



**All-American Clash**  
AUGUST 26TH-27TH 2023

TOPEKA KANSAS QUARTER MIDGET ASSOCIATION  
1121 SW UNIVERSITY BLVD, TOPEKA, KS 66619

**REGISTRATION:**

Online registration opens Monday August 7th.

**ALL AMERICAN CLASH RACE 3:** Pre-registration is recommended through myracepass : [Register with Topeka Kansas QMA \(myracepass.com\)](https://myracepass.com)

**ALL AMERICAN CLASH RACE 4:** Pre-registration is recommended through myracepass: [Register with Topeka Kansas QMA \(myracepass.com\)](https://myracepass.com)

**SIGN IN FEES:**

Registration is \$45.00 for the first car, \$10 for each additional car.  
Rookie (red & blue) registration will only be \$25 for the first car, \$10 for each additional car.

Transponder brackets will be for sale in the tower if needed.

No refunds.

NOTE: 3 cars constitute a class, with the exception of Rookies. If there are less than 3 cars, the class will NOT run.

**FUEL:**

Unleaded, 87-Octane fuel from Kwik Shop located at 4500 SW Topeka Blvd, Topeka, KS, 66609.

**THURSDAY AUGUST 24TH:**

- Sunrise to Sundown: Track will be open to practice and park. Grass parking to the south of the track is first come first serve.

**FRIDAY, AUGUST 25TH:**

- Sunrise to Sundown: Track will be open to practice and park. Grass parking to the south of the track is first come first serve.

### **SATURDAY, AUGUST 26TH:**

- 7:30AM: Track opens
- 8:00am - 9:00am: Sign in will be open for waivers and registrations
  - *Safety Check, as needed. See below.*
- 9:15AM: Mandatory Driver and Handler Pit Meeting
- 10AM Racing Begins. Race Order:
  - Red Rookie (Heat 10 laps, A Main 20 laps)
  - Blue Rookie (Heat 10 laps, A Main 20 laps)
  - Sr. Animal (Heat 20 laps, Lower Mains, 25 laps, A Main 40 laps)
  - Jr Honda (Heat 15 laps, Lower Mains 20 laps, A Main 30 laps)
  - Hvy Honda (Heat 20 laps, Lower Mains, 25 laps, A Main 40 laps)
  - Sr Honda (Heat 20 laps, Lower Mains, 25 laps, A Main 40 laps)
  - Jr. 160(Heat 15 laps, Lower Mains 20 laps, A Main 30 laps)
  - Lt 160 (Heat 20 laps, Lower Mains 25 laps, A Main 40 laps)
  - Hvy 160 (Heat 20 laps, Lower Mains 25 laps, A Main 40 laps)

**Victory Lane Ceremonies following A Mains - AWARDS: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> in each A-Main feature and ALL Rookies**

### **SUNDAY, JULY 30TH**

- 7:30AM: Track opens
- 8:00am - 9:00am: Sign in will be open for waivers and registrations
  - *Safety Check, as needed. See below.*
- 9:15AM: Mandatory Driver and Handler Pit Meeting
- 10AM Racing Begins. Race Order: *Extended Features + 10 laps to each A Main*
  - Red Rookie (Heat 10 laps, A Main 30 laps)
  - Blue Rookie (Heat 10 laps, A Main 30 laps)
  - Sr. Animal (Heat 20 laps, Lower Mains 25 laps, A Main 50 laps)
  - Jr Honda (Heat 15 laps, Lower Mains 20 laps, A Main 40 laps)
  - Hvy Honda (Heat 20 laps, Lower Mains 25 laps, A Main 50 laps)
  - Sr Honda (Heat 20 laps, Lower Mains 25 laps, A Main 50 laps)
  - Jr. 160(Heat 15 laps, Lower Mains 20 laps, A Main 40 laps)
  - Lt 160 (Heat 20 laps, Lower Mains 25 laps, A Main 50 laps)
  - Hvy 160 (Heat 20 laps, Lower Mains 25 laps, A Main 50 laps)

**Victory Lane Ceremonies following A Mains - AWARDS: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> in each A-Main feature and ALL Rookies**

**All American Clash Series Ceremonies following Victory Lane Ceremonies - AWARDS: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> in each A-Main feature and ALL Rookies**

## PLEASE NOTE:

**\* We follow NASCAR Youth Series Rules unless otherwise noted. Our full rules and procedures can be found [here](#).**

- Judges: For classes larger than 5 cars, three handlers from classes not racing at the time will be announced to help act as a judge from the tower deck. These judges may be based on race day line-up.
- Corner Workers: Corner workers for each race will be the handlers of the #1, #2, #3 and #4 cars in the line-up. Refusal of a handler to act as a corner worker without securing a substitute will result in a score of zero points for his driver for that race. All corner workers must wear safety vests if not wearing a shirt of similar color.
- Raceceivers and transponders ARE MANDATORY and will be utilized. Raceceivers and transponders determined not working during the race when brought in with the Meatball flag may be changed out if a replacement is readily available and driver will retain spot.
  - TKQMA utilizes paper numbers which will be available in the scale shed.
- **There is no Practice on Raceday!**
- Setup heat races based on pill draw. A pill draw (automatic random number draw) will be used to determine heat race line-ups. Passing points will be utilized to determine A Main line-ups.
- All classes, except Rookie, will have no more than 12 cars per race. Red and Blue Rookie no more than 8 cars per race. Rookies have 25 min. time limits.
- There will be a break between Heats and Lower Mains & Lower Mains and A Mains. Cars must be in the hot chute and ready to race within the determined break time.
- 30 Second Warm Up prior to all (non Rookie races). The race director will initiate the warm up period once all cars are on the track. Hard late out line enforced.
- 5 courtesy laps will be given to driver in work area once the line-up is set. Driver will be allowed out if down and rolling when the 1 to go is given.
- Issue Escalation: For all issues that arise during the event – see hosting club president Brian LaBonte. If not available, please see Tower personnel.
- In the event of a rain delay while cars are on the track, the drivers will be told to go to an area where their cars are in impound. The only changes that will be permitted will be checking air pressure. Once able to race again, drivers will line up using the last completed lap which is the same lap the race will start on. If any changes are needed, you must inform officials before making any changes and the car will start on the tail.
- Engines must be painted and sealed at the completion of your heat race(s). Any engine changes notify the Tech Director, Jim White, for approval. (Tower and Race Director will also need to be notified).

