

### **QUAD CITY QUARREL 2006; The adventure continues:**

Welcome to the 3<sup>rd</sup> annual QCQ. We are extremely happy to again bring to you this world class event. We welcome all teams/drivers who have competed or have wanted to compete in the Fray style of racing to our event and hope you have a wonderful time in the Quad Cities. If there is anything we can do to assist you, please do not hesitate to ask.

The racing format for the 2006 QCQ will closely mirror the original QCQ\*. Every team will race against every other team and every team will race at least once on every track. Every team heat will be 10 laps. The only differences in the racing format between the QCQ and The Fray are that the racing will be done on 4-lane tracks and the scoring will reward the winner with an extra point. (See "Race Format:" and "Points for Finish:" below.) The individual event will be on the 8 lane Roval and be on the Saturday of the event. Please remember this is a two day event. Please plan on participating for the entire day Saturday.

### **How to enter a team:**

Each team must consist of at least (5) drivers and a maximum of (7) drivers. All participating team members must be at least 12 years of age\*\*. Each team must select a team captain to perform the following responsibilities:

1. Submit the \$150 Team Entry Fee (All team entrants are automatically entered in the Individual event.)
2. Sign in team member names upon arrival
3. Bring lane marking stickers for cars: Blue, White, Green, Orange, Yellow, Red, Black and Purple
4. Verify each heats results, Sign official score sheets
5. Turn signed race results printout in to scorekeeper. Unsigned score sheets will not be counted.

Mail Entry Fees to:  
Quad City Hobby  
3546 Brady Street  
Davenport, IA 52806

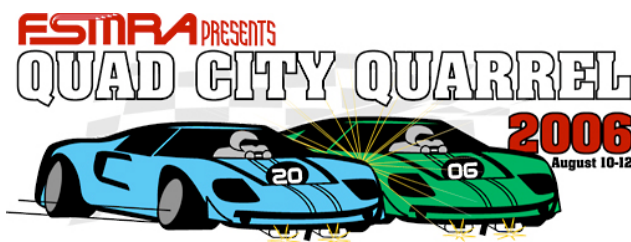
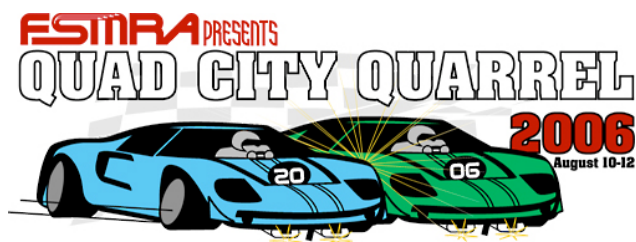
You may also pay the entry fee via paypal. Please use the [paypal@fsmra.com](mailto:paypal@fsmra.com) paypal account. There is a \$5.00 fee for using this service. Your total payment via paypal would be \$155.00

No team is guaranteed a spot unless payment is made. Postmark must be on or before June 30th, 2006 or payment in full via paypal. No exceptions will be tolerated. If registered teams have not made their payment by the deadline, waiting teams will have first opportunity to pay.

### **Race Vendors:**

This year we are requesting that all vendors give us their sellable inventory to sell out of our retail counter. We will keep track of the inventory and keep a 25% fee of all product sold.

We reserve the right to sell our merchandise as we see fit. We strongly discourage vendors from selling their products outside of the event. We are a business and would like to keep this store operational for all to use. The fees above pay for heat and electricity.



## **Guiding Principles:**

To promote goodwill and sportsmanship through the friendly interaction and competition of 1/64th scale automobile racing. To pursue a cooperative friendly spirit, even through the heated passions of competition. To understand that there is as much grace in winning as there is in losing. To abide by the rules and to treat others as well as you would like yourself to be treated. See Conduct Below

### **Conduct:**

- 1) No smoking inside the building. There is a dedicated area, outside, at the front and rear of the building for smoking.
- 2) No consumption of alcoholic beverages during regular business hours or when underage people are present.
- 3) No drugs or drug use will be tolerated. You will be asked to leave and/or the authorities contacted if this rule is violated. There will be no exceptions to this rule.
- 4) Abusive treatment of or conduct towards corner marshals and/or FSMRA personnel will also not be tolerated.
- 5) No derogatory, inflammatory, incendiary, hurtful, racist, crude, or sexually explicit comments, materials, behavior, sponsor decals or paint schemes will be tolerated. You will receive one warning to remove the offensive material or refrain from the offensive conduct. After that you will be escorted out of the building without refund. (What offends me even more is that I actually had to put this in the document.)
- 6) FSMRA reserves the right to exclude individuals from the premises for the good of the organization/event.

