



The Quaker City Karting Series
Supplemental Rules
2025

Introduction

The Quaker City Karting Series (QCKS) was formed to provide affordable entry into competitive kart racing. This series has adopted the NKA competition rule book for use (<https://www.nkaonline.com/rules>). This document provides additional information specific to QCKS. The point structure set forth in this document is the official point structure used by Quaker City.

General Conduct

By participating in any Quaker City Motorsports Park event, you agree that you assume all liability and responsibility for the acts of yourself, your driver, and/or any pit crew and spectators associated with your entry. You also agree to allow Quaker City officials to inspect your race equipment at any time and to abide by any decisions made by those officials. Outbursts of loud/distracting behavior, vulgar language, and/or failure to follow the instructions of any Race Official will not be tolerated. Threatening actions such as intimidation, verbal abuse, harassment, or physical violence towards any Quaker City Official, Staff Member, Event Participant, or any other attendee at an event could result in the entrant's disqualification or ejection from the Event and from future Quaker City events.

Registration

Racers or their guardians are responsible for online registration for Quaker City Motorsports Park practices and QCKS race dates through Alpha Timing at <https://quakercity.alphatiming.co.uk/>.

If you need guidance or support, please DM either Loraine or AJ Fox on Discord.

Practice Days

Practice passes will include an NKA wristband for the driver. Any additional wristbands for guests entering the facility will need to be purchased separately. Practice days will be posted to the Quaker City Karting Facebook page as well as the Quaker City Karting Series Discord. All practice days and hours are subject to change due to private rentals and national events. It is the drivers' responsibility to check Alpha Timing for availability. Season Pass Holders must still register online for the practices they wish to attend.

Season Practice Pass (All NKA Practice bands included)	\$999
Practice Day Pass	\$55
SNELL Helmet Rental	\$25
Guest Pass (Adult & Minor)	\$5

Race Days

Your race entry fee will include one NKA driver wristband. Any additional wristbands for guests entering the facility will need to be purchased separately.

First Class Entry (Includes one NKA Driver Pit Pass)	\$85
Second Class Entry (per driver)	\$60
Kid Kart Entry	\$40
Transponder Rental	\$20/Day
Damaged or lost transponder	\$400
Non-Driver Guest Pass (Adult & Minor)	\$15
SNELL Helmet Rental	\$25
Damaged or lost helmet	\$200
11'x19' Garage	\$1800/Year
12'x60' Paddock Spots 1-69	\$600/Full Year
	\$400/Race Season
	\$20/Race Day
12'x60' Paddock Spots 70-86	FREE

Refunds/Credits

Race event cancellations greater than 48 hours prior to the start of the event (8:00 am Thursday for Saturday race, 8:00 am Friday for Sunday race) will be granted a full refund. Cancellations made less than 48 hours prior to the start of the event will be granted a credit towards a future QCKS entry. There will be no refunds or credit given for cancellations, no-shows, or breakdowns once the event has started.

Practice cancellations greater than 24 hours in advance will be granted a full refund. Cancellations less than 24 hours will be granted a credit towards a future open practice day.

Facility

Paddock Space

All trailers and tow vehicles MUST be parked in a paddock spot during all practice and race events. No parking on the asphalt will be permitted.



Paddock Movement

The speed limit in the paddock is 10 mph.

Minors under 16 are not permitted to use bicycles, scooters, skateboards, and other modes of transportation in the karting paddock. We ask that you please leave these and similar items at home for the safety of minors and all others in attendance. A valid Driver's License is required for any motorized vehicle usage.

Karts are never to be driven in or through the paddock.

Full Year/Season Paddock Move Days

There are two events (plus the offseason) that we ask full year and season paddock owners to move their equipment to the open field by the road for storage. Those dates are:

July 10th - 13th / Out before Wednesday July 9th

July 18th - 19th / Out before Thursday July 17th

October 31st - March 31st / Full Year Only

Engine Starts

Engines are not to be started prior to 7:00 am or after 11:00 pm. This rule will be strictly enforced.

Track Access - Practice Days

Instructors and mechanics may enter the track area to teach and/or restart racers who have stalled or become stuck with prior approval from the Quaker City Practice Manager.

