

2022 Club Series
Rule Book

1.1 Club Race Fees

Car Fee:	$35.00 per car (2022)

1.2 Club Race Sign-In

Sign-In & Safety	7:30AM to 8:30AM.
Pit Meeting	8:45AM
Racing	Immediately following pit meeting (2022)

3.2 Qualifying

Vote option to include the following: If a car breaks or leaves the track before all laps are completed, the fastest recorded lap will be the qualifying time. If no laps were completed, then the car will take a "No Time". They will not be able to re-qualify and will result in LAST PLACE Points. (A No Time in points will be scored behind any technical DQ's. For Ex points scored in order Qualifiers, Technical DQ's, No Time). (2022)

3.4 Approved: Vote to Remove following sentence: "Points will be given to qualifiers just as in heat races". (2022)

6.1 Approved to include the following:
Two cars constitute a Class/Division- two cars constitute a Class/Division and must race to earn points and/or credit for the event series. (2022)

6.3 Approved: Amended to include the following:
D. Failing Technical Inspection will result in Zero points for that event. (2022)

6.5 Approved to remove this rule:
~~DQ – Unsafe car handling in pits: ***If during the event, when a driver is in the car and the car is lifted by the rear bumper above waist level, the car is immediately disqualified from that race***. The car will be given zero points for that race. This will be for club level events only. (2005)~~
(2022)

10.4 Approved to clarify scoring with the following:
The average will be based on each driver's consecutive series races beginning with the first competitive race. Should All eligible drivers run more that 5 races, the average will be based on the highest number of equal races. No Throwouts. The eligible driver with the highest average in the equal number of races will be the winner. (2022)

11 Approved to include the following:
Should the AQI (per AirNow.gov) be at or above 151 within 12 hours of Push Off, Race will be called and Rain Day will be used. Should the Projected outside temperature be above 108 degrees, Race will be called and a Rain Day will be used. (2022)

2022 Club Point Series

Other than described herewith, all current POWRi QMR rules, regulations, specifications, scoring procedures, flagging procedures, national work rule, tech procedures, and conduct rules at local and regional level will apply.

1. SIGN-INS & SCHEDULE

1.1 Club Race Fees

Car Fee:	$35.00 per car (2022)
Transponder Fee:	$5.00 per transponder
EMT fee:	$5:00 per Family

1.1a If any POWRi member pays with a check and that check comes back to TVQMA as non-sufficient funds, there will be a $25.00 service fee plus the non-sufficient fund amount will have to be paid to TVQMA in form of a cashier's check or cash only and at future events that member will only be able to pay their fees to TVQMA in the form of cash or cashier's check. If these fees are not paid within 15 days of notice, the driver will lose race points for that day and at the next scheduled event, the member must pay sign in fees plus non-sufficient fund fees in cash or cashiers to be eligible to participate. (2011)

1.2 Club Race Sign-In

Sign-In & Safety	7:30AM to 8:30AM.
Pit Meeting	8:45AM
Racing	Immediately following pit meeting (2022)

- No uncontrolled practice on race day.
- Safety for ALL classes at every race.(2015)
- All cars signed in may qualify for track records. (2003)
- All classes and all cars racing shall have a race receiver or equivalent to aid flagger in communications to drivers. (ex. Lineups, black flags, penalties, etc.)
- The club is to have a supply of receivers to rent. Rental fees for Members (Regular and Associate) will be $10 per race. The club will loan receivers to Non-members with a deposit at no charge. Loaned receivers do not include earbuds. (2019)

2. CLUB RACE FORMAT (2006)

2.1 Race Series

- All 8 Races will be qualifying format (2019).
- Races cancelled due to rain will be rescheduled to the 1st Saturday or Sunday following the rain out that is not in conflict with a Regional, States, Grands, or Monza (Mostek) race. (2010)
- Acknowledge Super Novice as a class. Super Novice class will race a maximum of 3 events under the club series only and follow the novice rules. Super Novice will be run as a trial period at the Novice committee's discretion. (2014)

2.2 Scorers (2011) 3 Scorers and 1 lap counter are required for races to be run, except when there are only three cars or less in the race then 2 scorers and 1 lap counter are required at TVQMA club series races.-Computer Scoring System may replace 1 scorer at all TVQMA club events.