### **What you get for your money and what to expect:**

You can expect to get the following: Be treated fairly and with respect. Your concerns will be listened to and then responded to in return. You will have a safe environment to race in, a secure place to bring your family, friends and crew. That the event you participate in will be overseen fairly and without prejudice. That all competitors will be given the exact same treatment and that all participants will be able to concentrate on the race at hand instead of racing "politics". You will have adequate pit space and excellent track conditions.

## **Definitions:**

**Black flag:** A driver will be notified by an official if and when his/her car has a condition not allowing fair competition or one that is detrimental or damaging to the track. Under such notification, the driver must immediately make the necessary repairs (if possible) to the offending car before returning the car to the heat. If for any reason the driver can not perform the necessary repairs, then the driver will not be allowed to return to the heat and will be awarded a DNF or be DQ'd, depending upon the determination of the officials.

**Entry:** A driver that will be considered officially entered in the event if he/she has paid their event entry fee in full. A car will be considered officially entered in the event if it has successfully passed technical inspection.

**Lane rotation:** At the end of each heat, the drivers proceed (rotate) to the next designated driver's station. All cars will be placed at the starting line in the corresponding lane before the next heat starts. Team Event=Straight, Individual Event=European

**Track Power:** Power will be 19.8vdc to 20vdc (Depends on which Track)

**Restart:** When it has been determined that a start must be aborted and retried.

**Restart procedure:** The cars will be returned to their starting positions. No official laps will be counted.

**Track Calls:** Track calls are only permitted on the ROVAL. The ROVAL has a long bridge, extended underpass, marshal hole and some areas that are just plain difficult for a marshal to reach; if a car deslots in or on any of these areas, a track call will be permitted. See Driver Interference for exception.

**Driver Interference:** While it is permitted for a driver to pick up his own car, if it is directly in front of his driver position, for pitting & repair purpose only; it must be understood that if a competitor's car hits his hand or car, or deslots or is physically impeded with in any way, the driver that caused the incident will be penalized. Team Event Penalty: The offending driver is automatically awarded last place points for that heat race, regardless of where he actually finished. Individual Event Penalty: The offending driver will have 5 laps deducted from that heats lap count for every occurrence. Under no circumstance will drivers (while driving) be allowed to MARSHAL a car, even if it's their own. Marshals are the only ones allowed to marshal. If a "Driver Interference" incident occurs a "Track Call" may be allowed to rectify the situation.

## **General Rules & Regulations:**

Missed Laps: Are gone forever, Laps will not be added. [Laps will be added, if verified, for the Individual Event races only]

Controllers: Electronic controllers and 3-wire controllers may be used. Controllers must not contain any device that will store or boost available track power. Controllers must be readily available to the public by internet or via hobby store. Homemade controllers must be made available for racers prior to the event. A minimum of 20 controllers must be available for resale and approved by the tech committee\*\*.

Car must be legal at start of heat. If any occurrence may befall you during the running of the heat that may make your car illegal, then a black flag condition may occur.

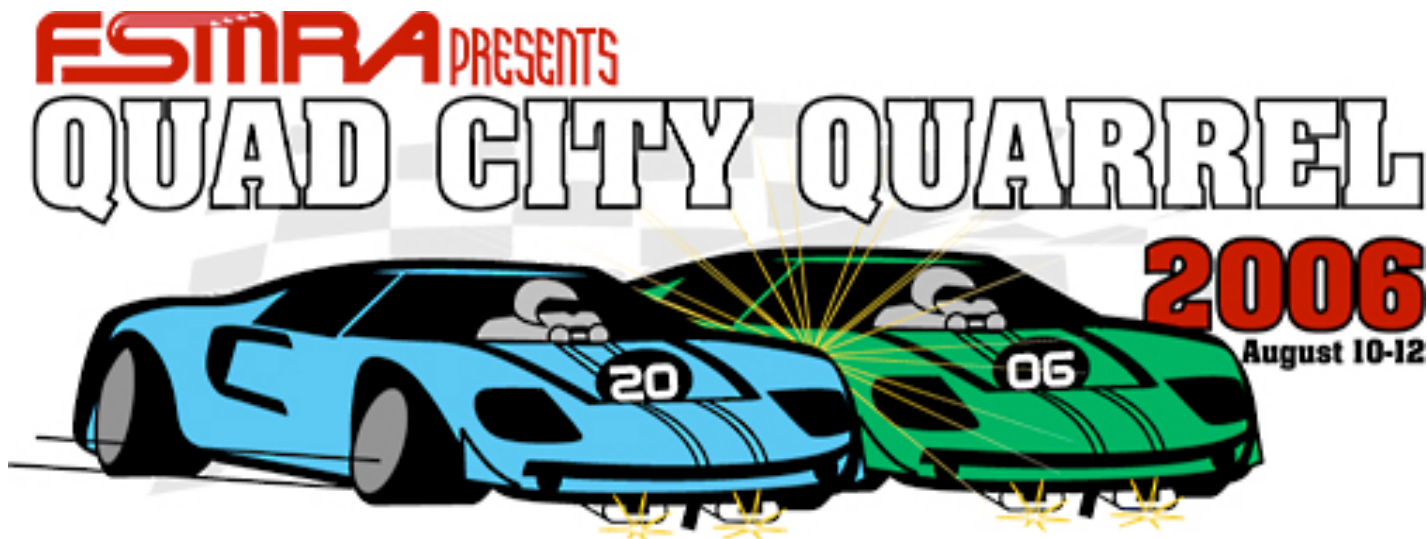
Team Event Tech: Will begin at 6:30 pm Thursday night. 50% of the tech crew people will be chosen by Mike Block and 50% of the tech crew people will be chosen by Dan Luna to perform the tech inspection duties. (See details below) Michael Block will not participate in the tech line but will be the mediator for any conflicts that may arise. For the Individual Event Tech – See details below

