Judges shall not be handlers, owners or parents of drivers entered in the same division of that race day event.
- A flag person shall not make any red flag calls unless so directed by the judges of that event.
- Judges will communicate to the flag person and tower when making a call.
- No arguing with Judges will be allowed.
- All decisions are final.
- Judging will follow National Guidelines.
- Judges may not be on cell phones, (talking, photographing, or videotaping) while on the judges stand.

### **Novice Move-Ups**

- Novice move ups will be placed at the back of the field for the race event, heats and mains (qualifying excluded)
- A ribbon will be secured to the back of the frame to designate the car as a move up.
- A Novice driver must participate in at least three events before graduating to a competitive (Jr Honda/Jr. Animal/Jr 160)

### **General Information**

- All rules and procedures not set forth herein will follow the current Region 9 format and QMA handbook
- QMA Participation Policy and all club rules will be adhered to at all races and all QMA functions.
  - It is the responsibility of each member to exhibit appropriate behavior at all times.
  - Members should take personal responsibility to address any negative behavior and encourage positive attitudes.
- Any race related disagreements are not to be directed toward the flagger, judges, or tower workers.
  - Concerns should be discussed with the Race Director
  - Protests or disputes will be settled by the Race Director.
    - His/her decision is final.
- Any QMA member on the grounds of the facility designated for use by the club are subject to QMA and LWQMA rules, regulations, and adopted Participation Policy
- Upon unanimous decision of the handlers, division in a class may be combined if there are less than 4 cars in the division.
  - The combine total of the 2 divisions may not exceed 10 cars.
  - No combining of Junior divisions.
  - When combined the heavy division can start at the front or the back at the discretion of the club.
- In all cases a drivers hair must be secured, either under the helmet or inside the jacket while on the track. Failure to do so may result in loss of position at Race Director or Judges discretion.
- All visors will be in place before the car approach the track.
  - Clear or amber shields required after dusk.
- If a muffler comes loose but does not leave the car it is NOT reason for immediate disqualification.
  - All mufflers must be securely fastened to the header pipe.
    - The header pipe must be securely fastened to the head.

- Handlers may repair broken exhaust pipes or mufflers in the designated work area under yellow or non-medical red flag conditions.
- No car can be started while in the staging area while waiting to go onto the track
  - No car can be left unattended while running anywhere on the premises.
  - Due to safety issues any running car left unattended within the fenced area may be shut off by any club member.
- A race is over when the flagger unfurls the checkered flag.
  - A checkered flag unfurled and displayed to the drivers cannot be withdrawn to wave a yellow flag.
  - In the event of a disputed unfurling of the checkered flag the Race Director will make the final decision.
- No pit carts, dollies, generators or open flames will be allowed in staging area except to unload cars during a race event.
  - Cars must be race ready when placed in staging.
  - Cars entering staging must do so from the back of the staging area.
- Any cars receiving three (3) chargeable yellow flags during a race will be black flagged and considered a DNF for points
  - The driver will receive points according to when they drop out in relation to other DNF drivers
  - The tower spotter will call out cars dead on the track, cars entering and leaving the track and in what order.
- If a driver is racing in sequential races:
  - The first car may be left in the scale area while the driver stages for the next race.
  - Handler should notify the Race Director and /or Pit Boss of the situation.
  - Drivers must proceed directly to staging for their next race without delay.
  - Excessive delay, as determined by the Race Director and Pit Boss, may result in the group entering the track before the transferring driver is ready to begin.
- Protests:
  - All protests must be made in writing within one hour of the completion of that race to the Race Director or delegate only.
  - Anyone protesting to an official other than the Race Director, or delegate, will be suspended from participation.
  - Protest must reference the racing rule or scoring procedure that was not followed by the race officials.
- Auction Parking Spots
  - 5 parking places will be auctioned at the awards banquet.
  - Spots will be given to the top 5 highest bidders.
  - Spots will be chosen by bidder in order of bid highest to lowest.
  - 1 spot per bid, trailer or Motorhome.
    - If you have chosen a spot where you can stay connected and are within the fire lanes that is a bonus.
    - If you cannot stay within the fire lanes you must disconnect. You only get one spot per bid.
    - The number of cars you run does not entitle you to more than one spot
  - Auctioned spots are for Club Points Races ONLY.
    - Any extra races ie: Neon Thunder, Novice Challenge, and Region Race are not included.
    - At Non Points races if someone is in “your” spot they do NOT have to move.
  - Spectators have a right to be anywhere on the fence line. You cannot kick spectators off the fence line. Even if the fence line is next to one of the 5 spots.