NOTE POWRi Rules:
Racing Procedures: *All clubs will extend their commitment lines in turn three and turn four all the way to the wall if possible. Make every effort to place a line on the wall so drivers can see it. Commitment line in turn three will be used as the GAS UP line and commitment lines in turn 4 will be used as the start line.*

3. QUALIFYING FORMAT (2004)

3.1 Qualifying Order
All signed in classes will receive a full round of practice. Drivers will be sent on the track in equal groups with a maximum of five (5) drivers per group. Practice will be Three (3) minutes per group. After one full round of practice for each group is completed the Tower will advise the pit steward when the Tower is ready. At this time the Pit Steward will direct the cars on the track in qualifying order.(2016)

3.1a (2012)
Qualifying Order will be decided by a random pill draw. Random pill draw will be completed by computer scoring system or actual pill draw upon the system failure or tower decision. (2009) Any late sign-in will receive a "no-time" and will start at the back OR qualify 1st only if their class has not started to qualify. Any car that fails to make it out to the track when it is its turn to qualify will receive a "no time".

3.2 Qualifying
All 8 qualifying laps will be on the clock. The clock starts when the car passes the start/finish line the first time. (2012) If a car breaks or leaves the track before all laps are completed, the fastest recorded lap will be the qualifying time. If no laps were completed, then the car will take a "No Time". They will not be able to re-qualify and will result in LAST PLACE Points. (A No Time in points will be scored behind any technical DQ's. For Ex points scored in order Qualifiers, Technical DQ's, No Time). (2022)

3.3 Qualifying Reruns
If any track official (Tower, Flag Person, or Race Director) makes a mistake during qualifying or there are any transponder issues that driver will be allowed to rerun their laps and the first qualifying run will be disregarded. The Race Director will immediately notify the handler of the rerun. The car is to immediately pull into the pit and wait for the Race Director's instruction. The next car in sequence will push off for their qualifying attempt. The affected car will then re-enter the track (following the next car in sequence) with all 8 laps on the clock starting when the car passes the Start/Finish line the first time. (2012) The Handler is not allowed to make any adjustments to the car. The Race Director is to supervise the car while in the pit. If any adjustments are made to the car, no re-run will be allowed. (2013)

3.4 Qualifying Points (2006)
All drivers must be a paid TVQMA Full or Associate Member prior to the start of qualifying to earn points for the race day. In the event of a tie, the tower will use the next fastest time. If all times match, the tower will revert to pill draw (lowest pill wins). In the event of tying track record's the first person to achieve the record receives the track record point (pending tech), then refer to tie breaking procedure. If there are enough cars qualifying to constitute 2 groups in one class (i.e. 12 Jr. or Sr. Hondas), qualifying points will be given as 2 groups. (2022)
For example
15 Cars to Qualify

Qualified	Qualifying Points	Qualified	Qualifying Points
1st	11	2nd	10
3rd	9	4th	8
5th	7	6th	6
7th	5	8th	4

9th	3	10th	2
11th	1	12th	1
13th	1	14th	1
15th	1		
Track Record (pending tech)	1		

3.5 Heat & Main Warm-Ups

No practice session before heat races & mains. A 5-Lap warm up will be given immediately before heat races & mains begin to all classes excluding Junior Novice. Senior Novices and all other classes will be given 5 laps warm up. (2004) (2016)

Junior Novices will be lined up in order in the Hot Chute and pushed out in that order. When all cars are on the track, the flagman will call for line-up. No warm-up laps will be given. If no line up is achieved after 5 laps (2016) the flagman will throw the red flag and handlers will line up cars. The same applies to all restarts. (2003)

3.6 Heat Race Line-Up

Heat races will be full inversion from qualifying times. Fast qualifiers will start in the back of all cars that qualified in the heat. No Times and DQ's will start in the back of the heat race. If there is more than one No Time car, the No Time cars will default to qualifying order with the cars lining up behind all cars that qualified. (2004) Any one car Division will start in the back of that Class when combining divisions. (2016)

In the case of a tie in qualifying times, we will revert to the second fastest qualifying time of the same drivers. (2004) All initial starts will be rolling double file starts.