Track Access – Race Days

No crew, racer, mechanic, parent, or other persons may enter the racing surface or distract QCKS staff for any reason. Quaker City officials and medical personnel are the only persons allowed on the track surface unless otherwise authorized by the Race or Series Director.

Safety

Pre-Tech

Drivers, parents, and/or mechanics are responsible for ensuring all safety equipment is in good operating order and in use as the manufacturer intended during practice and races. Entrants must ensure that their karts comply with the conditions of conformity and safety throughout the event.

Weights

All weights must be white in color, with the kart number displayed on each. Weights cannot be secured through a slotted hole. All weight bolts must be double nutted. Weight bolts must extend past the nuts enough to be drilled, and all weights are to be safety clipped or safety wired through that hole. Weight bolts must be M8 or 5/16". Individual weights or combined/stacked weights exceeding 7 pounds must be secured with two M8 or 5/16" bolts. Weight bolt heads must be secured with either a 25mm or 1" minimum OD steel washer or aluminum conical washer. A steel washer must be used between the weight and first nut with a 25mm or 1" minimum OD, and M8 or 5/16" ID.

Helmets

Competitors will need to have a 2025 Quaker City Tech Sticker on their helmet for both practice and race days. All helmets must meet NKA 10.4.6.1 Standards. Tech stickers are good for the entire 2025 season.

Personal Cameras

Up to two cameras may be installed on the competitor's kart. Cameras can be forward or rearward facing. Cameras must be securely tethered and the loss of a camera on track during an event may result in disqualification from the event. Cameras that have suction cups or are adhered with glue or stickers are not permitted. Helmet mounted cameras are allowed only on practice days.

Safety Equipment

The below items must be secured in the manner listed in this supplement.

Items requiring **Nylock Nut plus Safety Clip/Safety Wire** or **Double Nut**

Steering wheel to hub (minimum 3)

Steering hub to column

Steering column to frame

Steering column to tie rod

Spindle to tie rod

Kingpin

Spindle

Master cylinder to frame

Throttle & brake pedals to frame or pedal mounts

Brake pedal to brake pedal rod

Items requiring **Safety Wire** or **Safety Clip**

Brake caliper to frame

If brake caliper is not mounted directly to the frame, the following items requires minimum of 1 bolt to be safety clipped or safety wired through a drilled hole:

Frame to bearing cassette

Bearing cassette to caliper bracket

Caliper bracket to caliper

Items requiring **Steel/Mechanical Locking Nuts or Drilled and Safety Wired**

Brake disk to brake hub

Items requiring a **Brake Safety Cable (1.8mm Minimum)**

Master cylinder to brake pedal

*Exceptions may apply based on chassis design with prior approval from tech.

Race Days

Series Dates

May 24

June 22

July 5/6

July 20

August 2

August 24

September 6

September 20/21

Classes

A driver's competition age will be determined by the driver's attained age during the calendar year except for racers younger than 5 and 7 years old.

Kid Kart:

Age: 5 – 8 years old

Chassis: Kid Kart or Cadet

Weight: 150 lb. min. for Comer or Honda 50cc

200 lb. min. for Junior LO206 w/Carb Lock & Black Kid Kart Slide

Gear Ratio: Comer – 10:89 Honda – 16:89 LO206 – 15:57

Tire Circumference: Max. 33.25"

LO206 Cadet:

Age: 7-12 years old

Engine: Briggs and Stratton LO206 w/Carb Lock

Weight: 250 lb. min. with Red Slide

LO206 Junior:

Age: 11-15 years old

Engine: Briggs and Stratton LO206 w/Carb Lock

Weight: 320 lb. min. with Yellow Slide

LO206 Senior:

Age: 15+ years old

Engine: Briggs and Stratton LO206

Weight: 360 lb. min. with Stock Slide

Lo206 Masters:

Age: 30+ years old

Engine: Briggs and Stratton LO206

Weight: 380 lb. min. with Stock Slide

KA100 Junior:

Age: 11 – 15

Engine: IAME

Weight: 320 lb. min.

KA100 Senior:

Age: 14+

Engine: IAME

Weight: 360 lb. min.

KA100 Masters:

Age: 30+ years old

Engine: IAME

Weight: 380 lb. min.

Shifter:

Age: 15+

Engine: CIK KZ / IAME SSE Shifter / ROK Shifter

Weight: 400 lb. min. (Minimum Weight subject to change by engine platform*)

TaG:

Age: 15+

Engine: IAME X30 / IAME Leopard / ROTAX / ROK GP

Weight: 370 lb. min. (Minimum Weight subject to change by engine platform*)

*In the Kid Kart, TAG and Shifter classes, QCKS reserves the right to allow additional engine platforms provided the requests are submitted ahead of race day.

Novice Racers

Any racer who has raced in less than three (3) QCKS events at any level will be required to mark their kart in the following areas:

- X's on the back bumper on either side of the number panel
- a single X on the back of the racer's helmet

All X's shall be made with neon pink electrical tape. X's may be removed on the racer's fourth race. Racers who move up a class (example: Junior to Senior) are also required to abide by this rule. Quaker City race officials can require a racer to keep their novice tape past 3 races if deemed necessary for safety reasons, or waive the requirement for established experienced racers.

Numbers

Numbers must be correctly displayed on all four sides of the kart. Numbers must be legible at speed and meet NKA 20.1.3.1-4 standards. Numbers are required for every session of race days and racers may be removed from the track if their numbers are not legible or if they do not match the number registered for the event.

Tires

Kid Kart	Open	
Cadet LO206	Dry: 4.5 Mojo D2XX	Wet: 4.5 Mojo W5
Junior/Senior LO206	Dry: 4.5/7.1 Mojo D2XX	Wet: 4.5/6.0 Mojo W5
Junior/Senior KA100	Dry: 4.6/7.1 MG Red SH2	Wet: 4.2/6.0 MG SW2
Shifter/TaG	Dry: 4.6/7.1 MG Yellow SM2	Wet: 4.2/6.0 MG SW2
ROTAX Senior	Dry: 4.5/7.1 Mojo D5	Wet: 4.5/6.0 Mojo W5
ROTAX Junior*	Dry: 4.5/7.1 Mojo D2XX	Wet: 4.5/6.0 Mojo W5

*ROTAX Junior will be a non-championship class run with TaG

Tire Disposal

Used tires may be left with Quaker City Motorsports Park for disposal, charged at \$5 per tire which can be paid in cash. Any tires left next to or in garbage cans will incur a fine of \$100 and result in event disqualification.

Fuel

The official fuel for LO206 and ROTAX engines is 93 octane and for IAME, CIK, and ROK engines is 110 octane. All fuel must test within +/- 10 points on the fuel tester when compared to a fresh sample from the track pumps or the driver will be disqualified from the event.

Transponders

Transponders are to be mounted on the sidepod no closer than 9 inches from the centerline of the kingpin to the leading edge of the transponder.

Transponders rented for the day must be returned immediately following your last race. If not returned or returned damaged, you will be charged the full retail price of the transponder.

2025 Quaker City Karting Series

Rounds 1, 5, 7 & 9 Schedule

<u>Class</u>	<u>Session</u>	<u>Start</u>	<u>End</u>
REGISTRATION		7:00 AM	9:30:00
KA Senior/Mas	Warm-Up	8:30 AM	8:37 AM
KA Junior	Warm-Up	8:40 AM	8:47 AM
Shifter	Warm-Up	8:50 AM	8:57 AM
LO206 Junior	Warm-Up	9:00 AM	9:07 AM
LO206 Senior/Mas	Warm-Up	9:10 AM	9:17 AM
LO206 Cadet	Warm-Up	9:20 AM	9:27 AM
TaG	Warm-Up	9:30 AM	9:37 AM
DRIVER'S MEETING		9:42 AM	10:12 AM
Kid Kart	Qualifying	10:15 AM	10:22 AM
KA Senior/Mas	Qualifying	10:25 AM	10:32 AM
KA Junior	Qualifying	10:35 AM	10:42 AM
Shifter	Qualifying	10:45 AM	10:52 AM
LO206 Junior	Qualifying	10:55 AM	11:02 AM
LO206 Senior/Mas	Qualifying	11:05 AM	11:12 AM
LO206 Cadet	Qualifying	11:15 AM	11:22 AM
TaG	Qualifying	11:25 AM	11:32 AM
Kid Kart	Final (10min + 2laps)	11:35 AM	11:48 AM
LUNCH		11:51 AM	12:21 PM
KA Senior/Mas	Pre-Final (8min+2 laps)	12:24 PM	12:34 PM
KA Junior	Pre-Final (8min+2 laps)	12:37 PM	12:47 PM
Shifter	Pre-Final (8min+2 laps)	12:50 PM	1:00 PM
LO206 Junior	Pre-Final (8min+2 laps)	1:03 PM	1:13 PM
LO206 Senior/Mas	Pre-Final (8min+2 laps)	1:16 PM	1:26 PM
LO206 Cadet	Pre-Final (8min+2 laps)	1:29 PM	1:39 PM
TaG	Pre-Final (8min+2 laps)	1:42 PM	1:52 PM
NATIONAL ANTHEM		1:55 PM	2:00 PM
KA Senior/Mas	Final (12min + 2laps)	2:03 PM	2:18 PM
KA Junior	Final (12min + 2laps)	2:21 PM	2:36 PM
Shifter	Final (12min + 2laps)	2:39 PM	2:54 PM
LO206 Junior	Final (12min + 2laps)	2:57 PM	3:12 PM
LO206 Senior/Mas	Final (12min + 2laps)	3:15 PM	3:30 PM
LO206 Cadet	Final (12min + 2laps)	3:33 PM	3:48 PM
TaG	Final (12min + 2laps)	3:51 PM	4:06 PM

