

# 2016 NORTHWEST MINI ENDURO CHAMPIONSHIP SERIES

		<u>DATE</u>	<u>TRACK</u>
<b>What is it:</b> Eleven race series:	Round 1	4/17/16	The Ridge (2 Hour & double points)
	Round 2	4/30/16	PIR
	Round 3	5/14/16	PR
	Round 4	6/4/16	PIR
	Round 5	6/17/16	SCR
	Round 6	6/18/16	SCR
	Round 7	7/23/16	PR
	Round 8	8/20/16	PIR
	Round 9	9/3/16	ORP
	Round 10	9/17/16	The Ridge
	Round 11	10/15/16	PIR (2 Hour & double points)

Races are one hour in length except for the first race and the final race which are two hours and count for double points. (time does not stop for black flags or red flags)

Top 7 races count towards the points championship. Must enter a minimum of five races in order to qualify for the championship.

Each one hour entry shall consist of one or two drivers. Each two hour entry may have no more than four drivers. Drivers may drive in up to two cars per race.

Each one hour race will require a mandatory 60 second pit stop. Each two hour race will require a mandatory two minute pit stop.

Entry fee, qualifying procedure, etc. will be determined by sponsoring club and may be different between events.

**Classes:** **ME0** – AP, SPO, SPM, GT1, GT2, GT3, ITE, ST  
**ME1** – BP, EIP, FIP, GTL, RS, AS, SE46, SPU  
**ME2** – CP, DP, PRO3, ITS, PRO44, HIP  
**ME3** – EP, FP, GP, HP, IP, CR, PRO7, SM, CSM, HT, ITA, ITB, ITC

Car numbers will be assigned on a first come, first served basis.

**Points:** 1<sup>st</sup> – 12, 2<sup>nd</sup> – 10, 3<sup>rd</sup> – 9, 4<sup>th</sup> – 8, 5<sup>th</sup> – 7, 6<sup>th</sup> – 6, 7<sup>th</sup> – 5, 8<sup>th</sup> – 4, 9<sup>th</sup> – 3, 10<sup>th</sup> & lower – 2, Pole – 1 (where applicable / No pole points for 2 hour races). All positions are scored except as noted: DNF/DNS score a maximum of 6<sup>th</sup> place points. Number of laps completed will determine position for DNF's. All DNS's score the same number of points based on the number of cars in class.

Championship trophies will be awarded to class champions in classes that average .75 entries.  
Championship trophies will be awarded to the top 3 in classes that average 5 entries.

**Eligibility:** Licenses – ICSCC IRR, SCCA, CACC, FIA, ASN, or NASA. All other licenses must be approved by the ICSCC License Director. Novice license holders are not eligible.

This championship series is a great way to get in more racing over the course of the weekend. Race in the series for the championship or race in it to do more racing, either way it is a great opportunity to maximize your track time for the race weekend!

## **FULL SET OF RULES:**

Entry to this race does **not** have to be in conjunction with any other race(s) of the weekend.

Except as noted, the 2016 ICSCC Competition Regulations will apply.

Each entry shall consist of either one or two drivers for the one hour races, and no more than four drivers for the two hour races. Drivers may drive in up to two cars per race.

Car numbers will be assigned on a first come, first served basis.

**Points:** See above (page 1) for point structure. Each driver will receive the same points whether an entry is one or multiple drivers. Example: If a one driver entry wins – 12 points are awarded. If a two driver entry wins – 12 points are awarded to each driver. Pole points will be awarded to both drivers. If a driver drives in two different cars in the same race, they will only receive points for the higher finish if the two cars are in the same class. If the two cars are in different classes, the driver will receive points for both classes. The Series Championship (each class) will be determined by adding a drivers seven highest point totals together. Ties in final points shall be resolved on the basis of each driver's record of first place finishes; then, if necessary, second place finishes. If two or more drivers have accumulated the same number of first and second place finishes, they shall be considered tied for the Championship. If for example two drivers tie for the Championship, the next driver shall be considered to have finished in third place.

