

Baylands QMRA
2009 Racing Rules & Regulations
(Rules and Regulations Change Log moved to end of document)

1.0 INTRODUCTION & PURPOSE

1.1 The intent of this document is to explicitly state the racing rules, regulations, and format under which the 2009 Club races are conducted.

2.0 NUMBER OF RACES

2.1 The series standings will be determined by the points earned in eight (8) of ten (10) races. If an event is cancelled and cannot be made up at a rain date, the series will still have two throw out races. (Best 7 of 9)

2.1.1 Only a FBF (Flagrant Black Flag) offense or Technical DQ will **NOT** be considered as an allowable throw-out for Year-end awards. FBF offenses are listed in Section 3.3.2, and will be based on judging calls and the severity of the action.

2.1.2 In the event of rain, the following shall apply:

1) Race events affected by weather midway through the program will be considered a completed event if all divisions present have completed their heat races. In this case, only heat race points will be awarded to the driver's points total for this event.

If a majority of the main events have been completed, the event will be considered complete and points will be awarded according to the point table to drivers in those divisions completing their main events. Drivers of divisions that did not complete a main event, will be each be awarded first place points provided they meet the requirement to establish a division

3.0 POINTS

3.1 **Sign In:** There will be five (5) points awarded per division to each Driver for sign-in for that division, provided that division, for that day, meets the legal definition of a division. Sign in points will be awarded to Drivers who DQ for any reason. All other point awards for any division are contingent upon that division meeting the definition of a minimum division (see Sec. 5).

3.2 **Qualifying:** Qualifying points will be awarded to the first five (5) fastest qualifiers in each division. The bonus point for new track records will only be awarded to the final new track record holder in a given division or division, at the end of Qualifying and passes technical inspection as defined in 3.3.1

3.3 Qualifying Points:

Qualifying Points	
New Track Record	1 Bonus Point
Fast Qualifier	5 Points
2 nd Fast Qualifier	4 Points
3 rd Fast Qualifier	3 Points
4 th Fast Qualifier	2 Points
5 th Fast Qualifier	1 Point

3.3.1 **New Track Record:** If a Driver breaks a current track record during their 3 qualifying laps, they must submit to a mandatory tear down and weight confirmation. If the fastest qualifier does NOT pass tech inspection after the main event, or meet weight requirements immediately upon leaving the track after qualifying, and there is a second Driver that also broke the current track record, then the second-fastest Driver must submit to and pass inspections to be granted the record. This process may be extended to all Drivers that broke the standing record, until a car/Driver is found to pass both weight and technical inspection. This Driver will receive the official Track Record, and the Bonus Qualifying Point. New track records are not official and will not be recorded unless weight confirmation and the Technical Director or his official representative has completed tear down, or an alternate appointed by the President.

3.3.2 If any of the qualifiers do not make weight upon weighing immediately following qualifying, they receive a “NO TIME” and the remaining Drivers in that division move up one qualifying spot, and receive qualifying points and heat race position accordingly.

3.4 Racing Points:

BAYLANDS REGULAR CLUB SERIES RACES

Total Possible Points = 61

Finish Position	Sign-In	Qual	Heat	Semi	Main
1 st Place	5	5	20	0	30
2 nd Place	5	4	19	0	28
3 rd Place	5	3	18	10	26
4 th Place	5	2	17	9	24
5 th Place	5	1	16	8	22
6 th Place	5	0	15	7	20
7 th Place	5	0	14	6	18
8 th Place	5	0	13	5	16
9 th Place	5	0	12	4	14
10 th Place	5	0	11	3	12
11 th Place	5	0	10	2	10

3.4.1 To qualify for racing points (Heat Race, Semi or Main Event), a Driver must report to and attempt to practice at the warm up for that race. To further clarify “Attempt to Practice”: A Driver must complete a minimum of one full lap under the cars own power. Drivers that attempt to warm up and complete at least one full lap under the car’s own power, but fail to make the start of a Heat, Semi or Main will receive last place racing points as a DNF (Did not Finish). If more than one car fails to start after having completed one full lap under power at the warm up, they will be awarded points in the order of the initial intended line-up.