2025 Quaker City Karting Series

Rounds 2, 4, 6, 8 & 10 Schedule

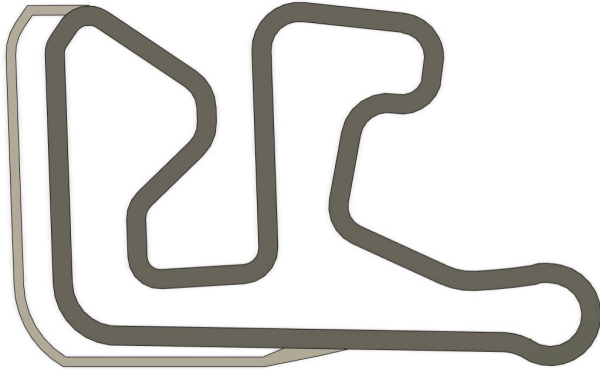
<u>Class</u>	<u>Session</u>	<u>Start</u>	<u>End</u>
REGISTRATION		7:00 AM	9:30:00
TaG	Warm-Up	8:30 AM	8:37 AM
LO206 Cadet	Warm-Up	8:40 AM	8:47 AM
LO206 Senior/Mas	Warm-Up	8:50 AM	8:57 AM
LO206 Junior	Warm-Up	9:00 AM	9:07 AM
Shifter	Warm-Up	9:10 AM	9:17 AM
KA Junior	Warm-Up	9:20 AM	9:27 AM
KA Senior/Mas	Warm-Up	9:30 AM	9:37 AM
DRIVER'S MEETING		9:42 AM	10:12 AM
Kid Kart	Qualifying	10:15 AM	10:22 AM
TaG	Qualifying	10:25 AM	10:32 AM
LO206 Cadet	Qualifying	10:35 AM	10:42 AM
LO206 Senior/Mas	Qualifying	10:45 AM	10:52 AM
LO206 Junior	Qualifying	10:55 AM	11:02 AM
Shifter	Qualifying	11:05 AM	11:12 AM
KA Junior	Qualifying	11:15 AM	11:22 AM
KA Senior/Mas	Qualifying	11:25 AM	11:32 AM
Kid Kart	Final (10min + 2laps)	11:35 AM	11:48 AM
LUNCH		11:51 AM	12:21 PM
TaG	Pre-Final (8min+2 laps)	12:24 PM	12:34 PM
LO206 Cadet	Pre-Final (8min+2 laps)	12:37 PM	12:47 PM
LO206 Senior/Mas	Pre-Final (8min+2 laps)	12:50 PM	1:00 PM
LO206 Junior	Pre-Final (8min+2 laps)	1:03 PM	1:13 PM
Shifter	Pre-Final (8min+2 laps)	1:16 PM	1:26 PM
KA Junior	Pre-Final (8min+2 laps)	1:29 PM	1:39 PM
KA Senior/Mas	Pre-Final (8min+2 laps)	1:42 PM	1:52 PM
NATIONAL ANTHEM		1:55 PM	2:00 PM
TaG	Final (12min + 2laps)	2:03 PM	2:18 PM
LO206 Cadet	Final (12min + 2laps)	2:21 PM	2:36 PM
LO206 Senior/Mas	Final (12min + 2laps)	2:39 PM	2:54 PM
LO206 Junior	Final (12min + 2laps)	2:57 PM	3:12 PM
Shifter	Final (12min + 2laps)	3:15 PM	3:30 PM
KA Junior	Final (12min + 2laps)	3:33 PM	3:48 PM
KA Senior/Mas	Final (12min + 2laps)	3:51 PM	4:06 PM