\*\*Championship points standings available at [www.cascadesportscarclub.org](http://www.cascadesportscarclub.org) and [www.icsc.com](http://www.icsc.com) \*\*

**Mandatory Pit Stop:** Each race will have a mandatory 60 second pit stop to be made between the 20 minute mark and the 40 minute mark of the race for both one driver and two driver entries. Pit stops may be made before or after the mandatory pit stop window, but will not count towards the mandatory pit stop. A driver change and/or refueling may take place during the mandatory pit stop. The cars ignition must be turned off while refueling and/or a driver change is taking place. All crew members that have the potential to come into direct contact with gasoline or gasoline vapors during pit stops are required to wear the following safety gear: A fire suit, fire resistant gloves, head sock, and helmet. A fire bottle designee is also required in case of a fire; however, is not required to wear the same safety gear. No contact with the car is allowed while refueling is going on except for a driver change. Helping a driver get belted in, radios plugged in, and cleaning the front windshield are not considered contact with the car and may occur at the time of refueling if necessary. Pit crew attire – Arms, legs, and feet shall be fully covered. **Note:** Each of the two hour races have a two minute mandatory pit stop to be made between the 30 minute mark and the 90 minute mark of the race. See club supps for more info.

The Pit lane speed limit and zones shall be determined by the sponsoring club. One crew member is allowed over the wall to signal the car into their pit space. During a Full Course Yellow (FCY), pit lane will be closed. If you are in pit lane at the time of a FCY, you will be released to rejoin the field. Pit lane will not re-open until the entire field has passed start/finish after the re-start of the race. If a FCY or Black/Red flag extends past the mandatory pit window, two green flag laps will be added to the pit window. The clock will continue to run under race stoppage.

If during the race, a car returns to the paddock, or has to be towed in, they will have been considered to have withdrawn from the race and will not be permitted to re-enter the track. This rule does not apply to the 2 hr.

**Minimum Penalties:** Pit lane speed violation, fuel spillage over 1 liter – Stop & Go. Improper attire on crew members over the wall, no fire bottle designee – Penalty Box: 30 seconds. Working on car during re-fueling – Penalty Box: 1 minute. Mandatory pit stop window violation: 2 minute penalty (1 hour races), 3 minute penalty (2 hour races). All others – Warning

**Trophies:** One or two in class – 1<sup>st</sup> only; three to five in class – 1<sup>st</sup> & 2<sup>nd</sup>; six or more – 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>

**MANDATORY DRIVERS MEETING – See schedule. Failure to attend may result in starting at the rear of the field.**

**Each sponsoring club is responsible for setting the qualifying procedure.**

## QUALIFYING PROCEDURES

**ROUND 1 – APRIL 17, 2016:** 15 minute qualifying session. The starting grid shall be set fastest to slowest.  
**(DOUBLE POINTS)** No pole points.

**ROUND 2 – APRIL 30, 2016:** Pressure qualifying. Either driver may qualify. Qualifying shall consist of one Green flag lap (one out lap and one green flag lap). Qualifying order shall be set based on practice times – fastest first to slowest last. The starting grid shall be set fastest to slowest.

**ROUND 3 – MAY 14, 2016:** 15 minute qualifying session. The starting grid shall be set fastest to slowest.

**ROUND 4 – JUNE 4, 2016:** 10 minute qualifying session. The starting grid shall be set fastest to slowest.

**ROUND 5 – JUNE 17, 2016:** 10 minute qualifying session. The starting grid shall be set fastest to slowest.

**ROUND 6 – JUNE 18, 2016:** 10 minute qualifying session. The starting grid shall be set fastest to slowest.

**ROUND 7 – JULY 23, 2016 :** 15 minute qualifying session. The starting grid shall be set fastest to slowest.

**ROUND 8 – AUGUST 20, 2016:** 10 minute qualifying session. The starting grid shall be set fastest to slowest.

**ROUND 9 – SEPTEMBER 3, 2016:** 15 min. qual. session. The starting grid shall be set fastest to slowest.

**ROUND 10 – SEPTEMBER 17, 2016:** 15 min. qual. session. The starting grid shall be set fastest to slowest.

**ROUND 11 – OCTOBER 15, 2016:** The starting grid shall be set fastest to slowest based on practice times.  
**(DOUBLE POINTS)** No pole points.