3.4.2 Points will not be awarded to cars (Drivers) disqualified for immediate FBF offenses or driving/rule infractions, including: deliberate rough driving, cutting the infield, disobeying flags, signaling by Handler under green, unsafe driving, defensive driving, improper wearing of safety equipment, or making adjustments during a Red Flag. Judges for each individual race will determine if the severity of the infraction is flagrant. Cars disqualified for three Dots or mechanical reasons (Liberating Fluids under Green Flag Conditions) will be considered a DNF and receive points based on the number of laps completed.

Cars are subject to calls (flagrant or other) from the time they enter the track for practice/warm-up before a race to the time they reach scales.

3.4.3 DNF points will be awarded on the basis of the number of laps completed. For example: in a race where eight cars initially take the green flag, if CAR-A completes 20 laps and then drops out for mechanical failure, and CAR-B completes 26 laps and then drops out due to a crash, then CAR-A will receive 8th place points and CAR-B will receive 7th place points because CAR-B completed more laps.

3.4.4 DNS (Did not Start) and NS (No Show) cars will receive no racing points in the event for which they did not race. A DNS is defined as a car that fails to complete one lap under its own power before the start of the race.

3.4.5 All Monza, and Region 10 Series Races at Baylands, are excluded from the club point series.

3.4.6 Sign in Fees

\$30.00 per car

3.4.7 Cars must be safety checked and **signed by the Safety Director** with the driver before Sign In.

3.4.8 Parking Fees

3.4.8.1 Parking fees to be determined by the Parking Director. Parking fees may vary, based on the fee schedule of the Santa Clara County Parks Department.

4.0 AWARDS

4.1 Novices: The entire Novice Division will receive competition awards for each Main Event. For this reason, and because of the high rate of turnover, the Novice Division is excluded from receiving points towards year-end awards, including Annual Jackets or Trophies indicating year-end position.

4.2 Novices fall under the direction of the Regional Director

4.3 Race Day awards

Heats – Ribbons for 1st

Main Events – 50% of main event participants to a maximum of 4 Jrs / 5 Srs and up

Fast Time Certificate - for qualifying races

Novices – participation award for all drivers entered

4.4 Year End Awards: To be eligible for year-end awards, a Driver must have entered, qualified, and attempted to race in a minimum of six **(6) Races** in a given division (transferring Novices are granted an exception). That division must have met the requirements of a minimum division (see Section 5) at least four (4) or more times during the racing series. **Drivers must have also met the minimum work requirements at track and in the snack bar, to receive any year-end award. Any associate members have to be full Baylands members to be eligible for year end awards, which then require them to complete the necessary work party & snack bar hours for the year. Year end participant awards may be purchased by those who have not raced the minimum number of races as long as the work party and snack shack hours are met.**

WORK PARTY REQUIREMENTS: (8) hours to be completed between January 1, 2009 and June 30, 2009, and an additional (8) hours to be completed between July 1, 2009 and December 1, 2009. Additional hours earned in the first half will not be carried over to apply towards the second half obligation. Active Members must have a minimum of 8 hours per half totaling 16 hours for the year. Applicable hours for anyone under the age of 18 will be considered on an individual basis at the sole discretion of the Vice President or designee. Hours may be transferable to other families. Vice president must give pre-approval prior to work being done. The vice president may assign jobs and give hours to families for special projects as he/she sees fit. A \$250.00 PER half Cash/Check donation to be used for facility improvements will be accepted in lieu of hours worked. This is a flat donation amount and will not be prorated if prior hours have been completed.

