



# 2024 MMRA Club Points Race Series

## *Procedure*

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### *Race Officials*

**Event Chief:** The Event Chief oversees all race officials and the overall management of event; this position will be staffed by the President. In the absence of the President the following will staff the position in this order: Vice President, Technical Director, and Safety Director.

**Race Director:** This position is assigned by Event Chief. The position is responsible for the overall running of the event according to all USAC racing rules and regulations. This person makes any disqualification (DQ) determinations if needed, including flagrant calls; may consult with other officials if needed to make determinations. Advises handlers of calls made to their driver. Primary person talking to drivers on the radio.

**Assistant Race Director:** This position is assigned by the Event Chief. The position will observe racing and provide input about racing incidents to the Race Director as requested. Must understand USAC racing rules and regulations.

**Flagger:** This position is assigned by the Event Chief. The position runs the flagging of the races according to USAC racing rules and regulations. May assist the Race Director to determine a call. Flagger will be located in the flagging stand during green flag racing.

**Pit Stewards/Chief Steward:** This position checks safety items in staging lanes to make sure cars and drivers are ready to race. Inspection items include but not limited to: brakes are functioning, arm restraints and seat belts are fastened properly, pad in center of steering wheel, steering wheel secure, etc. Cars 1 & 2 handlers will be pit stewards. Car 1 handler will safety check even number cars and Car 2 handler will safety check odd number cars. Chief Steward is responsible to confirm all cars pass safety checks and have functional radios before releasing cars for the race. (Rookie class may need a more experienced handler to teach / assist).

**Head of Tower:** This position is in charge of keeping track of car line-up throughout the race to determine finishing order, identify race line-up to Flagger, and maintain scoreboard information based on Race Director's ruling. Notifies Race Director when line-up on track is correct. Assist Race Director by providing information on rules as needed.

**Technical Director:** This position is responsible to validate any technical aspects of cars and equipment based on USAC rules and regulations. This includes engines and chassis measurements and all post-race selected inspection items. The Technical Director can request any technical item on any car to be inspected at any time. If Technical Director is not present, position will be assigned by Event Chief.

**Safety Director:** This position is responsible of ensuring safety rules are followed, including ensuring that all cars and drivers comply with all safety rules. The Safety Director also works with the Technical Director to ensure chassis are within specifications. Ensures all safety equipment is in place including, but not limited to fire extinguishers, medical bag, track cleaning kit, radios, etc. If Safety Director is not present, position will be assigned by Event Chief.



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### General Racing Rules

MMRA will follow the current USAC National [.25 Rule Book](#) for technical requirements, race procedures, and scoring procedures with the following clarifications and exceptions:

1. MMRA, USAC, and OCSC membership must be paid and in good standing to participate in points series.
2. All families (not all family members) must volunteer to work during the race day to receive points for the event. If all volunteer spots are filled for the event, your family will be signed up for the following event. Our entire race day is volunteer supported, without volunteers there is not a race day.
3. Qualifying will be 2 warm up laps, then 3 timed laps (Qualifying days).
4. Random draw for heat race line-up or qualifying line-up completed by **random chip draw during sign ins.**
5. Featured Class: One class per club race will have a special feature with an additional 10 laps and will be the first feature race of the day. If the special feature is canceled, the following club race will hold that special feature in addition to the scheduled special feature. Red and blue rookie special feature will race on the same day. Feature races will have cars paraded out to front stretch where each driver will be introduced before the race begins. At the conclusion of racing for the entire day, if the special feature class has technical inspection, they will go first. Once special feature cars complete technical inspection, the race positions 1st, 2nd, and 3rd will be presented trophies at the Winner's Circle.
  - a. The winner of the special feature heat race will be able to choose the music that plays over the PA prior to the driver introductions while walking out onto the track.
  - b. Feature class will walk their cars out onto the track and each driver will be announced.
6. Classes: Two or more cars must be signed-in to constitute a class. If a single driver is signed-in for a class, the Event Chief can make the decision to combine classes with the approval of all sign-ins in those classes. The single driver will receive sign-in points for the class but will not receive race points. The single class sign-in may choose to change classes before heats.
7. Corner workers: All handlers will corner work the race, they will be positioned on the wall at turns 1 and 2. Each handler will be responsible for their car and driver if they go dead on track. No more than two handlers per car allowed on track.
  - a. In the event a car is stopped on the track, the handler may briefly communicate with driver but may not do any work on the car.
  - b. USAC rules applies **ANY WORK ON YOUR CAR WILL BE IMMEDIATE DQ**. Do not touch your car other than repositioning and pushing off.
8. No warm-up before races (roll and go). If you go into the pit area during this time, you will start at the tail. Race Director or Flagger at their discretion can call up to 5 green flag laps to warm up tires. If you enter the work area during this time you will start at the tail.
9. Red Flag: No touching of cars during red flag other than assisting driver with helmet or getting in or out of car if instructed to by Race Director. **NO EXCEPTIONS!!!** Once red flag medical has been cleared by Race Director, cars can be pushed or carried to work area and work can begin.
10. Courtesy laps: Cars will be given 5 courtesy laps after line up has been set. Race Director will hold up his hand with remaining laps in a central area of all cars in work area.
11. Transponders will be required. The MOSCORE scoring system will be used per USAC scoring procedures. A single transponder can be used across multiple classes.



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12. Radios that meet USAC requirements (RACEceiver or other) are required for all drivers. Channel frequency is 464.5500MHz. or as identified by Race Director. (RACEceiver and Racing Electronics channel 1165, Nitro-Bee channel 1964)
13. Starts & Re-starts: lead car will not be allowed to accelerate until the “gas it up line”, which will be the turn 4 diagonal line. Green flag will not be thrown until the lead car has reached turn four at the earliest. The method for single-file restarts will be to stay above the 8” diameter red dot that is approximately midway on the straight between turns four and one. All cars must stay above the dot and maintain position until past this spot. Penalty for driving on or below this spot is to yellow flag the start and the offending car is penalized two positions; or alternately, given a strike and sent to the tail if the offending car currently holds one of the last two positions in the line-up.
14. Rookies will receive strikes but cannot strike out unless reckless or overly aggressive. If a call is against them the Race Director will have the option to use radio or meatball flag to give a very brief explanation of what they did wrong.
15. If a driver on track is not responding to radio communication, the Race Director will request the driver be stopped on the track with the meatball flag. If the radio is found not to be functioning, the Race Director may swap out the radio only if the handler has one immediately available and the car may rejoin the race without penalty. Otherwise, the car will be required to go into the pits to fix the problem and will follow yellow flag work rules and line-up procedure to rejoin the race (at the tail.) *RED ROOKIE special circumstance.* If a red rookie does not have radio communication, the race may be red flagged at the discretion of the Race Director to allow the red rookie to correct the issue on track and no strike will be assigned.
16. If a driver puts four tires below the racing surface (inside white line) and returns to the track and continues past the next corner, a yellow flag will be displayed and driver will be disqualified (DQ).
17. If the meatball flag is displayed to a driver, the driver should stop on the track by the race director. The race director is the only one that can touch the car.
18. Track fuel station is Speedway Gas 6594 Dixie Hwy., Clarkston, MI 48346. 87 octane fuel is required for competition and must be purchased on or after 5:00pm of the Friday immediately preceding the race event.
19. Rookie classes may use Hoosier D20 tires on the left side or use mandated USAC tires. All other classes must use tires as mandated in the USAC.25 rule book.