2025 Quaker City Karting Series Round 3 Schedule

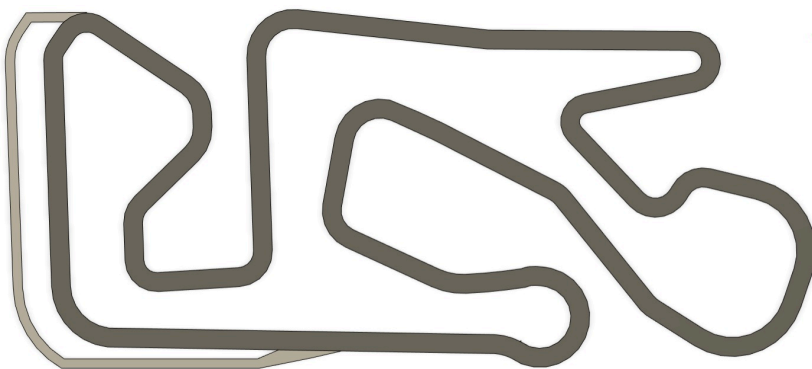
<u>Class</u>	<u>Session</u>	<u>Start</u>	<u>End</u>
REGISTRATION		7:00 AM	9:30:00
KA Senior/Mas	Warm-Up	8:30 AM	8:37 AM
KA Junior	Warm-Up	8:40 AM	8:47 AM
Shifter	Warm-Up	8:50 AM	8:57 AM
LO206 Junior	Warm-Up	9:00 AM	9:07 AM
LO206 Senior/Mas	Warm-Up	9:10 AM	9:17 AM
LO206 Cadet	Warm-Up	9:20 AM	9:27 AM
TaG	Warm-Up	9:30 AM	9:37 AM
DRIVER'S MEETING		9:42 AM	10:12 AM
Kid Kart	Heat 1 (6min + 2laps)	10:15 AM	10:24 AM
KA Senior/Mas	Heat 1 (8min + 2laps)	10:27 AM	10:38 AM
KA Junior	Heat 1 (8min + 2laps)	10:41 AM	10:52 AM
Shifter	Heat 1 (8min + 2laps)	10:55 AM	11:06 AM
LO206 Junior	Heat 1 (8min + 2laps)	11:09 AM	11:20 AM
LO206 Senior/Mas	Heat 1 (8min + 2laps)	11:23 AM	11:34 AM
LO206 Cadet	Heat 1 (8min + 2laps)	11:37 AM	11:48 AM
TaG	Heat 1 (8min + 2laps)	11:51 AM	12:02 PM
Kid Kart	Final (10min + 2laps)	12:05 PM	12:18 PM
LUNCH		12:21 PM	12:51 PM
KA Senior/Mas	Heat 2 (8min + 2laps)	12:54 PM	1:05 PM
KA Junior	Heat 2 (8min + 2laps)	1:08 PM	1:19 PM
Shifter	Heat 2 (8min + 2laps)	1:22 PM	1:33 PM
LO206 Junior	Heat 2 (8min + 2laps)	1:36 PM	1:47 PM
LO206 Senior/Mas	Heat 2 (8min + 2laps)	1:50 PM	2:01 PM
LO206 Cadet	Heat 2 (8min + 2laps)	2:04 PM	2:15 PM
TaG	Heat 2 (8min + 2laps)	2:18 PM	2:29 PM
NATIONAL ANTHEM		2:32 PM	2:37 PM
KA Senior/Mas	Final (12min + 2laps)	2:40 PM	2:55 PM
KA Junior	Final (12min + 2laps)	2:58 PM	3:13 PM
Shifter	Final (12min + 2laps)	3:16 PM	3:31 PM
LO206 Junior	Final (12min + 2laps)	3:34 PM	3:49 PM
LO206 Senior/Mas	Final (12min + 2laps)	3:52 PM	4:07 PM
LO206 Cadet	Final (12min + 2laps)	4:10 PM	4:25 PM
TaG	Final (12min + 2laps)	4:28 PM	4:43 PM

