

# 2011 Region 4 Championship Series

## Points Format

### EXCLUDING NOVICES

(10 Sign In points if an attempt on the track is made - see below)

**All races count towards year-end total.**

**Must run all races per division to receive an award.**

**You may buy-in to receive a year-end award.**

See Rainout & Curfew Policy for extensive explanations.

#### Jr. Divisions

##### A-Main Bonus Points

Fast time	2 pts
2 <sup>nd</sup>	1pt
3 <sup>rd</sup>	1pt
4 <sup>th</sup>	1pt

##### A-Main Race Points

1 <sup>st</sup>	35 pts
2 <sup>nd</sup>	31 pts
3 <sup>rd</sup>	28 pts
4 <sup>th</sup>	26 pts
5 <sup>th</sup>	24 pts
6 <sup>th</sup>	22 pts
7 <sup>th</sup>	20 pts
8 <sup>th</sup>	18 pts
9 <sup>th</sup>	16 pts
or alternate started	

##### B-Main Race Points

5 <sup>th</sup>	14 pts
6 <sup>th</sup>	12 pts
7 <sup>th</sup>	10 pts
8 <sup>th</sup>	8 pts
alternate started	6 pts

##### C-Main and Lower Race Points for all divisions

5 points to all cars that did not transfer past the C main

#### All Other Divisions

##### A-Main Bonus Points

Fast time	2 pts
2 <sup>nd</sup>	1pt
3 <sup>rd</sup>	1pt
4 <sup>th</sup>	1pt
5 <sup>th</sup>	1pt

##### A-Main Race Points

1 <sup>st</sup>	37 pts
2 <sup>nd</sup>	33 pts
3 <sup>rd</sup>	30 pts
4 <sup>th</sup>	28 pts
5 <sup>th</sup>	26 pts
6 <sup>th</sup>	24 pts
7 <sup>th</sup>	22 pts
8 <sup>th</sup>	20 pts
9 <sup>th</sup>	18 pts
10 <sup>th</sup>	16 pts
11 <sup>th</sup>	14 pts
or alternate started	

##### B-Main Race Points

6 <sup>th</sup>	12 pts
7 <sup>th</sup>	10 pts
8 <sup>th</sup>	9 pts
9 <sup>th</sup>	8 pts
10 <sup>th</sup>	7 pts
or alternate started	6 pts

#### Exceptions:

<b>DNF</b>	Did Not Finish, Including DOT's	ALL points according to drop out/race finish
<b>DNS</b>	Did Not Start	ALL points according to drop out/race finish
<b>DNA</b>	Did Not Attempt to race main	ALL bonus points, NO race points
<b>DQ</b>	Mechanical (drop part)	ALL points according to drop out/race finish
<b>DQ</b>	Safety (loss of safety item)	ALL points according to drop out/race finish
<b>DQ</b>	Calls	ALL points according to race finish. With the exception of a flagrant call which will receive bonus points, but NO race points.
<b>DQ</b>	Illegal (engine/tech item)	NO bonus points, NO race points. In addition, any tech DQ that incurred a suspension, the event where the DQ occurred AND for the length of the suspension cannot be used as throw outs.
<b>N/T</b>	No Time / Engine Change	NO bonus points, ALL race points

**Weight** -If DRIVER is Light after qualifying, s/he goes to the tail of the "Light" class  
 - N/T and NO Bonus Points  
 -If CAR is Light after qualifying, it goes to the tail in the class it qualified in  
 - N/T and NO Bonus Points  
 -If COMBINED WEIGHT is Light after race – ALL Bonus Points, NO Race Points

With the exception of the class champion, there will be no tiebreakers. The tiebreaker for class champion will be based on the number of A main wins. If there is still a tie after that, it will be based on the number of second place finishes, if a tie still exists then it will be base on third place finishes and subsequent finishes until there is no tie.

*\* Attempt for sign in points: A car must be started and pushed out from the staging area onto the track surface for practice, qualifying, or main. Exceptions for Rain Out.*