



• **COMPETITOR INFO** •
Atlantic City Indoor Race 2024
January 25, 26 & 27

Indoor Auto Racing Championship Fueled by VP Racing Fuels
NAPA AUTO PARTS - Atlantic City Indoor Race

Jim Whelen Boardwalk Hall - 2301 Boardwalk, Atlantic City, NJ 08401.
Arena Website: www.boardwalkhall.com

Divisions Competing: TQ Midgets, Champ Karts & Slingshots.

For Up-To-Date Rules, Schedule & Information: www.IndoorAutoRacing.com

Follow Indoor Auto Racing on our social pages

Facebook: Indoor Auto Racing

Twitter: @IndoorAutoRacin

Instagram: @IndoorAutoRacing

please share and tag us to promote in advance.

PIT ADMISSION: Thursday \$90 / Friday \$80 / Saturday Only \$50
- No individual pit passes will be sold until Saturday. Wristband must be kept on.

PIT PASS TRAILER: Located at the Boardwalk Entrance to West Hall.
Pit Pass Sales Begin: Thursday 9am, Friday 10am, Saturday 10am
- On Friday and Saturday all competitors must enter through this door.

GRANDSTAND TICKETS: All seats are reserved. Purchase in advance at www.ticketmaster.com.
Pit Pass valid for Upper Level 200 seats.
Tickets available at the Box Office. Tickets increase \$5 Day of Event.

TRAILER PARKING: All trailers enter off Pacific avenue
Wednesday, January 24 - Early Bird Parking: 2pm to 6pm
Thursday, January 25 - Garage Opens 9am
Friday, January 26 - Garage Opens 10am
Saturday, January 27 - Garage Opens 10am

TRANSPONDERS:

All cars must have a working AMB Transponder.

Transponders should be mounted on top of roll cage, facing upward.

- Scoring loop is located above the track.

Transponders will be available for rent for a monetary fee.

One-Way Radios:

One-way radios are mandatory. Frequency is 454.000.

NO two-way communication between driver and crew.

Racing Electronics / Waddel Communications Will Be On Site.

FUEL: All cars must arrive with empty fuel tanks & be inspected before purchasing fuel.
- Roadrunner Racing / VP Fuels will service event - Cash Only!



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Rounds 3 and 4 of the 2024 Indoor Auto Racing Championship Series

- 2 Complete Point Paying Shows - Friday & Saturday Night
- Friday: BlackJack 21
- Saturday: Gambler's Classic 40 Lap A-Main

General Rules: TQ Midget Rules are updated under Rules/Forms at www.IndoorAutoRacing.com

Drivers Meeting: All drivers required to attend meeting at 12 noon on Friday & Saturday.

QUALIFYING FORMAT:

FRIDAY NIGHT -

- **Group Time Trials** - Open Track for 45 Minutes
 - Go out as many times as you want, but only your LAST TIME will count.
 - **Once you re-enter track, previous time will be deleted.**
 - Top 28 from Time Trials lock into Qualifiers
- **7 Come 11 Qualifiers** - Time Trial Cars 29-60
 - 11 Laps - 7 Additional Cars Qualify to A-Qualifiers
- **Red / Black Split Field 20 Lap Qualifiers** - \$500 To Win
 - Inversion / Draw Set By Fan Interaction
 - Top 10 from each advance to Black Jack 21 Main Event
 - Same RR must be used in qualifier and BlackJack 21.
- **CRAP'S DAY Race** - All Non Qualifiers from Time Trials & 7 Come 11 Qualifiers
 - 10 Laps - Winner to start last in BlackJack 21.
- **Black Jack 21 - \$2,100 To Win** - Points Paid
 - 10 from Red / 10 From Black / 1 Craps
 - Inside / Outside lane determined by draw.

SATURDAY NIGHT -

- **Group Time Trials** - Open Track for 45 Minutes
 - Go out as many times as you want, fastest lap counts.
- **Heat Races** - (Over 48 Cars - 6 Heat Races)
 - Invert 3 in each race. Fast time starts 3.
 - 6 Heats 3 Qualify / 4 Heats 4 Qualify
- **B-Mains** -
 - Fastest non-qualified cars from each heat to the front row.
 - 6 Heats / 3 B-Mains / 4 Heats 2-Mains
 - 3 B-Mains / 2 Qualify / 2 B-Mains 4 Qualify
- **Gambler's Classic 40 LAP A-Main** -
 - 24 Qualified Cars plus 2 Provisionals

RE-ENTRY:

FRIDAY NIGHT

- Pitting in tunnel during Red/Black Qualifiers
- Infield pit area during Black Jack 21.

SATURDAY NIGHT -

- No re-entry except for TQ Midget A-Main - Infield pit area.



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Champ Karts & Slingshots

Rounds 3 of the 2024 Indoor Auto Racing Championship Series

General Rules: All rules are updated under Rules/Forms at www.IndoorAutoRacing.com

Drivers Meeting: All drivers required to attend meeting at 12 noon on Friday & Saturday.

QUALIFYING FORMAT: Maximum 30 Entries Accepted.

- Draw for Group Time Trials
 - Top 5 from Time Trials Lock Into Saturday A-Main
- Friday Night - (3) Qualifiers - 10 Cars, 10 Laps - 5 Qualify
- Saturday Afternoon (2) B-Mains - 10 Laps Cars, 2 Qualify
- A-Main - 24 Cars, 25 Laps
 - 5 Time Trials
 - 15 A-Qualifiers
 - 4 B-Mains

RACE PROCEDURES -

STARTS & RESTARTS:

- All restarts will take place with the lead lap cars moved to the front of the field.
- Lapped cars will fall in behind the last car on the lead lap in their order of running.

Starts and restarts

- **TQ Midgets All Starts will be DOUBLE FILE.**
 - Unless there are consecutive yellow flags without a lap being completed.
- **Slingshots, Champ Karts & 600 Micros**
 - Once one lap is completed, all restarts will be **single file**.

Starts and restarts are off of turn four in designated starting box.

- 2 Spot penalty for called jump. Start may not be called back, penalty issues at next available time.

ROUGH RIDING:

- Any driver penalized for over aggressive / rough riding will be sent to the cool down zone.
- