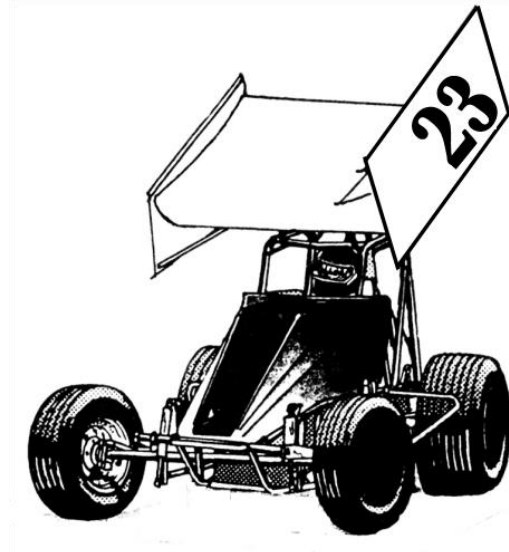


**BLACKBIRD
MICRO MIDGET RACING CLUB
P.O. BOX 10246
WILMINGTON, DE 19850**



2023 PROCEDURES

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I WARM-UPS / HEAT RACES / FEATURE EVENTS

Item 1. All events will be governed by track, weather conditions, and time constraints. BMMRC has a self-imposed 11:30 PM curfew. If a Feature event has not taken the Green Flag by 11:30 PM, it will be made up at the earliest convenient date. If all Qualifying Events have not been completed, none will be counted. If all Qualifying Events have been completed and all Class Feature line-ups set, the Features not completed will be made up at the earliest convenient date. Heat Race points will not be posted until each Feature has been completed.

Item 2. **"Non-Point" events.** These events are open to any racers meeting BMMRC engine and car specifications with inspection and approval for safety. Any format may be used for non-points as long as it conforms to our scoring systems parameters

Item 3. **Memorial Races.** The **Borthwick Memorial** and **Members Memorial Races** will run as two potential Point Races during the month of September. In the event of cancellation of one or both of the scheduled races due to weather or other circumstances, the next available date that races are run will be designated as the named canceled event in conjunction with the already scheduled event that day. Scheduling is determined by board and promoter and modification to already scheduled event will be done with the clubs best interest in mind.

Item 4. At least one warm-up session for all cars will run prior to each night's racing events. Time permitting, the Pit Steward or Race Director may approve additional warm-ups.

Item 5. Normal order of events for a race date would be as follows: drivers' meeting, warm-ups, Heat Races, "C" Qualifying Races (as needed), "B" Qualifying Races, (as needed) Feature Races. Intermission, if taken, is at the Officials' discretion.

Item 6. 250cc Sportsman, 250/270cc Open, 600cc Wingless, there shall be a minimum of 4 cars in any race. 125cc Junior, there shall be a minimum of 2 cars in a race. A maximum of 10 cars in Heat Races.

Item 7. All cars entering the track for all race events including WARM-UPS must have a working appropriate **AMB Scoring Transponder** properly mounted on the right side panel outside the car at a distance of at least 21 inches from the centerline of the front axle to the centerline of the transponder. Cars without a WORKING transponder will not be hand scored heats and/or features unless the transponder was accidentally lost or damaged during the race. The scoring computer will determine whether or not the transponder is working properly and whether or not a lap is complete. The race director should have the final say whether hand scoring will be allowed.

Item 8. All cars entering the track for all race events must have the appropriate working Race Receiver. If not equipped with one, car will not be scored and sent to infield.

II SAFETY

Item 1. Any car that upsets or rolls over on its side may be allowed to continue at the Infield Safety Inspectors and/or Race Director's decision.

Item 2. Only official push vehicles will be allowed to push vehicles on the track.

Item 3. The exit gate will be closed, latched and chained before the cars are allowed to push off.

Item 4. The Flagman or Race Director can stop a race anytime to examine a driver or car for injury or damage.

Item 5. Any racecar condition considered to be unsafe by a track Official or Tech/Safety Inspector will be grounds for barring a driver or vehicle from participating in any events until the fault is remedied and approved by the Tech/Safety Inspector or Race Director.

Item 6. Anyone entering the track while the race is underway or a Red Flag condition, unless authorized by the Race Director, may be subject to suspension and will cause the car that they are associated with to be disqualified. Only the emergency crew, ambulance/EMT attendants, track and Club Officials, are allowed on the track under a Red Flag condition.

III LINE-UP / SCORING PROCEDURES / POINTS

Item 1. The following will determine the starting order:

- a) Participants will draw for positions. Deadline for drawing will be one (1) hour before the scheduled start of the Heat Races. Late cars for Point Races will be placed in Heats as though they drew last position according to sign-ins. Drivers will be listed in ascending order according to number drawn on draw list.
- b) For Open Competition or Non Point races - feature line-ups may be determined by any procedure the Board of Directors approves. Participants will be notified of the line-up procedure before warm-ups.
- c) "Attempted to run" is defined as taking the Green Flag for a qualifying race.
- d) One hour before the known starting time for Heat Races, the list of drivers from the sign-in sheets will be given to the Line-up personnel.
- e) If a driver's name is not legible on the sign-in sheet, that driver will be assigned last position on the draw list.
- f) The first driver on the draw list will be assigned the pole of the first Heat of the Class. The next driver, going down the list, will be assigned the pole of the second Heat of the Class. Once the pole positions have been assigned for the number of Heats scheduled, the next driver down the draw list will be assigned the second position of the first Heat. This procedure will continue down the draw list until all drivers have been assigned a position.
- g) "C" and "B" qualifying Races can be understood as being Consolation Races and are used to round out the field for the Feature events. Officials will decide how many from the "C" would go to the "B" race and how many from the "B" to the Feature. Points will be given for participation in Heat Races and Feature events only.
- h) All Feature events will be lined up after the winner of the last heat event pulls pill for feature starting line-up. (pills 0, 4, 6, or 8) from Heat Race finishes followed by "B" Main/Consi finishers Cars that do not finish; those that are disqualified (either a race DQ or weight DQ) or those that do not start a Heat Race will qualify behind all cars finishing Heat Races.
- i) The number of cars in any Feature or Main event is not to exceed (24) twenty-four. Only one (1) alternate car may be on the track during the Feature event warm-ups and may enter the race only if one of the qualified cars is unable to start.
- j) The Line-Up Officials in the Pit Shack, the Race Director and the Chief Scorer will use the prepared **Line-Up Chart** to determine the number of Heat Races; cars to qualify thru Heat Races or Consi(s) and number of laps to be run in qualifying events.

This chart is posted at the Pit Shack.

k) Recommended number of laps for a full field:

Heat Races	10 laps
"C" Qualifying Races	15 laps
"B" Qualifying Races	20 laps

Feature Races 25 laps.

**All Green Flag laps.
If curfew time is a factor, laps may be reduced to 20.**

Item 2. **SCORING PROCEDURE**

- a) Scoring will be performed by a Chief Scorer and one (1) Assistant Scorer unless the Chief Scorer requires a different number of assistants during special events or computer issues to obtain accurate scoring.
- b) Chief Scorer will use the computerized AMB scoring system for recording laps unless technical failures prevent the use of the system.
- c) Assistant Scorers will record cars that: do not show, do not start, are lapped, drop out of race, go dead on the track. Also any penalties imposed on a car will be recorded. Assistant Scorers will manually score laps as needed. All will be part of the official race results.
- d) Race results submitted by the Chief Scorer are official.
- e) In the event of a scoring protest, the Race Director must consult with the Chief Scorer to review the scoring. If a change to the finish is required, the Chief Scorer will make the required change(s) to the official race results.
- f) In the event of a disqualification, at any time, the Race Director will notify the Chief Scorer. The Chief Scorer will make the required changes to the official race results.
- g) The Chief Scorer or Scoring Assistant will notify the Pit Shack in a timely manner of all qualifying race results for the purpose of producing line-ups. They will also notify the Pit Shack of all feature event results.
- h) All scoring will be recorded as a lap is ended. The only exception will be when the initial green flag is thrown on the computer to start the timer. This lap is recorded in the computer as lap 0 and will not be used to produce a restart line-up.
- i) Cars will be scored as they cross the start-finish line. If a caution is displayed, the cars that have already crossed the "line" will be scored as they crossed - cars that have not crossed the "line" will be placed as they ran on the previous lap.
- j) Once the race leader's transponder is recorded at the start/finish line by the computer, that lap will be counted. The track lap counter and the computer lap counter will always stay synchronized. All cars transponders crossing the start/finish line on that lap (under green or yellow conditions) will be considered having completing that lap. If a car goes dead on the track/causing a yellow flag and the cars transponder is not recorded on that lap, the car will also be considered as completing that lap.