Number of Team Cars per Team (Team Event): Each team will be allowed to enter and tech up to 15 team cars regardless of the number of entered drivers. Please refer to the above section on "How to Enter a Team"

Number of Cars for the Individual Event: Each driver will be allowed to enter only one (1) car. Please see the "Notes on Pre and Post Race Tech Inspections" section below

Illegal Substances or Tire Treatments: No tire doping allowed, no liquid of any kind is allowed on the track surface at any time (including saliva). Any one caught leaving a trail of liquid or creating a "burn out" area on the track surface will automatically be awarded last place points for that team heat or will automatically be disqualified in the individual event.

Drivers Meetings; Scheduled & Announced: Attendance by at least one team member is mandatory. Drivers meetings may either be scheduled in pre-race documents or announced during the general course of the event.



**Team Race Format:** (Check our forums sections for updates to these formats)

All races will be held on tracks with brakes. At the QCQ, some of the tracks are 4-lane, some are six-lane, and some are 8-lane. All team races will use 4 lanes. If the track is an 8-lane track, the inside four lanes will be used and will be so marked. Likewise, if the track is a six-lane track, the inside four lanes will be used and will be so marked. Two teams will race each other on one track. Every team will race at least once on each track. Each team will race every other team at least once.

A heat will consist of a completed 10 lap race where the driver races in only one lane.

Points for finish: 1st – 5pts, 2nd – 3pts, 3rd – 2pts, and 4th – 1pt.

Overall Team competition winner will be determined by the combined total of each team members earned points. Not on the win/loss percentage. (This is the same as the '04 event)

**Individual Race Format:** This event will be held exclusively on the Roval Long Course (All 8 lanes will be used)

The individual race on Saturday is to be considered an independent race from the team event. The individual points accumulated during the TEAM event will be used ONLY for the seeding of the round of qualifying heats. European Rotation will be used for the individual event. Drivers wishing to participate in ONLY the individual event must present their cars to the Saturday Tech and Impound. Drivers competing in only the individual event must pay an entry fee of \$30.00. (\$31.00 if using paypal)

Drivers from any qualifier can move up to a semi-main event. Each qualifying race will consist of 8 x 2 minute heats; there will be at least 60 seconds in-between heats. These heats will be seeded according to your individual points accumulated during the team event. Drivers that did not accumulate points or are competing in the individual event only will be seeded in the last (define as bottom or 1<sup>st</sup> run) qualifying heats. The top 24 racers overall (laps and sections) will qualify for a semi-main event. (A through ZZ Qualifiers)

The semi-mains will be 3 races (A, B, C Semi Mains) of groups of 8. Which heat you will compete in will be determined by random draw. You WILL have lane choice based upon how you finished in the qualifying heats. Each race will consist of 8 x 3 minute heats. The total lap count and sections will be used to determine which 8 will continue on to the main event.

The Main Event: The top 8 finishers in the semi's will compete in 1 group of 8. The main will consist of 8 x 4 minute heats. The total lap count and sections will be used to determine the overall standings.

**Important Notes on Pre and Post race tech inspections:**

**Team Event:**

Pre-Race: Will be as last year with the exceptions as noted above or in the car rules section.

Post Race: Will check ALL of the winnings teams entered cars; whether the car has competed or not. If one (1) team car fails to pass tech, whether it competed or not, it will disqualify the entire team. The disqualified team will be seeded in the individual event with zero (0) points for each driver.

Friday Night Post Race Impound Procedure: After the final team event all cars are to be returned, in their respective teams' container to impound. All cars will be held until the winning team has been determined and the winning teams' cars have all been teched. If all of the winning team cars pass tech, no other cars will be teched. If a car fails tech, all of the 2<sup>nd</sup> place team cars will be checked for rules compliance and so on. Once a winning team has been determined and their cars have passed the final compliance check, the cars will be put back in the containers and returned to their respective Team Captains at the Combatant Dinner. Team Captains only, are invited to, but not required to, witness the final tech procedure and to verify their teams scoring.