SNACK BAR REQUIREMENTS: Two 4-hour shifts to be completed between January 1, 2009 and June 30, 2009, and an additional two 4-hour shifts to be completed between July 1, 2009 and December 1, 2009. Hours are not transferable between first and second half. Active Members must have a minimum of 8 hours per half totaling 16 hours for the year. Applicable hours for anyone under the age of 18 will be considered on an individual basis at the sole discretion of the Snack Bar Director or designee. Hours may be transferable to other families. Snack Director must give pre-approval prior to work being done. The Snack Bar Director may assign jobs and give hours to families for special projects as he/she sees fit.

Tower Director is exempt from Snack Bar Requirements.

There will be no exceptions to the above stated Work Party and Snack Bar Work Requirements. All snack bar and work party hours in excess of your required amount may be transferred between families.

4.4.1 Champion: At the end of the racing season the overall point leader in each division will receive a Baylands racing jacket suitably embroidered, and a plaque acknowledging their finish position. The remainder of the division (except for the Novice division) will receive awards based on their point totals, provided they have raced the minimum number of races required and completed Track and Snack Bar Work Requirements to be eligible for awards.

4.4.2 Championship Tie Breakers: In the event of a tie within any division for the overall points championship of the 2009 Baylands Club racing season, the tie will be broken in the following order:

- 1st Consideration -- Greatest Number of first place main event wins
- 2nd Consideration – Greatest number of first place heat race wins
- 3rd Consideration – Greatest number of new track records
- 4th Consideration – Greatest number of fastest qualifier

4.4.3 Rookie of the Year: The Novice Advancement Committee, based on improved driving/racing ability only, will determine Rookies of the Year. Point standings will not be considered for the Rookies of the Year Award. Novice Advancement Committee for the Baylands Club Series consists of: Club President, Track Director, Tech Director, Safety Director, and Training Director. To be eligible the rookie driver must end the previous year as a novice or moved-up during the year. It will be the responsibility of the handlers to notify the Club Tower Director of eligibility for Series Rookie.

5.0 MINIMUM ENTRIES REQUIRED FOR DIVISION

5.1 One or more cars are required in any given division in order for that division to qualify for points awards. Two or more cars are required in any given division for that division to get racing points.

5.1.1 To further clarify, if only one car signs into a given division, then that car will qualify for sign-in points. Two or more cars are required to sign-in and attempt to qualify for either car to receive qualifying or racing points.

5.2 Divisions with only one Driver signing up may run in all events for the day, and will be combined when appropriate, however one car divisions are running for sign-in points only. No racing points will be awarded to participants of divisions with less than two entries.

6.0 COMBINED DIVISIONES

6.1 Combining: Sub-divisions (i.e.: Light and Heavy) of four or fewer cars may be combined with the other sub-division up to the point where a combined division would result in no more than ten cars per event. For example, if four or less lights sign in, then they may be combined with any number of heavies up to six, to make a combined division of no more than ten cars. The decision to combine divisions must be approved by the majority of the Handlers in the two sub-divisions involved.

6.2 Scoring: When divisions are combined, each sub-division will be scored separately even though run together, provided each of the sub divisions has at least two entries. Each sub division will receive separately determined qualifying, heat race and main event points, i.e.: the finishing position of cars not in a Drivers sub-division will be disregarded when calculating points or trophy placement.

6.3 Line Up: Whenever a Light/Heavy group is combined for the race day, the heat race lineup will be determined by the qualifying times for each sub-division, with the Heavy subdivision being lined up in front of the Light sub-divisions. The main event line up will be inverted from the heat race finish, again with the Heavy sub-division being lined up in the front. Lineups are further detailed in Section 9.4 - Racing Format.

7.0 LATE SIGN-IN'S

7.1 A late sign-in car is a car and/or Driver who attempts to sign in to any division after that division has finished qualifying. A given division is considered to have finished qualifying when the following division takes the track for warm up of its qualifying round.

7.2 Cars and Drivers may sign in to an open division any time during the day, up to the point where that car's division begins its Main Event, provided they have passed safety inspection. An open division is one in which there are less than eleven cars already signed in at the time the late sign in arrives (nine {9} cars for Junior Divisions). Late sign-ins will NOT be accepted if doing so would result in a division with more than eleven cars (nine {9} for Junior divisions).