- Changes to anything pertaining to auction spots are made by club vote. They are not a Board decision.

### **Disqualifications**

- If a handler enters the racing surface or in any other way cause a disruption of the green flag racing events, the car he/she is handling will be disqualified.
- Loss of the following during a race event is cause for automatic disqualification and last place points will be awarded:
  - Car related safety items
    - Nerf bars, bumpers, belts, visors, and steering wheels.
  - Driver related safety items
    - Helmet, gloves, neck collar, arm restraints, belts, and visors.
- Muffler baffles, mufflers, and exhaust pipes lost during a race and not repaired back to QMA legal specifications before the checkered flag is thrown will be reason for disqualification at the scales (per QMA rulebook) and last place points will be awarded.

### **Flagging**

- Anyone 16 and over who is qualified and a member of QMA shall be allowed to flag.

### **Race Starts**

- Starts will follow QMA rule
- If during the lineup process:
  - A car fails to line up and /or keep proper pace and /or continues to jump start the green flag;
    - The flagger will point a rolled black flag as a warning
  - Cars continuing to fail to line up, keep proper pace or jump start the green flag or other infractions;
    - May be sent to the back of the line-up
- The pole car (car number 1) sets the pace to the green flag. The driver must not:
  - Pulse the field
  - Weave about
  - Hit the line at full throttle or idle
  - Rapidly accelerate or decelerate in order to gain advantage by stacking the field behind him/her.
- The pole car is allowed to:
  - Accelerate smoothly to the line and maintain a constant pace.
- Should the pole car commit a violation a furred black flag will be given
  - Subsequent violations will result in a start at the back of the field.
- It is the responsibility of the outside pole car (car number 2) to maintain position directly beside the pole car.
  - Failure to do so will result in a furred black flag.
  - Subsequent violations will be sent to the back of the field.

### **Race Procedures**

- Races are **HOT OUT OF THE CHUTE**
- Cars will line up in numerical order in staging.
- Once pushed off NO car will pass the pole sitter (unless directed by the flagger)

- In the event this does happen the offending car will be sent to the back of the field.
- Everyone else will advance a position.
- Cars that will not line up and / or speed around the track can be cause for a black flag.
- Warm up laps will not be tolerated.
- All races have a maximum time limit.
  - 15 minutes per heat race.
  - 20 minutes per main race
  - Time begins when the initial green flag is thrown,
  - Clock will stop during red flag conditions.
- Maximum car count per race:
  - Junior classes may have 10 cars with 11 permitted to avoid an additional heat or main.
  - Senior classes may have a maximum of 10 cars with 11 permitted to avoid an additional heat or main.
  - Novice class may have a maximum of 8 cars.
    - The extra car provision does not apply to the novice classes.
- Class race orders will be arranged by National race order.
  - Junior Novice
  - Advance Novice
  - Junior Honda
  - Senior Honda
  - Heavy Honda
  - Junior Animal
  - Senior Animal
  - Heavy Animal
  - Junior 160
  - Light 160
  - Heavy 160
  - Mod
  - B
  - Light World Formula
  - Heavy World Formula
  - Half

### **Qualifying/Main Race Format for Points Series**

- Races will consist of time- ins, one heat, and mains.
- Heat race may be removed at the discretion of the Race Director if:
  - The car count is exceedingly high
  - Bad weather is threatening
  - Technical inspection is expected to be lengthy
    - i.e multiple track records were broken.
- Pill draw will determine the qualifying order.
- 8 laps on the clock
- No warm up laps
- Timing will begin the first time the car passes the start finish line.
- Fueling will be the same as region.
- Fuel will be sniffed as cars come off the track and at any other time during the race day per the tech director.
- In the event there is a scoring or timing malfunction while a car is on the track that prevents it from accurately being timed:

- Car will be black flagged and brought into the hot chute
- Car will be sent out again to start their 8 laps after at least 3 other cars have completed their qualifying laps or 3 minutes has passed. (whichever is greater)
- Heat race line up will be a full inversion of the qualifying order.