Novice Heat Race Line-Up - Heat races will be full inversion from qualifying. In the event of multiple heat races in Jr. or Sr. Novice, all entries of each will be ranked by qualifying time, inverted and divided into heats of equal numbers by ranking. Slowest cars will run heat 1, next fastest will run heat 2 and the next fastest will run heat 3 and so on. If the numbers do not split evenly, the higher count will be in the faster heat(s). (2016)

Heat 1 – Group 1

Starting Position	Fastest Qualifier	Starting Position	Fastest Qualifier
1st	15th	2nd	13th
3rd	11th	4th	9th
5th	7th	6th	5th
7th	3rd	8th	1st

Heat 1 –Group 2

Starting Position	Fastest Qualifier	Starting Position	Fastest Qualifier
1st	14th	2nd	12th
3rd	10th	4th	8th
5th	6th	6th	4th
7th	2nd		

Heat Race Finishing Points (2004)

Finishing Position	Points	Finishing Position	Points

1st	11	6th	6
2nd	10	7th	5
3th	9	8th	4
4th	8	9th	3
5th	7	10th	2

3.7 Main Event Line-Up

Main event line up order will be as follows:

- Top 5 are inverted by total points (Qualifying + heat). Tie to be broken by qualifying time then by pill draw if necessary (lower pill number to be considered the faster car). Faster car to the back. The rest of the field is lined straight up. Novices will be lined up by points same as Jr. and Sr. divisions, no lower main, if more than 8 (Jr Novice) 11 (all others) they will be divided into two groups. (2014)(2016)
- Transfers (if any) start behind the last car and are lined up straight up.
- Any car with a DNF/DQ/DNS in qualifying and/or the heat will be started at the back of its main.
- Any one car Division will start in the back of that Class when combining divisions. (2016)
- The semi and consi races are not inverted.
- All initial starts will be rolling double file starts. (2013)

Main Event Points

Finishing Position	A-Main	B-Main (Semi)	C-Main (Consi)
1st	20	TRANSFER	TRANSFER
2nd	18	TRANSFER	TRANSFER
3th	17	TRANSFER	TRANSFER
4th	16	TRANSFER	TRANSFER
5th	15	9	3
6th	14	8	2
7th	13	7	1
8th	12	6	1
9th	11	5	1
10th	10	4	1
11th	9	3	1

Main Event Points *(Junior novice)*

Finishing Position	A-Main	B-Main (Semi)	C-Main (Consi)
1st	20	TRANSFER	TRANSFER
2nd	18	TRANSFER	TRANSFER
3th	17	TRANSFER	TRANSFER
4th	16	TRANSFER	TRANSFER
5th	15	11	6
6th	14	9	5
7th	13	8	4
8th	12	7	3
9th	11	6	2

3.8 Transfers (2003)
Four cars will transfer from the consi to the semi. Four cars will transfer from the semi to the main. In all events, the cars transferring into the race will go to the back of the cars already qualified to race the event. (2018)

Divisions will have only 6 qualified cars for the mains with transfers going to the back. (2018)

The semi will start with 6 due to 4 cars transferring from the consi, with all transfers going to the back. (2018)

Novices will not run consi or semi events. All novices signed in will run a main event.

3.9 Bonds Race Line-Ups
Bond races will be qualifiers. Fast time will start in the back of the heat and full inversion will apply for heat races. Main event lineups will start straight up, with the top point's car starting on the pole.

4. TWO HEAT RACE FORMAT

4.1 Practice Session
Drivers will be sent on the track in equal groups with a maximum of five (5) drivers per group for three (3) minutes of practice. A one-minute warning will be given. This practice session must begin by 9:45am or it may be cancelled at the Race Committee's discretion. (2016)

4.1a Warm-Ups
A 5-Lap warm up will be given immediately before all heat races and mains begin to all classes excluding Junior Novice. Senior Novices and all other classes will be given 5-Lap warm up. (2016)

Junior Novices will be lined up in order in the hot shoot and pushed out in that order. When all cars are on the track, the flagman will call for line-up. No warm-up laps will be given. If no line up is achieved after 5 laps, the flagman will throw red flag and handlers will line up cars. The same applies to all restarts. (2003)

4.2 First Heat Race (Initial) Line-Up
Heat races will be straight up from the random pill draw, lowest to highest numbers. Any one car Division will start in the back of that Class when combining divisions. (2016) All initial starts will be rolling double file starts. Any late sign-in will start at the back of the pack for heat 1 only, in the order of sign-in. (2003)