- All cars must cross scales in heats, lowers and Features to earn points **even** if you crash or strike out. You will be required to record your weight and get a sign off from a competitor in line.
- Depending on car counts and weather, time limits may be enforced. Generally, time limits on races are: Rookies 25min (always enforced), Heats 15min, Lowers 20min, A-Mains 45min.
- **TIRE RULE:** At the end of the heat race, right side tires will be marked. Failure to do so will result in being placed at the tail of the lowest lower main. The same right side tires must be used in the heat race on Saturday, the A main on Saturday, the heat race on Sunday, and in the A main on Sunday. Any tires can be used in lower mains. All tires used during the race day may be subject to tech. In case of a flat right side tire, you may not use a new (sticker) tire to replace a used one. In case of a damaged wheel you may replace the bent wheel. All changes must be approved by the race director (Bret Degand) or tech director (Jim White).
- The All American Clash overall points [MQMRA and TKQMRA invites] will only use the feature finish towards points. Heat points are only used for the feature lineups.

**SAFETY CHECK.** All cars must have a current year USAC safety decal affixed to the car. It is the sole responsibility of the handler to ensure a safety decal is affixed to the car. If you need a decal then you must bring your car to the local designated safety director for a safety inspection. Cars will be checked for a safety decal at the scales after races. If a car does not have a safety decal, the driver will receive a DQ.

**LINE UP SUMMARY: (Note: if more than 8 cars, then an additional heat race is added)**

Setup based on heat races based on a pill draw. If there are more than 8 cars, place the lowest pill draw in the first heat, next pill draw in the next heat and so on. A pill draw (automatic random number draw) will be used to determine heat race line ups. Passing points will be utilized to determine A Main line-ups.

**1-12** CAR CLASS COUNT (**1 or 2** Heats, top **12** to A Main)

**13-16** CAR CLASS COUNT (**2** Heats, top **6 in points** to A Main; **1** lower main, transfer **6** to A Main)

**17-20** CAR CLASS COUNT (**3** Heats, top **6 in points** to A Main; **2** lower mains, transfer **6** to A Main)

**21-22** CAR CLASS COUNT (**3** Heats, top **6 in points** to A Main; **2** lower mains, transfer **6** to A Main)

**23-28** CAR CLASS COUNT (**3 or 4** Heats, top **6 in points** to A Main; **3** lower mains, transfer **6** to A Main)

### USAC Passing Points System Breakdown

Finishing Position	Points Given	Passing Points
1	55	
2	52	1 car @ 1 = 1 pt
3	49	2 cars @ 1 = 2 pts
4	46	3 cars @ 1 = 3 pts
5	43	4 cars @ 1 = 4 pts
6	40	5 cars @ 1 = 5 pts
7	37	6 cars @ 1 = 6 pts
8	34	7 cars @ 1 = 7 pts
9	31	8 cars @ 1 = 8 pts
10	28	9 cars @ 1 = 9 pts
11	25	10 cars @ 1 = 10 pts
12	22	11 cars @ 1 = 11

**TKQMA OFFICIALS RESERVE THE RIGHT TO MODIFY THIS FORMAT AT ANY TIME BEFORE OR DURING RACING EVENTS**

**TRACK INFORMATION:**

**CONTACT INFORMATION:** [tkqmapresident@gmail.com](mailto:tkqmapresident@gmail.com)

President— Brian LaBonte 785-840-5262

**There are onsite concessions available both Saturday and Sunday.**

**Camping is allowed on site. First come first serve parking will be**

**in the grass accessible by the south side entrance of the track.**

**HOTELS:**

- Super 8 by Wyndham - Topeka
  - 5922 SW Topeka BLVD, Topeka KS 66619
- Hampton Inn- Topeka

- 1515 SW Arrowhead Rd, Topeka KS 66604
- Homewood Suites by Hilton - Topeka
  - 1519 SW Arrowhead Rd, Topeka KS 66619
- Courtyard by Marriott - Topeka
  - 2033 SW Wanamaker Rd, Topeka KS 66619

**There will be NO bikes, scooters, motorized scooters, roller blades, or roller skates on the concrete during the race event. Defined from the start of the first race at 10am through the last race of the day. There will be NO bikes, scooters, motorized scooters, roller blades, or roller skates allowed in the scale shed at any time. The officials will have the authority to confiscate these items during the event and will return them after the event is complete or when the person(s) are leaving the premises.**

Please bring a generator.



#### **USAC Approved Asphalt .25 Midget Tires**

**The Hoosier A35 tire will be the only legal tire for all four (4) tires on the quarter midget for all USAC National and Regional races. Right Front - NY1**

**A35 - 33, Right Rear - NY1 A35 - 34.5, Left Side - A35 - 31, 32, 32 short.**

**ONLY Red and Blue Rookie classes are allowed to run D20 tires.**