Track Configurations

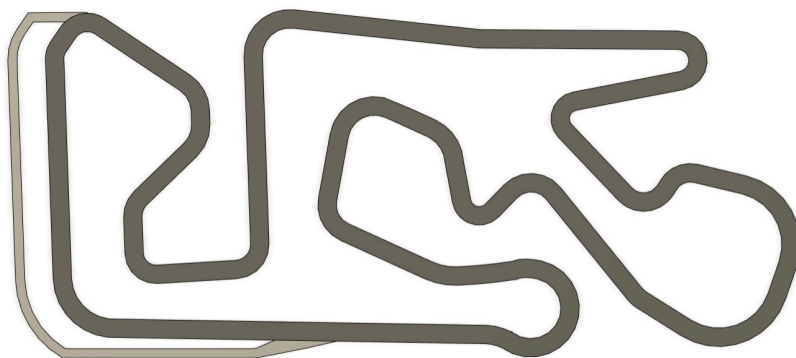
Kid Kart



TaG and Shifter



All Other Classes



Grid Procedure

Karts are to be pushed to pre-grid no more than 10 minutes prior to their session time. All accompanying crew must move out of the grid lines once the one-minute time is called. Karts will not be released from the grid to the track if crew are still in the grid lines when the one-minute time expires. No work is to be done on the kart once it has entered the grid except for adjusting tire pressures.

Rolling Start

Start Zone Procedure: All drivers will use the outer loop as their out lap. The pole sitter shall approach the start zone at a reasonable and maintained pace, roughly 20mph. The speed shall be constant until the pole sitter reaches the start zone which is defined by a set of blue cones. The pole sitter will start the race anywhere within this defined zone, and the starter will extinguish the start lights or display a green flag to signify that the race has started once the leader has started the race.

Any driver who accelerates before reaching the start zone set shall be considered to have jumped the start and is subject to infraction. If the pole sitter has not accelerated when they have reached the last set of cones the starter shall start the race and begin. No driver may lead the pole sitter out of the start zone. If it is deemed that a driver has led the pole sitter out of the start zone and the race has started it shall be considered a jump start and shall be subject to infraction.

Light Procedure: The red lights will be fully illuminated as the field approaches the Start Zone. When the flagman starts the race, the red lights will go out signifying to the field the race has started. If the start is aborted, the red lights will remain on and two orange lights will illuminate.

Standing Start

Drivers will leave the grid, and use the outer loop to arrive at the start area, and pull into their grid position. The driver is to stay on or behind the grid line for the entirety of the start procedure. When the field is set, the official 'holding' the field will move off course, which indicates the start sequence is beginning. Any movement once the start sequence begins will be a jump start.

Light Procedure (primary): As the field approaches the starting grid, the lights will be off. When the field is properly set and the official 'holding' the field moves off course, four lights will illuminate in a sequential sequence. The race will start when the four lights go off. If the start is fully aborted, the red lights

will remain on and two orange lights will illuminate. If the start is partially aborted (to remove a stalled kart once the start sequence has commenced), an official will return to the front of the grid and the start sequence will run again when that official indicates and leaves the front of the field.

Waived Start

The Head Flag/Starter may waive off a start for certain circumstances. Once the start has been waived, all karts are to use the outer loop to return to the straightaway. If the start is waived a second time, the pole sitters will move back a row and 3rd and 4th position sitters will take pole. Any racer who ignores the waived start will be disqualified.

Race starts will not be waived for jumpstarts. The racer who jumped will be given a 2-second penalty unless the racer gives the position back to the pole sitter before the end of lap 1.

Full Face Tuck

No full face tucks are permitted during any QCKS event. Drivers will be given a warning for the first offense and disqualified for the day on the second offense.