4.3 Second Heat Race Line-Up
The second heat race line up will be inverted from the finish of the first heat race. All finishers from the first heat race will be assigned line up points. DNF, DNS, DQ and FBF will not be part of the inversion and will line up in the above listed order. Any one car Division will start in the back of that Class when combining divisions. (2016) All initial starts will be rolling double file starts. DNF's will receive series points for the position they are scored in at time of DNF

4.4 Main Event Line-Up
Main event line up order will be as follows:

- Top 5 (all others) are inverted by total points (heat 1 + heat 2). Highest finishing position then by pill draw if necessary (lower pill number to be considered the better finish). Better finish car to the back. The rest of the field is lined straight up. Novices will be lined up by points same as Jr. and Sr. divisions, no lower main, if more than 8 (Jr Novice) 11(all others) they will be divided into two groups. (2014)(2016)
- Transfers (if any) start behind the last car and are lined up straight up.

- Any car with a DNF/DQ/DNS in heat 1 and/or the heat 2 will be started at the back of its main.
- Any one car Division will start in the back of that Class when combining divisions. (2016)
- The semi and consi races are not inverted.
- All initial starts will be rolling double file starts. (2013)

4.5 Transfers (2017)

Four cars will transfer from the consi to the semi. Four cars will transfer from the semi to the main. In all events, the cars transferring into the race will go to the back of the cars already qualified to race the event. (2018)

Divisions will have only 6 qualified cars for the mains with transfers going to the back. (2018)

The semi will start with 6 due to 4 cars transferring from the consi, with all transfers going to the back. (2018)

Novices will not run consi or semi events. All novices signed in will run a main event.

5. RACE LENGTH

5.1 Race Length

Main Events	Novices 20 laps / all others 30 laps
Heats	Novices 15 laps / all others 20 laps
Semi	20 laps
Consi	15 laps
Trophy Dash	All classes 4 lap nonpoint race (4 fastest qualifying)
Time Limits	Will apply if we are running short on time (curfew). 1 minute per lap (20 laps would = 20 minutes)

5.2 Heat Race Size (2012)
All club series heat races shall line up with no more than 8(Jr. Novice) and 10 drivers. (2016)

5.3 Main Event Size (2005)
All club series main events shall line up in order to maximize driver count in accordance with POWRi sanctioned limits of not more than 8 (Jr. Novice) and 10 drivers. Alternatively, 8 (Jr. Novice) and 11 drivers shall race together in one main if that number of drivers is the total entered into the particular class. (2016)

5.4 Practice Sessions (2005)

1) Qualifier Race Format (Qualifying and 1-Heat Race)
   a) 5-Lap warm-up before Heats and Mains, all classes excluding Junior Novice.(2016)

2) 2-Heat Format, all classes excluding Jr. Novice
   a)5-Lap warm-up before Heats and Mains.(2016)

3) ***Jr. Novices*** will be lined up in order in the Hot Chute and pushed out in that order. When all cars are on the track the flag person will call for line-up. No warm-up laps will be given. If no line-up is achieved after 5 laps, the flag person will throw a red flag and handlers will line up cars. The same applies to all restarts.

5.5 Clarification of Call for Line-Up
Five (5) warm-up laps will be given. It is the handler's responsibility to keep track of the remaining laps. At the end of the 5-lap warm up session, the flag person will call for line-up by first throwing a yellow flag and then signaling for line-up. Any car that enters the pit area during the warm-up session must be past the designated "under power" line (nose over the line) before the call for line-up in order to keep their original

line-up position. Any car not past the designated line at the time the line-up is called will go to the back of the line-up only if the car makes it out before the green flag falls. Car must be past the “under power” line and must be under its own power. (2004)

5.6 Courtesy Laps (2004)
If a car pulls into the pit area during a yellow flag and once the other cars are in line-up order, the flag person will give 5 courtesy laps, to allow that car adequate time to return the race. The car in the pit must be past the “under power” line and must be under its own power, before the green flag is thrown. **Drivers are allowed 5 courtesy laps per race**. Courtesy laps may be removed due to time constraints. (2013)

5.7 Displaced Transponders (2010 revised)
During practice if the transponder becomes detached from the car – a driver may return to the offshoot to attach without losing starting position as long as they return to the field before the call for line up. After the call for line-up a car will be directed to pits transponder installation. Car will be moved to the back of the pack. If the displacement is the result of an accident, the car will be directed to the pit area for replacement of the transponder. No position penalty unless additional work is done to the car.

6. CLASSES & POINTS

6.1 Two cars constitute a Class/Division- two cars constitute a Class/Division and must race to earn points and/or credit for the event series. (2022)

6.2 DNS – Did not start. Any driver who is ready and checked by the pit steward but cannot get their car started for warm-ups or the initial green flag, will be scored as a DNS, and receive last place points for that race.

6.3 DQ – Disqualification.
A. In the event of a disqualification that results in a 30 day suspension, the driver will receive zero points for that entire event and that event may not be thrown out.
B. Flagrant Black Flag (unsportsmanlike conduct) will receive no points for that race and it may not be thrown out.
C. Flagrant call on the last lap, the driver will receive last place points for that race and it may not be thrown out.
D. Failing Technical Inspection will result in Zero points for that event. (2022)
E. For any other technical DQ, the driver will receive last place points for that race or qualifying and the event may still be used as a throw out. (2016)
F. Under Red Flag Conditions no work is to be performed on a car. Clarification: “Work” is defined as: adjusting, removing or repairing any parts on the car and or driver.(2019)

6.4 DNF – Did not finish. A driver black flagged from a driving incident (3 DOTs, 2 Calls, parts or liberating fluid, signaling, working on the car on the track,) will receive points for the position they are scored in at the time of the DNF. This also includes any driver who does not finish the race voluntarily (broken car/parts). Driver must take at least ONE lap under his or her own power to be scored as a DNF. (2009) (2015)

~~**6.5 DQ** – Unsafe car handling in pits: ***If during the event, when a driver is in the car and the car is lifted by the rear bumper above waist level, the car is immediately disqualified from that race***. The car will be given zero points for that race. This will be for club level events only. (2005)~~ (2022)

6.6 Race Day Sign-In - 5 points will be given for each sign-in in which the participant attempts to qualify. These points are not part of the race day points and cannot be thrown out. As stated in 2.1, a Tech DQ resulting in a suspension cancels all points of the day including sign in points. (2016)

6.7 The posting of points - Race points must be posted on the website and sent to all members within 5 business days after each leg with the date posted. Any disputes or changes must be presented in 10 days after being posted. No points will be changed after that time has exceeded. (2017)

7. TECH INSPECTIONS AND PROTESTS

7.1 Tech (2012)

- Top 3 cars from Main Event, Fast Time, and Track Record will go to impound after the Main Event. These cars cannot leave the blacktop area of the on-chute/staging area. They must go directly to impound. If the handler removes the car from this area the car will be disqualified from the main event and will not receive main event points. (2016)
- Random Tech - Tech Director will decide which club race events will be inspected. 2 Classes will be inspected and will be selected by the Tech director, Track director, and the Club President. Announcement will be made at the end of the main events.(2015) (2005)
- In addition, all new track records and fast times will be impounded and all track records will be inspected.(2015) (2003)
- All engines will be sealed.
- All 4 tires will be Hoosier. Tires will be POWRi-Hoosier *Spec* Tires, no quantity limit on new tires per event (2019).

7.2 Fuel

- Unless stated that track fuel will be supplied (at a nominal fee) for a specific race, each participant will provide their own fuel. Fuel will be tested at random and for track record breaking cars. The Mid-Grade gasoline (89 Octane) is the required fuel. The location and fuel grade that will be used as the master sample for all fuel testing procedures will be set before the race season by the Board of Directors. The location will be posted at the track and on the website and Facebook prior to Club Race 1. In the event of supply problems with the station the BOD can determine a new station. (2018) Alcohol fuels will be provided by the participant. (2007)

7 .3 Judging (2012)

- Judges will be used for all club series races. (2006)
- Judging calls may not be protested.

7 .4 Protests (2012)

- All protests must be made in writing within one hour of the completion of that race, to the Race Director only. You must be signed-in in that class to be able to protest.
- The protest must reference the racing rule or scoring procedure that was not followed by the race officials.
- Anyone protesting to an official other than the Race Director will be suspended from participation.

8. RACE DAY AWARDS

8.1 Participant Trophies (2003)

All Novices will receive participation trophies.

All other classes:

- Heat race winners will receive an award and a “heat winner” decal.
- Main event: Top 3 Finishers will receive Placed Awards. (2016)
- Main event winner will also receive the “Feature Winner” decal.
- Remaining Main Event participants may receive a participant award (2016)
- No awards will be given for semi & consi winners. (2004)

- Other awards may be given out with BOD approval.

When applicable: Trophy Dash Winner of each class will receive a trophy. Fast Time Qualifiers for each class and Track Record Breakers for each class will receive a plaque or trophy. (Award to be determined by Trophy Director).

8.2 Track Records

- Track records will be open at all Qualify format
- All current track records will be displayed on the exterior tower wall labeled all time track records. (smaller display)
- Previous two seasons track records will be displayed on exterior tower wall labeled as Dunlop tire TVQMA records. (smaller display)
- Current tire specifications (Hoosier) to be displayed on the exterior of the tower wall. (larger display)
- As tire specifications change, the previous tire display will be moved to a smaller display. (2018)

9. WORK HOUR REQUIREMENT (2019)

(2019): There are **20** hours of work party and volunteer time required. Work hours can be earned at scheduled work parties, participating in one of the activities listed below and by attending scheduled club meetings. If for some reason you are not able to attend the work parties, you may contact the Vice President and a task will be assigned to you.

- Work hours may be divided between Work Party or volunteer time in the events listed below; however at least 10 hours of the required 20 hours must be participating in Work Party **activities**.
- Work done as required by board position may be counted towards work hours.
- Because of the amount of hours required by the Training Director, they are exempt for the work hour requirements.
- Most Associate Members are full members at other local tracks in Northern CA. As to not burden them and to encourage more associate membership, they will only be required to complete 10 hours of work party time

We will have 2 Work Parties scheduled prior to race 5 and 1 after. In addition to Work Parties, volunteering at the following events or tasks will be counted towards your Work Hour requirement:

Promo Day 1; Promo Day 2; Promo Day 3; Good Guys set up and take down; Miscellaneous track maintenance, i.e., empty trash cans, pick up debris; 1 hour for every club meeting attended; training car maintenance; snack shack help. hour or financial obligation). Remaining hours must be completed or paid for prior to the start of the last

It is each member's responsibility to follow up with the Vice President and report the number of hours worked during the completion of the assigned task. A minimum of 10 hours must be completed or paid for prior to the 5th Club race. Failure to meet this obligation will result in your access to the track for practice purposes being suspended. (You will be asked to relinquish your key until the time you have met your work hour or financial obligation). Failure to complete work hours, volunteer time or paid fees prior to the last race, will result in suspension for the last race and your driver will not be eligible for year-end awards. (2019)

(2011) Work hours will be calculated from the end of the last race of the season to the beginning of the last race of the following season. (2009) Hours may be carried over from the first half to the second half. One hour per family may be earned at each scheduled club meeting (January through October). The cost per hour is $20.00 = $200.00 for 10 hrs. (2011)

Each family is responsible for completing their own hours. There is no gifting of work hours. Each family is responsible for working the required hours or paying the required amount for their missed or incomplete

hours. (2018) If your work hours are not completed for each half, your driver will not be eligible for year-end awards.(2015) Jr. Novices & Sr. Novices: Work hours will be prorated based on the date of the driver's first Novice race (i.e. 20 hours / 8 club races = 2.5 hours x 5 races run = 12.5 hours required).