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### *Technical Procedure*

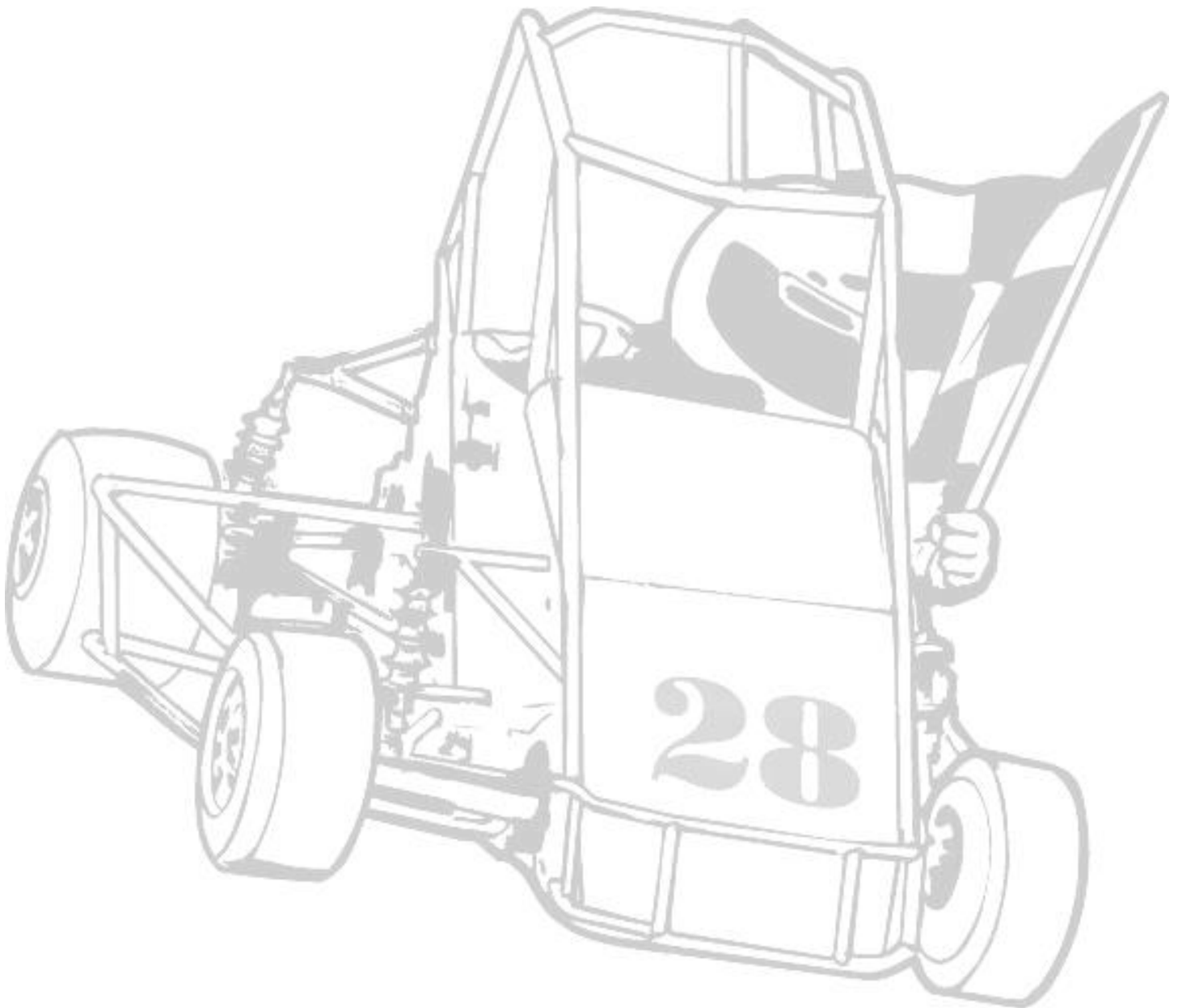
1. All cars will cross scales after their heat race, qualifying, transfer races, and feature races. It is the handler’s responsibility to have another handler witness your weight if a technical representative is not present.
2. Motors can be sealed at the Technical Directors discretion.
3. All cars in the feature races will cross the scales and a minimum of the top 3 finishers will go directly to impound. Safety gear, transponder, and steering wheel may be removed before entering impound. Handler may not enter impound or touch car once car is in impound. Any contact with the cars must be approved by the Technical Director.
4. Class(es) and items to go through technical inspection will be determined by random draw following last feature race. Level of inspection will be at the discretion of the Technical Director. Technical Director will determine how many classes will be drawn prior to first draw. Technical Director at his discretion may at any time inspect any car throughout the event.



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5. The Safety Director will assist the technical inspection process by verifying or performing any designed inspections on the Technical Director's associated cars or where there may be a conflict-of-interest on the part of the Technical Director.





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### Race Classes and Running Order:

#### Racing Classes:

1. Red Rookie
2. Blue Rookie
3. Junior Honda
4. Senior Honda
5. Heavy Honda
6. Jr. 160
7. Light 160
8. Heavy 160
9. Junior Animal
10. Senior Animal
11. Unrestricted Animal
12. World Formula 325 (club specific weight, all World Formula combined)

#### Combining Classes:

Combining classes will be considered to create racing conditions when there are few cars in a class. Event Chief can request to run more than one class in a single race after sign-ins are complete.