### **Heat /Main Race Format for Points Series**

- 2 heats and mains
  - One or both heats may be removed at the discretion of the Race Director if the car count is 60 cars or more, if bad weather is threatening, or if technical inspection is expected to be lengthy.
- Pill draw will determine the first heat line up
  - Lowest number drawn will start in pole position for the first heat.
    - 2<sup>nd</sup> lowest starts 2<sup>nd</sup>, etc.
    - In the case that the same number is drawn by 2 drivers, revert to sign-ins (first to sign in gets the first available position)
- Second heat will be a full inversion of the line up from the first heat.
- Heat Races:
  - 15 laps- Novice and Juniors
  - 15 laps- Senior (5 or less cars)
  - 20 laps- Senior (6 cars or more)
- Main Events:
  - C main and lower
    - 15 laps Novice
    - 20 laps Junior
    - 30 laps Senior
  - B main
    - 20 laps Novice
    - 25 laps Junior
    - 35 laps Senior
  - A main
    - 25 laps Novice
    - 30 laps Junior
    - 40 laps Senior
- Main event line up
  - Divisions having 11 cars or less, 9 for Novice, A main positions to be set by combining the finish score of both heat races.
    - Top 5 cars inverted into the A main
    - No-times and late arrivals will run behind all qualified cars in the order in which they signed in.
  - Divisions having more than 11 cars, 9 for Novice, the lineup for Mains will be determined by the results of the combined heat races and pill draw.
    - Top 5 cars inverted into the A main.
    - Lower mains will not be inverted and will race straight up.
  - The remaining unfilled positions in each main event will be determined by the results of the previous main.
    - Top 5 cars will advance to the next higher main.
- If only 1 heat race is run:
  - Line ups for the main will be determined as follows:

- Division having 10 cars or less, 8 for Novice, A main positions set by finish of heat races.
  - Top 5 cars inverted.
  - Remaining cars added in finish order straight up.
  - No times and late arrivals running behind all qualified cars in order of which they signed in.
- Division having more than 10 cars, 8 for Novice
  - Positions determined by the results of the heat race and pill draw
  - First 5 positions inverted into the A main
    - The next 5 inverted into the B main, etc.
  - The remaining unfilled positions in each main will be determined by the results of the previous main.
  - Mains are set up so that up to 5 cars will advance to the next higher main, regardless if it is an 8 or 10 car division.

### Race Day Committees

- At the beginning of each year the Little Wheels board has the option to select members to chair the following Committees.
  - Pit Boss
  - Race Director
  - Flagging
  - Tower
  - Safety
  - Tech
  - Scales/ Sealing (Qualifying and Region races only)
  - Snack Shack
- Committee heads may include board members, regular members or alternate handlers.
- Members of these committees will be responsible for filling the corresponding volunteer positions during Little Wheels events.

### Points System

- Heats: 1 point spread per position
  - 1<sup>st</sup> - 20
  - 2<sup>nd</sup> -19
  - 3<sup>rd</sup> – 18, etc.
- Qualifying
  - Points are determined by the number of qualifiers in the respective class and will be equal to the value of heat race points.
    - If only one enough cars for one heat, the top qualifier will receive 20 points. 2<sup>nd</sup> fastest will receive 19, etc.
    - If there are enough cars for 2 heats the top 2 qualifiers will receive 20 points. The next 2 will receive 19 points, etc.
- Main Events
  - 2 point spread per position:
    - A Main:
      - 1<sup>st</sup> – 150
      - 2<sup>nd</sup> – 148
      - 3<sup>rd</sup> – 146
      - 4<sup>th</sup> – 144