9.1 Race Sign-Ins

During driver sign-ins, each family is required to select three (2014) race positions (flag person, scorer, judge, track director, etc.). If you are not able to fill your position, it is your responsibility to find a replacement. After three calls from the tower and you fail to fill your position, your driver will start last in their next race. In the event of this penalty being imposed after your child has finished racing for that event, the penalty will carry over to their next club race. (2013)

10. YEAR END AWARDS

10.1 Year-End Award Requirements

All drivers, in all classes (including Novices and Rookie Competitors) must meet the following requirements to be eligible for Year-End Awards and Plaques:

- You must be a TVQMA Full Member or an Associate Member to be eligible for year-end awards (Associate Members are responsible for either paying for or completing work hour requirements as defined in Section 9 Work Hour Requirement) (2019)
- All drivers (including Novices and Rookie Competitors) must meet Work Hour Requirements. See Work Hour Requirements Section for details.
- Novices: Must race a minimum of 1 event in a Novice Class.
- All drivers must compete in a minimum of 6 of the 8 club series races in an individual class to receive an award for that class.
- If a driver moves from a Jr. to Sr. class due to age requirements, the races run in the Jr. class will count towards eligibility for year-end requirements. (2007 RCP)

In the event of a tie within a class for the overall point's championship, the tie will be broken in the following order:

1. Greatest number of main event wins in the series.
2. Greatest number of 2nd place main event finishes in the series.
3. Greatest number of 3rd place main event finishes in the series.
4. Greatest number of 4th place main event finishes in the series.
5. Greatest number of heat races wins in the series. (2007 RCP)

The goal is to maintain the same level of awards and banquet as previous years. (Jackets, Bond, Trophies, Year End Plaques, etc.) However, the Board of Directors must give final approval to the budget based on the financial status of the club at year-end. Participation in fundraisers is strongly encouraged. Novices will not receive championship jackets, but will receive year-end participation awards.

10.2 Novice Graduates

Driver will carry no points when moving up. Driver must compete in a minimum of 3 competitive division races and meet all Year-End Award Requirements to be eligible for a Year-End Award in the class they graduated into.

10.3 Advancing From a Jr. Class to a Sr. Class

A Jr. Class driver will (2009 RCP) carry their points (within one point) to the lowest driver with the same amount of races in the Sr. Class.

10.3a Advancing to a Heavy Division

A Jr. Sr, or Lt. driver will carry their points (within one point) to the lowest driver with the same amount of races in the same Heavy Division. Once the Driver Moves to Heavy they cannot transfer points back to the Jr. Sr. or Lt Division. (2017)

10.4 Jr. Rookie & Sr. Rookie of the Year Award (2020)

Eligibility:

1. Drivers that did not compete in a competitive class in a prior year are eligible for the rookie of the year award. (2012)
2. Once the driver has graduated out of Novice, they will then be required to meet the Year-End Award Requirements. These requirements include:
   a. Must meet Work Hour Requirement. Please see Work Hour Requirement Section for details.
   b. Driver must compete in a minimum of five (**5)** competitive division races.

Winners of the award will be determined using an average points per competitive race run. Eligible drivers will need to run a minimum of 5 competitive division races. The average will be based on each driver's consecutive series races beginning with the first competitive race. Should All eligible drivers run more that 5 races, the average will be based on the highest number of equal races. No Throwouts. The eligible driver with the highest average in the equal number of races will be the winner. (2022) There will be 1 Jr. Honda and 1 Sr Honda Rookie of the year.

In the event that there is no eligible Jr. Honda rookie and there is an eligible Jr. Stock rookie the award will be given to the eligible Jr. Stock driver. In the event that there is no eligible Sr. Honda rookie and there are eligible rookies in Heavy Honda or Sr. Stock, the award will be given to the highest ranked rookie in the division with the most rookies. In the event that both classes have the same number of rookies the award will be given to the Honda Class rookie.

10.5 Year End Points Total
Year end points will be based on the best 7 (seven) races scored. If the driver participates in all 8 races, the lowest scoring race that is eligible to be thrown out will be discarded. (2016)

10.6 Championship records
As far back as records are available all TVQMA division Champions will be recorded on the TVQMA website. This will include all end of the year awards including rookie of the year and sportsman of the year awards. (2018)

11. RULES AND/OR SCHEDULES

TVQMA Board of Director's reserve the right to make changes to the schedule and or rules should a necessary need and/or requirement occur. Should the AQI (per AirNow.gov) be at or above 151 within 12 hours of Push Off, Race will be called and Rain Day will be used. Should the Projected outside temperature be above 108 degrees, Race will be called and a Rain Day will be used. (2022)

12. ASSOCIATE MEMBER FEES (2009)

TVQMA Associate Member fees will be as follows
Total Fee $100.00. This includes the $50.00 Membership Fee and the $50.00 Track Usage Fee. (2017)