7.3 After qualifying and line-ups for the target division have been posted, late sign-ins will still be accepted under the terms above, provided that adding the late sign-in to that division will never alter or change already posted line-ups.

7.4 Late sign-ins arriving after that division has finished qualifying will not be allowed any make-up qualifying attempts.

7.5 All late sign-ins will start in the back of their respected Heat Races (Main Event, if Heat is missed or not scheduled), in order in sign-ins.

8.0 REFUNDS

8.1 Requests for refunds of sign-in fees will only be honored for divisions in which the Driver did not attempt to qualify. The only exception being in a situation where a car left stranded in a one car division because all other entries have irreparably crashed or suffered mechanical failure provided the division in question had two or more entries at the start of qualifying.

9.0 RACING FORMAT

TIMES

Friday

7:00 PM – 8:00 PM Safety and Sign In (upon availability)

Saturday 7:30 AM – 8:30 AM Safety and Sign In

8:30 AM Pit Meeting

9:00 AM Practice – followed immediately by Qualifying

Races

Tech – Track Clean up – Trophies

9.1 Qualifying:

9.1.1 Pill Draw for Qualifying

9.1.1.1 Sign in will be based on pill draw to determine qualifying order. Qualifying will start with lowest pill draw in ascending order.

9.1.2 Hot Laps/Warm Up: There will be one round of hot lap practice.

Novice Division - 5 cars for 5 minutes

All Others – 7 cars for 5 minutes

Divisions with more than seven (7) cars (five for Novices) will be split into two (or more) practice sessions. Practice length may be changed based on car count. Practice time will start once all cars in the set are on the track and the flagger signals that time should start. Practice will be grouped by pill number.

9.1.3 As each division finishes its round of hot laps, the cars will line up in the pit area parked in the numbered slots painted there, in paper number order. Qualifying will begin in paper number order. Cars not appearing to qualify in the posted order will receive the opportunity to take 1 lap on the clock at the end of qualifying. If a car does not appear for qualifying they will receive no time.

9.1.4 Drivers will be given a maximum of five (5) laps warm up and three (3) laps on the clock. Handler may call for time to start at any point in the warm up laps. The Driver or Handler may elect to wave-off one or all of the warm-up laps

9.1.5 All qualifying attempts will be back to back only. If you fail to qualify, you will receive a NO TIME. There will be NO makeup qualifying for any reason.

9.1.6 In the event of a clock malfunction, the car/driver will exit the track after receiving signal from the flagging official. The Tower will announce how many laps were missed. That Driver will go back to the front of the hot chute area and will be the next car out. (Tower will need to communicate quickly with the pit steward to keep the next paper numbered car from going out. If that car does go out, the re-qualifying car will be next in line). The re-qualifying car will go out on the track, have two warm-up laps, and repeat only the missed laps.

9.1.7 Only one number placed on the front of the car is needed for qualifying. If other numbers are posted they must match the front number. Numbers are not to be placed over the previous posted number.

9.2 Race Lengths

Heat Races 20 Laps – All Divisions
Semis & Consis 25 Laps – All Divisions
Novices: Main Events 25 Laps – (20 Laps if 3 or less cars)
All Other Divisions: 30 Laps – (25 Laps if 3 or less cars)

9.3 Starting the Race

9.3.1 During all races, as soon as all cars making the call are on the track, the starter will commence five green flag hot laps (10 hot laps for AA and Half Midgets) to warm up the engine and tires. At the end of the designated hot laps the starter will re-display the yellow flag, call for lineup, and will display the green flag as soon as a lineup is achieved.

9.3.2 Any cars in the pits, or who have not crossed the designated start line when the starter calls for lineup, will lineup at the back in the order they return to the track.

9.3.3 If, in the Flag person's judgment, a car, (or cars) is lagging the lineup to delay the start, the Flag person may, at their sole discretion, either green flag the race without a clean lineup, or send the car(s) that are lagging to the back of the lineup.

9.3.4 The Tower will assign a spotter to begin counting laps for the AA division from the time the lineup signal is given (in accordance with National scoring procedures). All laps, both green and yellow must be counted from the time the lineup signal is given, until they have reached 70 total laps. The spotter notifies the Head Scorer when 70 laps have been achieved and the cars are then eligible to refuel at the next yellow or red flag. If they are under yellow flag when the 70th lap occurs, the spotter will report to the Head Scorer that there is a need for a red flag to refuel immediately.

9.4 Lineups

9.4.1 Heat Races: Will line up in inverse order from qualifying, i.e.: Fast Qualifier to the back, then any DNQ. Novice divisions will be lined up using this same method and then broken into two (2) or more groups. i.e.: if there are 11 Novice Drivers, they are first lined up in inverse order from qualifying. They are then split into two (or more) groups based on their qualifying times; i.e.: group one will consist of the 1st, 3rd, 5th, etc... fastest qualifiers. Group two will consist of the 2nd, 4th, 6th, etc... qualifiers. This was implemented so that there will not be a semi for Novice Drivers.

9.4.2 Main Events: (except for divisions requiring a Semi – see below) will lineup in inverse order from the finish of the Heat Race. Cars that DNF, DNS, NS, or are Disqualified in the Heat will line up at the back, in this order. If more than one car DNS, or NS for the Heat, then those two (or more) cars will lineup in order of qualifying, with the advantage given to the car that was the fastest qualifier, DNS before NS. If more than one car was disqualified in the Heat, then the two (or more) cars will lineup in order that they went out of the Heat Race, with the most laps completed getting the advantage.

9.5 Heat Races:

9.5.1 Will line up in inverse order from qualifying, i.e.: Fast Qualifier to the back, then any DNQ. Novice divisions will be lined up using this same method. If there are only 11 drivers signed in for the senior divisions, all 11 will race in the same group, more than 11 will be divided into two groups, or the amount of groups needed to accommodate for all the drivers in that division. If there are only 9 drivers signed in for the junior divisions, all 9 will race in the same group, more than 9 will be divided into two groups, or the amount of groups needed to accommodate for all the drivers in that division. If there are 8 drivers signed in for Novice divisions, all 8 will race together, more than 8 will be divided into two groups, or the amount of groups needed to accommodate for all the drivers in that division. They are first lined up in inverse order from qualifying. If there are 2 or more groups for the same division, they are then split. i.e.: group one will consist of the 1st, 3rd, 5th, etc...fastest qualifiers. Group two will consist of the 2nd, 4th, 6th, etc...fastest qualifiers. **This rule applies only to heat races.**

9.5.2.1 Main Events: (except for divisions requiring a Semi – see below) will lineup up in inverse order from the finish of the Heat Race. Cars that DNF, DNS, NS, or are Disqualified in the Heat will line up at the back, in this order. If more than one car DNS, or NS for the Heat, then those two (or more) cars will lineup in order of qualifying, with the advantage given to the car that was the fastest qualifier, DNS before NS. If more than one car was disqualified in the Heat, then the two (or more) cars will lineup in order that they went out of the Heat Race, with the most laps completed getting the advantage.

9.5.2.2 Top three of each main will go to impound. There will be a random draw for divisions to be checked at the end of the race day. Cars leaving the impound area without being released by the Technical Director or refusing tech will lose all points for the event.

9.6 Semi Main Races: In the event that any division has more than a full field entered, (11 for Seniors and 9 for Juniors) the following Semi Main procedures will apply. NOTE: Novice divisions will not run a semi race. All novice drivers will race in the main event and will remain in the same racing group as their heat race.

9.6.1 After qualifying, the division that is more than a full field, will be broken into 2, 3 or more groups based on their qualifying times; i.e.: group one will consist of the 1st, 3rd, 5th, etc... fastest qualifiers. Group two will consist of the 2nd, 4th, 6th, etc... qualifiers.

9.6.2 The groups will line up and race the Heat Race as if they were separate divisions, according to Heat Race lineup rules, fastest qualifier in each group to the rear.

9.6.3 Considering qualifying and Heat Race points earned at that single race (not series), the top 6 (for Junior Divisions) or the top 8 (for all other divisions) points earning Drivers will automatically earn a spot in the Main Event. In the event of a tie in total accrued event points, the Driver with the fastest qualifying time will earn the final spot in the Main Event.

9.6.4 All Semi Main Event lineups will be straight up, with the high points to the front. In the event of a tie in accrued event points, the Driver with the fastest qualifying time will line up ahead of the slower qualifying Driver.

9.6.5 Two cars will transfer from the Semi to the Main Event and will line up behind the cars previously qualified for the Main Event. The transferring cars will receive no Semi Main Event racing points based on the racing table.

9.6.6 There will be no semi for Novices. If more than a full field of Novices, they will be broken into 2 or more groups after qualifying and run separate heats and main events as if they were two separate divisions.

10.0 JUDGING/CALLS

10.1 At all QMA Race Events, the National rules for judging will be followed.

10.3 If a person is late or a no show for judging it may result in their driver moving to the back of the field on their next race. For 2nd offense moving all of the handler's drivers back in their next race. The Tower will make the decision. On time means – Tower ready, Pit Steward ready, Flagger ready, Race Director ready. Penalty can be assessed at the next club race if needed.

11.0 DIVISION TRANSFERS

11.1 Transfer involving points to be transferred will not be allowed unless there are at least two races remaining in a given set or series. This includes Juniors to Seniors, Light to Heavy, etc.. A Driver may elect to transfer up at (8) years old provided they will turn 9 before the end of the calendar year. Once transferred, they must remain in the Senior division the remainder of the season.

11.2 Transfers from one division to another will be allowed throughout the season. No points will be transferred outside of the division i.e.: a Driver going from Stock to Mod, Mod to B, B to AA etc. will not transfer any previously earned points.

11.3 Transfers from Light to Heavy will be allowed, however there will be no reverse transfers within the season. Drivers going from Light to Heavy must run Heavy for the remainder of the season.

11.4 On transferring between division divisions (Light to Heavy, or Junior to Senior) a driver will be allowed to transfer the points they have earned up to an amount equal to the lowest points driver with the same number of races entered.

12.0 WEIGHT RULE

12.1 There will be no relaxation of the QMA weight rules.

13.0 WORK RULE/HANDLERS

13.1 Work Rule: All handlers and drivers will observe the QMA Work Rule, as written in the official rules (no club may overrule).

13.2 Two Handlers per car may be in the hot chute, and up to four Handlers may work on any one car in the hot chute area. You may have help in the hot chute during the race, but it MUST come from other handlers with drivers currently on the track.

14.0 TECHNICAL INSPECTION & PROTESTS

14.1 Divisions to be tech'd, will be chosen by random drawing or at the discretion of the Technical Director or his designee.

14.2 Honda engines will be claimed in accordance with QMA's claim rules.

14.3 **JUDGES CALLS MAY NOT BE PROTESTED.** All rule violation protests must be made in writing within one hour after completion of race to the Track Director or Vice President only. **Anyone forcing a protest to an official other than the Track Director or Vice President will be suspended from participation in the protest process. The protest will not be allowed.** The protest must reference the rule or race officials that did not follow scoring procedure. Protests will be reviewed by a quorum of the Board of Directors prior to the next racing date and may result in changing the outcome of the race. Any action taken to uphold or reject the protest will be determined by a majority vote of the quorum. The only reason a race finish can be changed is if there is a scoring error. Example – a finish is announced and subsequently it is determined that there was a lapped car in an improper place in the finish. Head Tower person should be included in any review of a race finish

14.4 Videotape will not be used to consider any protest.

15.0 UNACCEPTABLE BEHAVIOR

15.1 Any person(s) who at any time causes a scene or disturbance is subject to a Code of Conduct call. All Code of Conduct Calls will follow the QMA Code of Conduct rules and flow-chart.

Baylands Rules and Regulations Change Log

Date	Paragraph #	Change Description
2-Dec	9.1.1	Changed amount of time for all others warm-ups to 2 minutes.
2-Dec	4.2.3 item 2	Deleted paragraph referring to exemption for novices who ran on News Years day hangover race.
2-Dec	14.2	Clarification of the paragraph.
2-Dec	15.7	Added section on wheeled toys being prohibited on race days
3-Feb	16.0 and 16.1	Deleted the amendment clause.
3-Feb	4.2	All snack bar and work party hours in excess of required number are transferable between families.
4-Feb	4.2	Vice-President may assign jobs and give work party hours for special projects as he/she sees fit.
4-Feb	4.2	Associate members now are required to be full Baylands members doing work party & snack bar hours to be eligible for year end awards.
4-Feb	9.5 item 9.5.1	Clarification of the paragraph
4-Feb	2.0 item 2.1.1	Clarification of technical DQ's for throw out races.
5-Feb	4.2	Change work part requirements to read: BOD Officials and Novice Trainers are exempt from these Requirements.
6-Feb	4.2	Change Snack Bar requirements to read: Tower Director is exempt from Snack Bar Requirements.
7-Feb	4.2	Remove <i>BOD Officials and Novice Trainers are exempt from these Requirements.</i>
7-Feb	4.2.3	Clarified Rookie of the year eligibility
8-Feb	10.3	Added judging participation rules
8-Apr	2.1	Aligned verbiage to Regional Rules: The series standings will be determined by the points earned in seven (7) of eight (8) races. If an event is cancelled and cannot be made up at a rain date, the series will still have a throw out race. (Best 6 of 7)

8-Apr	2.1.2, item (1)	Removed: If Qualifying and Heats are completed for all divisions before the event is called due to weather, the race day shall be considered complete, and race day points will be awarded accordingly. For divisions that do not complete their Mains, 30 points will automatically be awarded to each participating Driver.
		Added: -Race events affected by weather midway through the program will be considered a completed event if all divisions present have completed their heat races. In this case, only heat race points will be awarded to the driver's points total for this event.
		-If a majority of the main events have been completed, the event will be considered complete and points will be awarded according to the point table to drivers in those divisions completing their main events. Drivers of divisions that did not complete a main event, will be each be awarded first place points provided they meet the requirement to establish a division
		Removed: 2) If a Race is cancelled in its entirety due to weather, and cannot be made up through a rain date, then the Club will drop the event(s) from the Series. Extra rain dates beyond the two (2) included in the 2009 schedule, will not be added. There will still be a low throw-out race.
Apr-08	3.4.5	Removed 100-lapper race
Apr-08	3.4.6	Added Sign in Fee schedule
Apr-08	3.4.7	Added: Cars must be safety checked and signed by the Safety Director with the driver before Sign In.
Apr-08	3.4.8 item 3.4.8.1	Added: Parking fees to be determined by the Parking Director. Parking fees may vary, based on the fee schedule of the Santa Clara County Parks Department
Apr-08	4.2	Added: Race Day awards
		-Heats – Ribbons for 1st – 2nd – 3rd
		-Main Events – 50% of main event participants to a maximum of 4 Jrs / 5 Srs and up
		-Fast Time Certificate for qualifying races
		-Novices – participation award for all drivers entered
Apr-08	4.2	Moved to 4.3
Apr-08	4.2.1	Moved to 4.3.1
Apr-08	4.2.2	Moved to 4.3.2
Apr-08	4.2.3	Moved to 4.3.3
Apr-08	4.2.3	Removed: A Junior Novice and Senior Novice who is moved to a competitive racing division within 14 days of the first Grands of that calendar year shall be eligible for Rookie of the year honors the following calendar year.
		Removed: A Junior Novice or Senior Novice moved to a competitive racing division 15 days or more prior to the first Grands of that calendar year shall be eligible for Rookie of the year honors in that calendar year.
Apr-08	4.3.3	Added: To be eligible the rookie driver must start the series as a novice. It will be the responsibility of the handlers to notify the Regional Tower Director of eligibility for Series Rookie.
Apr-08	7.2	Changed number of Junior cars from 8 to 9 for lower mains
Apr-08	9.0	Added Order of Race day, Qualifying after practice, Races, Tech, Track Clean Up, Trophies, and Times for Safety, Sign In, Pit Meeting, Practice, Qualifying.
Apr-08	9.1.1 item 9.1.1.1	Added: Sign in will be based on pill draw to determine qualifying order. Qualifying will start with lowest pill draw in ascending order.
Apr-08	9.1.1	Moved to 9.1.2, added Practice length may be changed based
		on car count. Practice time will start once all cars in the set are on the track and the flagger signals that time
		should start. Practice will be grouped by pill number.