- Combining classes into one race must be approved by all sign-ins in those classes.
- Race line-up of combined classes is combined, not separated by class (except for Blue/Jr. Honda)
- The points in each class remain separate, not based on the overall race position, but on the finishing order of the cars in the same class.
- Each class has separate trophies, checkered flag activities, and technical inspections according to class.
- Blue rookie and Jr. Honda combined; Blue rookie class always starts behind Junior Honda class; number of laps is for the Junior Honda class.

**Race Day Order:** The order of races for the heat races, transfer races, and feature races is in this order:

1. Feature race class for the race date
2. Feature race class for previously cancelled race dates
3. In order of race classes with the feature classes removed

#### Race Class Laps:

	<i>Rookie</i>	<i>Jr. Classes</i>	<i>Sr. Classes &amp; Up</i>
Heat Races	10	15	20
Transfer Races	-	25	30
Feature Races	15	30	40



# 2024 MMRA Club Points Race Series

## Procedure

### Race Line-up Procedure

#### Qualifying Race Days

Random draw will be done electronically to determine qualifying line-up. Heat races will be filled from fastest qualifier to slowest. If more than one heat in a race, then divide cars equally into heat races as needed. For example, fastest = #1 in Heat 1, 2nd fastest = #1 in heat 2, 3rd fastest = #2 in heat 1, etc.

#### Non-qualifying Race Days

Random draw will be done electronically to determine starting position in heat races. Heats will be filled from lowest draw to highest. If more than one heat in a race, cars will be divided equally into heats. For example, lowest draw= #1 in Heat 1, 2nd lowest draw= #1 in Heat 2, 3rd lowest draw = #2 in Heat 1, etc.

#### MMRA Fun (Non-Point) Race Days

Once **all** heat races are completed there will be a random coin flip to determine if the feature races will be run normally **OR** inverted.

