



Tentative Schedule & Qualifying Format Atlantic City Indoor Race 2017 January 26, 27 & 28

Thursday, January 26

- 8am. Trailer Parking Begins
- 12pm Inspection Begins
- 12pm Fueling Begins (Car Must Be Inspected First)
- 5-10pm Paid Practice - \$50 per car paid at event

Friday, January 27

- 10am Garage Opens
- 11am Inspection Begins (Fueling Begins)
- 11am Draw Opens for Time Trials
- 12pm Drivers Meeting
- 1pm Practice Begins - 2 Rounds of Practice -**
- 4:30pm Time Trials all Divisions**
- TQ Midgets (100 cars) - Top 76 Locked Into Qualifiers / 40 Invert
- Slingshots (50 cars) - Top 14 to Saturday A-Main
- Champ Karts (50 cars) - Top 14 to Saturday A-Main

6:30pm Grandstands Open

7:30pm Racing Begins -

- 1- TQ Non-Qualifier - 24 Cars (77-100 TT) - 4 Qualify to back of qualifiers
- 3- Slingshot A Qualifiers - (12 cars, 10 Laps, 2 Qualify to A-Main)
- 3- Champ Kart A Qualifiers - (12 cars, 10 Laps, 2 Qualify to A-Main)
- 4- TQ Midget 20 Lap A-Qualifiers - 20 Cars, 20 Laps
- Race Winners + Next 5 overall in points to Saturday A-Main
- Next 56 In Points - (10-65) To Heat Races
- 66-100 Points - Saturday Non-Qualifiers

Saturday, January 28

- 10am Garage Opens
- 12pm Drivers Meeting
- 12:30pm **Afternoon Racing**
- 1 Round Practice - All Cars
- 2 - Slingshot B-Main - 15 Cars - 10 Laps / 10 minutes - 2 Qualify
- 2 - Champ Kart B-Mains - 15 Cars - 10 Laps / 10 minutes - 2 Qualify
- TQ Last Chance Races - 61 to 100 In Overall Points
- 4 Qualify to Heat Races
- 5pm Grandstands Open
- 5-6:15pm Fanfest On Track**
- 6:55pm National Anthem
- 7pm Racing Begins**
- 6 - TQ Heats - 10 Cars / 10 Laps - 2 from each Qualify to A-Main
- Lined-Up by (Friday Points Accumulated), Non-Qualifiers
- Slingshot A-Main - 24 Cars, 25 Laps
- TQ Dash - 5 Laps - 9 Cars (Spin for Invert on Points)
- 3- TQ B-Mains - 16 Cars, 12 Laps - Winner to A-Main
- Champ Kart A-Main - 24 cars, 25 laps -
- TQ A-Main - 26 Cars, 40 Laps -
- 9 Friday, 12 Heats, 3 B-Mains, 2 Provisional



Atlantic City Indoor Race 2017

January 26, 27 & 28

2017 - TQ MIDGET QUALIFYING PROCEDURE

TIME TRIAL POINTS

1	200	41	120
2	198	42	118
3	196	43	116
4	194	44	114
5	192	45	112
6	190	46	110
7	188	47	108
8	186	48	106
9	184	49	104
10	182	50	102
11	180	51	100
12	178	52	98
13	176	53	96
14	174	54	94
15	172	55	92
16	170	56	90
17	168	57	88
18	166	58	86
19	164	59	84
20	162	60	82
21	160	61	80
22	158	62	78
23	156	63	76
24	154	64	74
25	152	65	72
26	150	66	70
27	148	67	68
28	146	68	66
29	144	69	64
30	142	70	62
31	140	71	60
32	138	72	58
33	136	73	56
34	134	74	54
35	132	75	52
36	130	76	50
37	128	77	48
38	126	78	46
39	124	79	44
40	122	80	42

(Each Spot Decreases 2 Points)

QUALIFYING PROCEDURES

- Drivers Earn Points for Time Trials & Race
 - Perfect Score is 400 Points
- All Cars Time Trial on Friday Afternoon
 - Fast Time Receives 200 Points
 - 2 Points Per Position After That
- Top 76 Locked Into (4) 20 Lap Qualifiers
 - Top 28 Inverted From Time Trials
 - Fast Qualifier Starts 7th
 - Remaining cars to last chance race
- 4 Race Winners & Next 5 Highest In Points Locked into Saturday A-Main
 - Race Winner Receives 200 Points
 - 3 Points Per Position After That
- Saturday Races Lined-Up On Points Earned
 - 4 Winners, 1-5 In Points to Dash
 - 10-65 In Points to Heat Races
 - 66-100 to Saturday Afternoon Races

Qualifying Race Points

1	200
2	197
3	194
4	191
5	188
6	185
7	182
8	179
9	176
10	173
11	170
12	167
13	164
14	161
15	158
16	155
17	152
18	149
19	146
20	143

(Each Spot Decreases 3 Points)

FRIDAY QUALIFIER LINE-UPS BASED ON TIME TRIALS (28 INVERT)

28	24	27	23	26	22	25	21
20	16	19	15	18	14	17	13
12	8	11	7	10	6	9	5
4	29	3	30	2	31	1	32
33	37	34	38	35	39	36	40
41	45	42	46	43	47	44	48
49	53	50	54	51	55	52	56
57	61	58	62	59	63	60	64
65	69	66	70	67	71	68	72
73	NQ1	74	NQ2	75	NQ3	76	NQ4

EXAMPLES OF POSSIBLE POINTS EARNED

TIME TRIALS	RACE POINTS	TOTAL POINTS
1st (200)	10th (173)	373
1st (200)	20th (143)	343
1st (200)	5th (188)	388
2nd (198)	5th (188)	386
16th (170)	5th (188)	358
30th (142)	2nd (197)	339
40th (122)	2nd (197)	319

5 Highest Overall Point Earners + 4 Race Winners Locked Into A-Main