Apr-08	9.1.2	<p>Moved to 9.1.3, changed from 2 minutes to 5 minutes, removed: If you miss attempting to qualify in this order for any reason, you will receive a "NO TIME" and for the Heat Race you will line up behind the cars that did qualify, in order of sign in.</p> <p>Added: -Cars not appearing to qualify in the posted order will receive the opportunity to take 1 lap on the clock at the end of qualifying. If a car does not appear for qualifying they will receive no time</p>
Apr-08	9.1.3	<p>Moved to 9.1.4, removed: Qualifying will be one time on the track, ten or less warm-up laps, three times on the clock. The Driver or Handler may elect to wave-off one or all of the warm-up laps.</p> <p>Added: Drivers will be given a maximum of five (5) laps warm up and three (3) laps on the clock. Handler may call for time to start at any point in the warm up laps.</p>
Apr-08	9.1.4	Moved to 9.1.5
Apr-08	9.1.5	Moved to 9.1.6
Apr-08	9.3.3	Removed the words: "deliberately", and "in order to give a car in the hot chute additional time"
Apr-08	9.5.2	Added: Top three of each main will go to impound. There will be a random draw for divisions to be checked at the end of the race day. Cars leaving the impound area without being released by the Technical Director or refusing tech will lose all points for the event.
Apr-08	10.2 item 5	Added: (Last place points awarded to driver)
Apr-08	10.2	Added item 11) Tech DQs (any tech DQ that does not result in at least a 30 day suspension - last place points awarded to driver)
	4.1	Removed: Novices will however, accrue points toward the Baylands Point Championship for purposes of calculating division transfer position.
Oct-08	4.1.1	Removed: 4.1.1 Novices that have participated in the minimum number of races as defined in Section 5, or have participated in the majority of the point races available to them after graduation from training, will receive a 2008 Baylands point series participation trophy.
		Removed: Novice to Honda or Stock
Oct-08	11.1	Removed: (Clarification) – Racers that turn (9) years old during the racing season must transfer into the Senior Division with at least two races remaining in the season to be eligible to transfer points
Oct-08	11.3	Removed entire section: 11.3 On transferring from Novice to Stock or Honda Division, drivers will be allowed to transfer the points they have earned in the Novice division up to an amount equal to the lowest points driver with the same number of races entered.
Oct-08	11.4	Removed entire section: 11.4 Novices transferring into BOTH a Honda and Stock division will receive transfer points into only one division, as determined by the Handler. The Handler is responsible for notifying the Points Director of their choice at the time of signing in at their first Honda or Stock race, PRIOR to qualifying. If not notified, the Points Director will carry the Novice Points earned into the division with the fewest participants to date.
Oct-08	11.5	Moved to 11.4
Oct-08	11.2.1	Moved to 11.3
Oct-08	7.2	Removed: (...and have been signed off as having their fire extinguisher),