Session Restart After a Red Flag

For restarts following a red flag incident, karts will line up single file based on their position when they crossed the start/finish for the last fully completed lap prior to the red flag. All drivers involved in the red flag will start from the back. Drivers will take the outer loop to take green.

Session Ended After a Red Flag

A session will be considered completed if a red flag occurs after the session's halfway mark. Finishing position will be determined by the last completed lap. If more than half the field has crossed start/finish when the red flag is shown that will be considered the final completed lap.

Driver Responsibility

Restart: If a mechanical issue happens on track, attempted restarts must be done as safely as possible, either in a cut-through or off-track. Restarts on track must be done under the supervision of a corner worker and if deemed unsafe, pulled off track until traffic has passed. All restarts must be attempted with the

driver in the seat. Track workers may assist Kid and Cadet in restarting and reentering the track.

Non Restart: It is the driver's responsibility to remove themselves and their kart to a safe location as quickly as possible if the kart cannot be restarted. Karts should be pulled as far off the track as possible, or strategically placed behind a tire wall or barrier. Once the kart is no longer a danger to other racers, the driver must find a safe location away from the track preferably with a corner worker, or behind a barrier. At no point should a driver sit or lay down next to their kart. A driver should always be aware of their surroundings and be ready to move out of the way of an uncontrollable kart. Drivers should never remove their helmet while the track is hot. Drivers may remove gloves, neck brace, chest protector and unzip the top of their racing suit to avoid overheating. All items must be put back on prior to driving their kart off track if recovery is not needed.

Scale Procedure

Drivers may NOT drive onto the scales. Drivers must turn off and exit their kart before pushing their kart onto the weighbridge. Any racer that does not comply will be automatically disqualified from the session.

Technical Regulations

All technical regulations will be specific to your engine manufacturer. These are chassis and engine specific rules. Ensure you are following the most up to date engine manufacturer regulations for 2025. Technical violations are subject to penalties, disqualification, and suspension.

LO206: <https://www.briggsracing.com/support>

IAME: <https://iameusaeast.com/pages/technical>

ROTAX: <https://www.rotax-racing.com/rmc-regulations>

ROK: <https://rokcupusa.com/rules/rok-cup-usa-series/>

Protests

Protests must be submitted no later than 30 minutes following the heat and will only be accepted with an official NKA protest form and a \$50 fee paid in cash. If the protest is won, the fee will be refunded. Sufficient evidence must be provided along with the protest form and fee and will be delivered to the Race Director before any decision is made. Protests can only be submitted for penalties that have been levied by race officials.

Award Structure

Awards will be presented for first, second, and third place in each class per round.

Point Structure

Event points are awarded based on the number of legal entrants per competition class plus the below point structure. Only racers that compete in the Final Race of their class are awarded points.

Position	Points Awarded
1st	200
2nd	180
3rd	175
4th	170
5th	165
6th	160
7th	155
8th	150
9th	145
10th	140
11th	135
12th	130
13th	125
14th	120

Position	Points Awarded
15th	115
16th	110
17th	105
18th	100
19th	95
20th	90
21st	85
22nd	80
23rd	75
24th	70
25th	65
26th	60
27th	55
28th	50

Position	Points Awarded
29th	45
30th	40
31st	35
32nd	30
33rd	25
34th	20
35th	15
36th	10
37th	8
38th	6
39th	4
40th	2

Rain/Incomplete Event Points

Classes that don't complete the Final will be awarded rain points. Rain points are defined as 175 points plus a point for each legal entrant in the class.

Championship Ranking

Each driver will count 8 of 10 races in the division to determine the final standings for the yearly championship.

The season championship awards will be presented for the first, second, and third place drivers of each class based on total points from the individual racer's best 8 of 10 rounds.

Replacement Scores

Two drops are available per 10 race sprint series. A no-show will be considered the first dropped score. If a racer competes in all 10 races the two lowest scores will automatically be dropped to designate a champion.

Ties

If there is a tie, the following criteria will be used to determine the ranking for the championship:

- most wins throughout the season
- then, most 2nd place finishes
- then, most 3rd place finishes; and so on.

Once either of the tied competitors achieves a better record the tie will be considered broken and the competitor with the better record will be awarded the higher position.

Questions & Concerns

Questions or concerns regarding scoring and points can be sent via DM to Loraine on Discord.