- k) If on the initial green, the leader's transponder is not recorded for the first lap because of a yellow, the restart line-up will be produced from the race original line-up. If the leader's transponder is recorded, those cars crossing under green will restart/line-up as their transponders were recorded by the computer. Those crossing under yellow will restart/line-up from the original line-up.
- l) If the leader drops from the race, the race will not restart with a lapped car (car not on the lead lap). If the next car after the leader is a lapped car, that car will be given its lap back and placed to the rear of the field in front of any cars involved in the yellow.
- m) On all restarts, any car(s) not on the lead lap will be placed in order behind cars that are on the lead lap.
- n) Cars whose transponders are not being recorded by the computer because the car has dropped out of the race will be considered a Did Not Finish. Cars that do not finish will be placed on the results in the order the computer has timing recorded for the last lap they completed.
- o) Red Flag restarts will line-up the same as a yellow start.

Item 3. POINT DISTRIBUTION

The winner of the Feature event will receive 200 points. Second place, 180 points. Third thru tenth place, will drop five (5) points per position. 11th thru 20th will drop ten (10) points per position. 21st thru 24th place will all receive 25 points

Passing Points will be awarded in the "A" Main Feature from posted start to posted finish, 1 point per position. Points for Heat finishes will be awarded as shown. NO points will be awarded for consolation, "B" or "C" qualifying Races.

HEAT POINTS

Table A

Pos.	Points	Pos.	Points	Pos.	Points
1	25	5	14	9	6
2	20	6	12	10	4
3	18	7	10	11	2
4	16	8	8	12	1

FEATURE EVENT POINTS

Table B

Pos.	Points	Pos.	Points	Pos.	Points
1	200	9	145	17	70
2	180	10	140	18	60
3	175	11	130	19	50
4	170	12	120	20	40
5	165	13	110	21	25
6	160	14	100	22	25
7	155	15	90	23	25
8	150	16	80	24	25

Item 4. The season will consist of a maximum of two (2) Non-Points events.

IV FLAGS

GREEN -- Starting --The start or re-start of the race

The car on the pole shall determine the pace for the start. All cars will dress by the pole car. Watch the Flagman's signals.

YELLOW -- Caution -- NO PASSING.

Slow to parade speed immediately. Hold your position. Close up in single file with one car length between cars. Do NOT race to the starting line. The YELLOW Flags or lights are official at any point displayed.

RED -- STOP. SHUT OFF ENGINE

RED means STOP. If an unsafe condition on the track warrants the use of the RED Flag, drivers are to STOP as quickly and safely as possible.

Do not race to the flag stand. Do not stop in such a manner that more accidents result. Do not to block the exit ramp gate. Do not continue to ride around the track. All drivers must stay in the car unless directed otherwise by the Track Officials.

YELLOW AND BLUE. You are being lapped.

You are being lapped. Maintain your normal groove but be aware that you are being passed. If you are given the "Passing Flag", do not obstruct or block the passing of faster cars. Follow the Flagman's Instructions. If you do not obey the Flagman, you will be Black Flagged.

BLACK - A Black Flag may be displayed for consultation, safety or a driving violation.

Rolled up = WARNING

Open = Go to the infield immediately.

WHITE - One (1) lap to the finish.

CHECKERED - You have finished. The end of the race will be official when all running cars receive the Checkered Flag regardless of the number of laps that the cars following the leader have completed.

V DUTIES OF OFFICIALS AND SPECIAL PERSONNEL

Officials must use good judgment to provide the best possible competition and show for the spectators.

Guidelines for Officials and Special Personnel:

- A clean, neat, and uniform appearance is expected.
- Show no partiality in their interpretation of the rules.
- Be fair, honest, and forthright in the performance of their duties in enforcing the Rules and Regulations.
- Keep currently informed on all policy, rules, regulations, and changes.
- NOT enter into disputes except to advise the Race Director when asked to do so.
- Not engage in disputes with owners, drivers, or others, but instead refer individuals to the rules on how to file a protest and then refer them to the Race Director.

The Flagman will:

- Have the primary job of starting and stopping all races in the proper manner.
- Take directions from the Race Director and Chief Scorer regarding line-ups and re-starts.
- Make certain that all cars are in correct position and tight formation before starting a race.
- Position him/her in such a way that he can see the entire track to see any tangles, spins, rough riding or flips that might occur and then show the proper flags.
- Have an assistant to keep track of the number of laps raced, hand the Flagman the correct flags and assist in lining up cars for starts and restarts.
- Have control of the race from Green Flag to Checkered Flag.
- Assist Race Director with calls if needed.

The Race Director is the Head Official.