- Etc.
- B Main:
  - 5<sup>th</sup> – 130
  - 6<sup>th</sup> – 128
  - 7<sup>th</sup> – 126
  - 8<sup>th</sup> – 124
  - Etc.
- C Main:
  - 5<sup>th</sup> – 118
  - 6<sup>th</sup> – 116
  - 7<sup>th</sup> – 114
  - 8<sup>th</sup> – 112
  - Etc.
- D Main:
  - 5<sup>th</sup> – 106
  - 6<sup>th</sup> – 104
  - 7<sup>th</sup> – 102
  - 8<sup>th</sup> – 100
  - Etc.
- E Main
  - 5<sup>th</sup> – 94
  - 6<sup>th</sup> – 92
  - 7<sup>th</sup> – 90
  - 8<sup>th</sup> – 88
  - Etc.

- You will only receive points for the highest main for which you qualify.
- If two or more cars are disabled together and are unable to continue, the points will be added together and divided between them equally.
  - Except if one of the cars is charged with a call, in which case the cars will be scored as if the car receiving the call exited the race before the other disabled car.
- Flagrant Unsportsmanlike conduct black flags will receive no points for that class and event.
- Technical DQ's at tear down will receive no points for the entire event.
  - Will still receive credit for year-end awards.
- All other DQ's will result in last place points for that race.
- If more than one driver is disqualified in a race, both drivers will receive last place points.
  - If two drivers were DQ'd in a race with ten cars, both drivers would receive 10<sup>th</sup> place points. There would be no 9<sup>th</sup> place points.
- In the event of a tie for places at the end of the series, two equal places will be awarded
- Drivers who score a DNS (did not start) or DNF (did not finish, as a result of a crash, 3rd charge yellow, or any other instance identified as a DNF under QMA rules) in a race will receive points according to when they drop out in relation to other drivers
  - DNS must attempt to warm up and/or race.
- DNA (Did not attempt)
  - Car was not present for warm up, heat race, or qualifying and/or did not attempt to start car.
  - DNA for heat race or qualifying will not receive any points.
  - DNA in a main event will receive last place points.
- Novice class is **NOT** racing for points or championships. Their attendance is recorded for end of year participation awards.
- Moves

- Any move from one division to another in the same class, driver will enter the new division with 1 point less than the lowest point total in the new division with the same number of races run.
- Only one move per series allowed.
- Driver is still able to qualify for year-end points awards as long as they qualified, signed-in, and attempted to race 6 out of 10 races in one division.
- You must sign-in and attempt to race 6 out of the 10 races in one division to qualify for end of year awards.
- If a novice driver moves up after the 4<sup>th</sup> race in the series, they will start with 0 points in the new class. They must be sure to move up by the start of the 4<sup>th</sup> race of the series.
  - If a novice driver moves up before the 4<sup>th</sup> race the driver will receive 1 point less than the lowest point total in the new division for each of the races run before moving up.
- Moving from one CLASS to another: (Such as: Jr. Honda to Lt. 160 or Mod) the driver will enter the new class with 0 points.
- There will be 1 throw out race
  - Each competitor will throw out their race day with the lowest points total
  - It must be a day that other competitors scored points.
  - You may **NOT** throw out a race in which you receive 0 points due to a flagrant unsportsmanlike conduct black flag or a Technical DQ at teardown.
  - Drivers do not need to sign in on the race that they wish to use as their throw out.

