

## 2019 Good Times Racing Series Rules

- Sign in Fee: \$30.00 per car.
- Safety & sign ins open at 8:00 am and close at 9:00 am.
- Track fuel must be purchased at the Chevron on Cleveland Ave., Madera across from track.
- Pit Meeting @ 9:00 am
- Tires: After qualifying right side tires will be marked. Cars must compete on the marked tires in BOTH heat race and main event. In the event of a damaged tire the marked tire can be replaced by ONLY a used tire. (no new replacements) If the tire is replaced prior to that event the penalty will be starting at the back of the field. Tires may be changed for lower mains. Must start main event on marked tires.

### Format for all Races:

- **BEFORE PRACTICE:** All cars will go through Safety. Engine must be sealed. This process must be completed to participate in the practice session.
- *PRACTICE:* Practice will immediately follow the pit meeting, 3 minutes, max 7 cars.
- **QUALIFYING:** Qualifying numbers will be assigned; order will be determined by a pill draw, 8 laps on the clock.
- *HEATS:* One 20 lap Heat race for all divisions. Line up inverted from qualifying. If more than a full field, then 1st, 3rd, 5th, etc will be in first heat, 2nd, 4th, 6th etc. will be in the second heat. \*if 3 Heats 1st, 4th, 7th etc will be in first heat, 2nd, 5th, 8th in the second heat, and 3rd, 6th and 9th are in the third heat).
- *A MAINS:* QMA Laps- 25/30/40. Main event line ups will be inverted from the Heat Race Finish. If there are 2 heats then top 3 finishers from each heat will transfer to the A main. (If 3 heats, top 2 transfer in all classes.) Same place finishers in Heats line up determined by Qualifying time, faster time behind slower time.)
- *LOWER MAINS:* 15/20/30 Lap lower mains start straight up from heat race finish. Same place finishers from Heats line up by Qualifying time, faster time ahead of slower time.
- All cars will be given maximum 5 courtesy laps for repairs, courtesy laps to be allowed one time per car per race. Courtesy laps will start once the flagger has the cars on the track lined up.
- All races – 5 laps warm up before flagger calls for line-up.
- 3 Judges per race, unless other arrangements are agreed upon by the participants.
- All handlers are expected to sign up for and complete race day duties, to include flagging, pit steward, track directing, judging, etc. If the handler is not in place, or has not sent a replacement, their driver will be sent to the back of the starting lineup.
- A time limit may be imposed based on car count/weather conditions, to be announced at the pit meeting. Time will be stopped during red flag conditions.
- Novice drivers and Jr. Stock/Honda/Animal drivers can transfer to another class due to novice graduation or age and carry at most 1 point less than last place with the same number of races.

### Race Day Awards

- All Novice Participants in Main Event.
- All other classes 1-3 Main Event Finishers (Medals; Winner Sticker for 1<sup>st</sup>)
- All Heat race winners (Certificate)
- All Fast Times (Certificate)

### Year End Awards

- Driver must be a Full/Associate member of Good Times QMA and run 9 of the 10 scheduled races.
- There will be 1 throw out race.

- Championship Tie Breakers: 1<sup>st</sup> tie breaker- Main Events wins, 2<sup>nd</sup> tie breaker-Heat Race Wins, 3<sup>rd</sup> tie breaker-New Track Records, 4<sup>th</sup> tie breaker-Fastest Qualifier.

## Points

Place	Qualifying	Heat	Lower Main	Main
1 <sup>st</sup>	20	20	-	30
2 <sup>nd</sup>	19	19	-	28
3 <sup>rd</sup>	18	18	-	27
4 <sup>th</sup>	17	17	-	26
5 <sup>th</sup>	16	16	19	25
6 <sup>th</sup>	15	15	18	24
7 <sup>th</sup>	14	14	17	23
8 <sup>th</sup>	13	13	16	22
9 <sup>th</sup>	12	12	15	21
10 <sup>th</sup>	11	11	14	20

Points are awarded to all race finishers and then to DNF (did not finish) as determined by the scorers. DNS (Did not Start) and DQ (Disqualified) are not awarded points for the race in which it happens; i.e. Qualifying, Heat, or Mains. Tech Inspection DQ's will receive no points for the entire event.

Novice Drivers will receive their points accumulated from novice and transfer those points up to one competitive class, with the maximum number of points carried to 1 point less than the last place driver in that class, with the same number of races ran. You may move your points only one time per season.