**Individual Event:**

Pre-Race: You will have the ability to rebuild and/or create your individual event car any time after the Team cars are returned Friday Night or on Saturday morning before pre-race tech opens. You will be able to tech only one car for this event.

Post Race: The entire final field of 8 will have their finals cars teched. If your car is found to be out of compliance with the rules during post race tech, the driver will be disqualified.

### QCQ Itinerary:

Official QCQ Event Dates: August 10<sup>th</sup> – 12<sup>th</sup>, 2006

Monday 7<sup>th</sup> – Open to public (extended hours) 10am to 10pm (Normal rental rates apply)

Tuesday 8<sup>th</sup> – Open to public (extended hours) 10am to 10pm (Normal rental rates apply)

Wednesday 9<sup>th</sup> – Free practice 8am to Midnight

Thursday 10<sup>th</sup> – Practice and Tech (Early tech available all day)

9 am – 6 pm: Free Practice (Tracks open till 10pm for practice with non-team cars)

6 pm Team Drawing, Drivers Meeting & Introductions

6:30 pm Pre-race Tech & Impound (Maximum 15 cars per team)

Friday 11<sup>th</sup> – Team competition

7:45 am Drivers' meeting

8 am QCQ begins

1 pm Lunch

2 pm QCQ resumes

7 pm or the end of team competition – Temporary impound & Post race tech

7:30 or ½ hour after post race tech – Combatant Dinner at Machine Shed – No official final team results until the Combatant Dinner.

Saturday 12<sup>th</sup> – Individual competition [Please plan on staying the entire day]

7:00 am to 9:00 am Free Practice & Rebuild/Tune Session

9:00 am to 10:00 am Pre-race tech and impound (1 Car per entrant)

10:00 am to 10:15 am Drivers Meeting

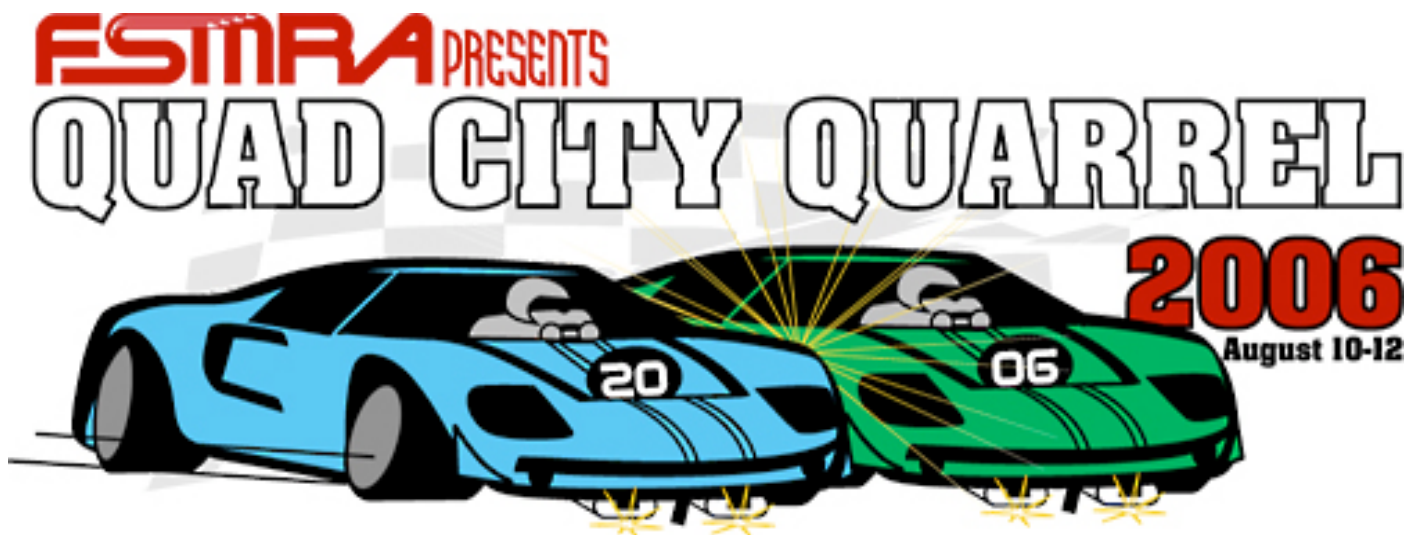
10:15 am First bracket race

12:00 pm (or end of qualifying session) Lunch Break

1:00 pm (or 1 hour after the end of qualifying sessions) racing resumes

End of racing: Post race tech; Team & Individual Awards ceremony

Sunday 13<sup>th</sup> – New this year – those who can make it, are invited to breakfast – Place TBD



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