

Dare to Dual Qualify

This new format will feature two qualifying sessions to give all drivers a better chance of seeding for their main races.

The first session will have Batch Qualifying with a new points structure. Top qualifier will receive 300 points and each spot after will receive 3 fewer points.

All other Batch Qualifying rules apply.

The second session will be Heat Races with the normal USAC standard points and passing points.

Once both sessions are complete, we will add them together to come up with the line-up for Lower Mains and top six will go to A Main. No Inversions.

Late registrants will get no passing points in Heats.

**If there is a tie after the dual format has been figured, then it will be broken by qualifying time. The driver with the highest qualifying time will get the higher spot.

Batch Qualifying

Batch Qualifying will consist of a maximum of 4 cars on the track at the same time for 1½ minutes. Each lap will be recorded and the best lap time will be used as the qualifying time. If there is a tie in qualifying times, the second fastest lap time for each driver will be used to break the tie.

- Transponders are required for batch qualifying.
- If a car enters the track without a transponder, it will be given a No Time (NT).
- It is the HANDLER'S responsibility to make sure the transponder is charged and properly secured to the car; however, if there is an error in the reading of the transponder with the Moscore system, all cars will be red flagged and stopped on the track as soon as possible to remedy the problem by replacing the dysfunctional transponder with one that is functioning properly. Qualifying will then resume.
- A Handler from each car on the track will be required to corner work during the qualifying session.

No car will be allowed to enter the track after the green flag has dropped to begin the 1½ minute qualifying session.

During yellow and/or red flag conditions, the clock will be stopped.

If a driver receives two (2) Dead on Track calls (DOTs), his/her qualifying session is over and the best lap time prior to the 2nd DOT will be used as the qualifying time.

If a car loses its tail cone, a red flag will be thrown and the car will be charged with a Dead on Track (DOT). The tail cone will be removed from the track surface, and the qualifying session will then resume. If the car is under the required weight when crossing the scales, s/he will receive a DQ; however, if the car meets the weight requirements when crossing the scale, his/her fastest qualifying time will stand.

If a car liberates fluids on the track, a red flag will be thrown and the clock will be stopped to determine which car has liberated the fluids. The car which liberated the fluids will be black flagged, must exit the track, and will receive a DQ for qualifying. The remaining cars will resume their qualifying session once the affected track surface area is cleaned.

If a driver enters the hot chute during the 1½ minute qualifying session, his/her qualifying session is over. No changes can be made to the car during the 1½ minute qualifying run.

****You must run the same tires for Batch Qualifying and A Mains.**

Batch Qualify Points Structure (for Dare to Dual Qualify)

1st qualifier time per class gets 300 points

2nd qualifier time per class gets 297 points

3rd qualifier time per class gets 294 (goes down by 3 points per qualifying position)

Heat Races

- Driver-drawn, random pill draw numbers will be used to determine heat race lineups.
- In heat race line-ups, the car with the lowest number will start on the pole and the car with the highest number drawn will start last.
- NCQMA will be utilizing USAC's passing point system to determine starting positions in mains. The drivers will receive points for passing as well as for finishing position. Late sign-ins will not receive passing points, but will receive points based upon finishing position.
- In the event of a tie in total heat race points, the driver who first earned the points (i.e., first heat race in the class) shall be aligned in front of any subsequent driver earning the same number of points.
- Passing points will be based upon finishing order.

Finishing Position	Points for finish	Passing Points
1	55	
2	52	1 car @ 1 = 1 point
3	49	2 car @ 1 = 2 point
4	46	3 car @ 1 = 3 point
5	43	4 car @ 1 = 4 point
6	40	5 car @ 1 = 5 point
7	37	6 car @ 1 = 6 point
8	34	7 car @ 1 = 7 point
9	31	8 car @ 1 = 8 point
10	28	9 car @ 1 = 9 point

- In all classes, if eight (8) or more cars sign in, heat races will be split. If 9 sign in, they will be split 5 & 4; 10 cars will be split 5 & 5; 11 cars will be split 6 & 5; and so on. Red Rookie Max is 5 and Blue Rookie Max is 7.

**No passing points for drivers who register after November 4th online registration deadline.