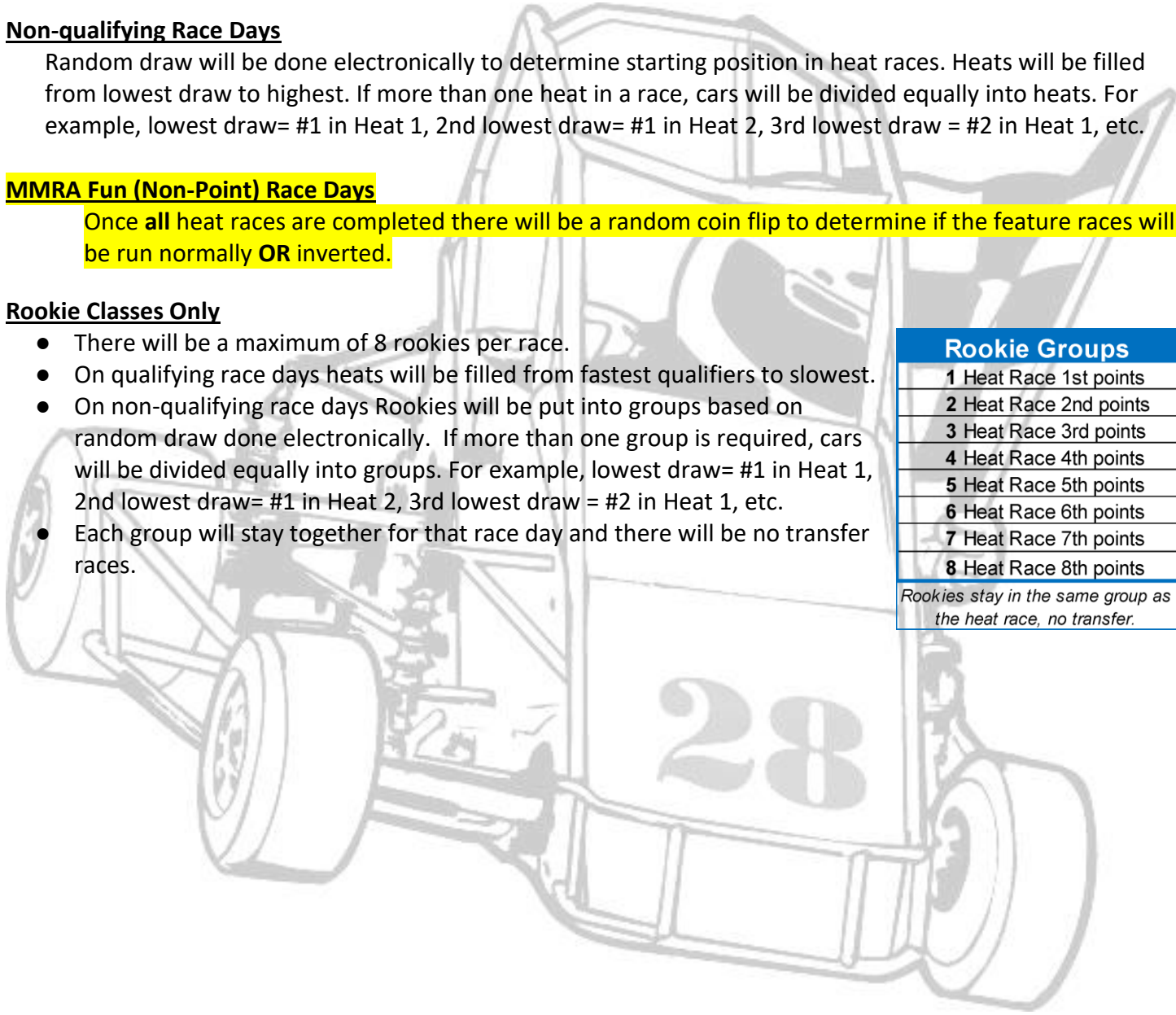
#### Rookie Classes Only

- There will be a maximum of 8 rookies per race.
- On qualifying race days heats will be filled from fastest qualifiers to slowest.
- On non-qualifying race days Rookies will be put into groups based on random draw done electronically. If more than one group is required, cars will be divided equally into groups. For example, lowest draw= #1 in Heat 1, 2nd lowest draw= #1 in Heat 2, 3rd lowest draw = #2 in Heat 1, etc.
- Each group will stay together for that race day and there will be no transfer races.

#### Rookie Groups

1 Heat Race 1st points
2 Heat Race 2nd points
3 Heat Race 3rd points
4 Heat Race 4th points
5 Heat Race 5th points
6 Heat Race 6th points
7 Heat Race 7th points
8 Heat Race 8th points

*Rookies stay in the same group as the heat race, no transfer.*





# 2024 MMRA Club Points Race Series

## Procedure

### Jr. Classes race groupings

#### Car Count

1-9 All cars transfer to the Feature.  
 If there are more than 7 cars signed-in, run 2 Heat races and all cars transfer to the Feature based on heat race points.

Feature Race
1 Heat Race 1st points
2 Heat Race 2nd points
3 Heat Race 3rd points
4 Heat Race 4th points
5 Heat Race 5th points
6 Heat Race 6th points
7 Heat Race 7th points
8 Heat Race 8th points
9 Heat Race 9th points

10-14 Two Heat Races divided equally. If odd number, place extra car to Heat 1.  
 Top 6 in points from heat races transfer to the Feature.  
 Remaining cars are in Lower B-main in order of heat race points.  
 First 2 finishers transfer to the Feature.

Jr. Classes Feature
1 Heat Race 1st points
2 Heat Race 2nd points
3 Heat Race 3rd points
4 Heat Race 4th points
5 Heat Race 5th points
6 Heat Race 6th points
7 B-Main, 1st finisher
8 B-Main, 2nd finisher

Jr. Classes B-Main
1 Heat Race 7th points
2 Heat Race 8th points
3 Heat Race 9th points
4 Heat Race 10th points
5 Heat Race 11th points
6 Heat Race 12th points
7 Heat Race 13th points
8 Heat Race 14th points

15-20 Three Heat races divided equally. If unequal amount, add to Heat 1 first, then Heat 2.  
 Top 6 in points from heat races transfer to the Feature.  
 7<sup>th</sup> through 12<sup>th</sup> in points from heat races transfer to B-main  
 13<sup>th</sup> through 20<sup>st</sup> in points from heat races transfer to C-main  
 First 2 finishers of C-main transfer to B-main.  
 First 2 finishers of B-main transfer to Feature race.