Duties include, but are not limited to, the following:

- Prior to racing, be sure that there are enough Officials to perform the jobs needed to ensure a safe, fair show.
- Rule on track conditions prior to and during racing.
- Have proper safety crews standing by before racing. Determine the "order of events" prior to racing and have four (4) copies of the "order of events". One each for the Pit Shack, Pit Steward, Chief Scorer and one to post outside the Pit Shack.
- Each week from sign-ins, review visitor driver's racing knowledge level and take appropriate action if rookie driver. (Page 8, Item 2 and Page 11, item 6)
- Confirm with the Pit Shack all line-ups and then rule on any exception to them.
- Work with the Pit Steward to be sure that all cars entering the track have passed tech/safety inspection and that the drivers are properly equipped and secured in their race vehicles
- Communicate with the Flagman to ensure a safe and fair race for all competitors.
- Confirm final results with the Chief Scorer before payouts
- Endeavor to enforce racing curfew of 11:30pm.
- The Race Director has the power to enforce fines and/or suspend any driver, owner, or other persons for up to six racing months, for violations of the rules and regulations of the Club. If a longer suspension or expulsion is thought to be needed, the Board of Directors and Officers will decide the appropriate penalty.
- The Race Director may also be charged with other duties as the Board of Directors and President determine proper.

The Pit Steward will:

- Assist the Race Director with duties on the track backstretch.
- Dispatch cars to track for warm-ups and races.
- Check to see that current car inspection and helmet stickers are in place.
- Check driver safety equipment before going on the track.
- Assist the Flagger in line-ups of cars in heats, consi, and feature.
- Assist Race Director with calls if needed.

The Public Relations Director will:

- Handle all approved publicity as it affects **Airport Speedway** including local newspaper and race publication advertising.
- Organize and schedule activities related to special events.
- Seek to obtain additional track billboard and event advertising.
- Keep Board of Directors advised of new promotional ideas that could benefit the Club and our community image.

VI BMMRC SPECIAL AWARD GUIDELINES

HENRY FENIMORE AWARD

- The candidate must have made a significant contribution to the Club in an outstanding way above and beyond the norm and with no thought of receiving anything in return.
- The candidate for this award need not be a BMMRC member.
- The award may or may not be given each year.
- If more than one candidate's name is submitted, the final selection will be made by the Board of Directors in agreement with Henry Fenimore (B&F Towing).

SPORTSMAN OF THE YEAR AWARD

- Sportsmanship is defined as an act above and beyond that which is considered normal or routine.
- A Sportsman is one who abides by the rules and accepts victory or defeat graciously.
- This award may be given to a Club member in good standing in recognition of his/her personal conduct or an act of outstanding sportsmanship.
- Candidates must be nominated, in writing, by a Club member describing the member's qualifications or qualifying condition.
- The Board of Directors may also nominate a candidate if there are no nominations forthcoming from the Club membership.

ROOKIE OF THE YEAR AWARD

- The Rookie of the Year Award is available to a BMMRC Club micro-sprint driver who has **driven competitively in more than three (3) races during his/her first year as a BMMRC member.**
- The driver may have run **no more than three (3) micro-sprint races** at Airport Speedway or in combination with any other micro-sprint track **during any previous year** to the now eligible award year.
- The award can be **won only once** by a BMMRC driver.
- Consideration will be given to the driver's season point standing, driving ability, personal conduct on and off the track and contribution as a Club member.
- Final selection made by Board of Directors.

MOST IMPROVED DRIVER AWARD

- This award is given to a driver in each Class who has demonstrated the **Most Improvement** in driving technique, racing ability, sportsmanship, and point standing from the previous year.
- The candidate must have been a **racing member for at least two (2) years in the same race Class.**
- The candidate **must have competed in at least 75% of the scheduled races of each year used for consideration.**
- Final selection made by Board of Directors.

LIFETIME MEMBER AWARD

- This honor is given to perpetually recognize and honor those special Club members who have unselfishly given their time, effort, and energy to promote the activities of the Blackbird Micro-Midget Race Club.
- The candidate may be nominated by any Club member or the Board of Directors stating their reason for their selection.
- The candidate must have been a **BMMRC member in good standing for at least ten (10) years. Years need not be consecutive.**
- Limited to two (2) candidates per year.
- Final selection by Board of Directors.

PRESIDENT'S AWARD

- Candidate must be someone who has specifically assisted the Club President in some special way during the year.
- The selection will be by the BMMRC President.

DRIVERS HALL OF FAME

Minimum of Ten (10) years as a Member/Driver and must have participated in at least 75% of the scheduled races during the "counted years". Years need not be consecutive.

Candidate must qualify in any combination of two (2) items below

- Won a **Class Championship** at least **three (3) times in the same Class.**
- Won a **Class Championship** at least **four (4) times in any combination of Classes**
- Placed in the top ten (10) in points at least 10 times in any combination of Classes. Years need not be consecutive.

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