*Non-Little Wheels members cannot accumulate points for races. They can only accumulate points from the date they have joined, per the club Secretary, and their throw out will not apply until after the date their membership is active.*

## Awards

- A Main Events: Trophy 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place
- B Main Events: Trophy 1<sup>st</sup>, 2<sup>nd</sup>, ribbon for 3<sup>rd</sup>
- C Main Events: Trophy 1<sup>st</sup>, ribbon for 2<sup>nd</sup> and 3<sup>rd</sup>
- Race day awards will be top 3 in each class no matter car count in each class.
- Year End Awards
  - You must sign in and attempt to race at 6 of the 10 events to qualify for year end participation awards.
  - You must sign in and attempt to race 6 of the 10 races in one division to qualify for year-end participation awards.
  - There must be a minimum of two cars in the division for 6 races to qualify for year-end awards.
  - End of year awards will consist of a jacket and trophy for the champion in class. Must meet the qualification requirements.
    - In the event a driver earns multiple championships a jacket will be provided for each class.
  - 2<sup>nd</sup> and 3<sup>rd</sup> place will receive a trophy,
  - Jackets will be provided to all Novice drivers that participate in the minimum 6 races per year to qualify.
  - Each driver, meeting the participation requirements, including top three finishers, will receive the year end sweatshirt participation award.
  - Additional Awards include:
    - Roll over trophies- Each driver experiencing a rollover under green flag racing conditions. A roll over is defined as the car being on its side or top under green

- flag conditions. One award may be given to the same driver with multiple rollover dates.
  - Track record awards- Any track record broken during a club race. If the same driver breaks multiple times in the same class, 1 award will be given with all times on it.
  - Perpetual awards as voted by the Board
  - Retiring drivers' awards
  - Outgoing board member awards
- Year end awards will be given for **CLUB POINT RACES** only.
  - Roll overs, track records, etc. that happen at a Region Race or other clubs races will **NOT** be awarded at the Little Wheels end of year banquet.
  - Perpetual awards will be voted on by the club, with the exception of Presidents Award, Golden Spatula, and Head Tower.
  - Driver perpetual award ballots will be handed out to each family.

*In order to be eligible to receive points at a Little Wheels points race you must be a club member at sign in. If a non-member races during a points race that driver will get 0 points for that race but the top three for the day will still receive a 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place trophy regardless if they are a Little Wheels member or not.*

## **Rules and Regulations**

- Pierce County park rules apply.
  - Pierce County park code prohibits operation of any unlicensed motorized vehicles inside park boundaries. Except in designated areas (quarter midget on track).
    - A “vehicle” means any self-propelled device capable of being moved, an in, upon, or by which any person or property may be transported.
    - **NO GOLF CARTS, ATV, UTV, MOTORIZED FOOT SCOOTER, ETC.**
- For everyone’s safety, there is on bicycle riding, rollerblades, skateboards, scooter, hoover boards, or RC cars inside the fenced paved area during any race event.
- Helmets **MUST** be worn whenever riding on any item with wheels.
  - If you are caught riding without a helmet, whatever you are riding will be confiscated until you go home.
- Please be courteous when using two-way radios.
  - Please do not use the same channel as the race officials (ch. 11)
- Per park rule there is to be no practicing after 10 pm.
- Per Pierce County rules **10pm is quite time.**
  - Please remind children to be courteous of others who may be sleeping (no running around yelling, chasing others, riding bikes on the track, etc.)
  - Exception to noise rule is in place if racing during a race event is still happening.
- **NO TOBACCO PRODUCTS OF ANY KIND** (cigarettes, cigars, chew, vaping, etc.) are allowed within 25 feet of the fenced area.

## **Track Help Outside of Race Day**

- All families must fulfill 8 hours of volunteer work, per LWQMA bylaws, in order for their driver to qualify for end of year participation awards.
  - Or pay LWQMA \$250 as a buy-out fee.

- If the 8 hours or buy-out fee is not fulfilled the member is **NOT** in good standing per club bylaws.
  - **Member and family will have NO voting rights at club meetings.**
  - **Member and family will NOT be eligible for end of year awards.**
- Every full member family will be required to participate in the club fundraiser.
  - Fundraiser will be decided by the club at a regular monthly meeting.
  - Each family will have the option of participating in the fundraiser or paying the fundraiser opt-out fee as set by the club at a monthly meeting.
  - If a family does not participate in the fundraiser or pay the opt-out fee, that family's driver(s) will **NOT** be eligible for end of year awards.
    - The member and family is **NOT** in good standing per club bylaws and will have **NO** voting rights at club meetings.