Jr. Classes Feature
1 Heat Race 1st points
2 Heat Race 2nd points
3 Heat Race 3rd points
4 Heat Race 4th points
5 Heat Race 5th points
6 Heat Race 6th points
7 B-Main, 1st finisher
8 B-Main, 2nd finisher

Jr. Classes B-Main
1 Heat Race 7th points
2 Heat Race 8th points
3 Heat Race 9th points
4 Heat Race 10th points
5 Heat Race 11th points
6 Heat Race 12th points
7 C-Main, 1st finisher
8 C-Main, 2nd finisher

Jr. Classes C-Main
1 Heat Race 13th points
2 Heat Race 14th points
3 Heat Race 15th points
4 Heat Race 16th points
5 Heat Race 17th points
6 Heat Race 18th points
7 Heat Race 19th points
8 Heat Race 20th points



# 2024 MMRA Club Points Race Series

## Procedure

### Non-Rookie & Non-Jr. classes race groupings

#### Car Count

- 1-11 All cars transfer to the Feature.  
 If there are more than 7 cars signed-in, run 2 Heat races and all cars transfer to the Feature based on heat race points.  
 X is not an alternate car in this case, it is in the Feature race.

Features
1 Heat Race 1st points
2 Heat Race 2nd points
3 Heat Race 3rd points
4 Heat Race 4th points
5 Heat Race 5th points
6 Heat Race 6th points
7 Heat Race 7th points
8 Heat Race 8th points
9 Heat Race 9th points
10 Heat Race 10th points
X Heat Race 11th points

- 12-16 Two Heats Races divided equally. If odd number, place extra car to Heat 1.  
 Top 6 in points from heat races transfer to the Feature.  
 Remaining cars are in Lower B-main in order of heat race points.  
 First 5 finishers transfer to Feature, the 5<sup>th</sup> car is an alternate.

Features	B-Main
1 Heat Race 1st points	1 Heat Race 7th points
2 Heat Race 2nd points	2 Heat Race 8th points
3 Heat Race 3rd points	3 Heat Race 9th points
4 Heat Race 4th points	4 Heat Race 10th points
5 Heat Race 5th points	5 Heat Race 11th points
6 Heat Race 6th points	6 Heat Race 12th points
7 B-Main, 1st finisher	7 Heat Race 13th points
8 B-Main, 2nd finisher	8 Heat Race 14th points
9 B-Main, 3rd finisher	9 Heat Race 15th points
10 B-Main, 4th finisher	10 Heat Race 16th points
X B-Main 5th finisher	

X car is an alternate and does not start unless a car from the starting line-up is not on the track when double file start is called (per USAC Appendix II Section 1713).

- 17-22 Three Heat races divided equally. If unequal amount, add to Heat 1 first, then Heat 2.  
 Top 6 in points from heat races transfer to the Feature.  
 7<sup>th</sup> through 12<sup>th</sup> in points from heat race transfer to B-main.  
 13<sup>th</sup> through 22<sup>nd</sup> in points from heat race transfer to C-main.  
 First 4 finishers of C-main transfer to B-main.  
 First 5 finishers of B-main transfer to Feature, the 5<sup>th</sup> car is an alternate.





# 2024 MMRA Club Points Race Series

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Features
1 Heat Race 1st points
2 Heat Race 2nd points
3 Heat Race 3rd points
4 Heat Race 4th points
5 Heat Race 5th points
6 Heat Race 6th points
7 B-Main, 1st finisher
8 B-Main, 2nd finisher
9 B-Main, 3rd finisher
10 B-Main, 4th finisher
X B-Main 5th finisher

B-Main
1 Heat Race 7th points
2 Heat Race 8th points
3 Heat Race 9th points
4 Heat Race 10th points
5 Heat Race 11th points
6 Heat Race 12th points
7 C-Main, 1st finisher
8 C-Main, 2nd finisher
9 C-Main, 3rd finisher
10 C-Main, 4th finisher

C-Main
1 Heat Race 13th points
2 Heat Race 14th points
3 Heat Race 15th points
4 Heat Race 16th points
5 Heat Race 17th points
6 Heat Race 18th points
7 Heat Race 19th points
8 Heat Race 20th points
9 Heat Race 21th points
10 Heat Race 22th points

X car is an alternate and does not start unless a car from the starting line-up is not on the track when double file start is called (per USAC Appendix II Section 1713).

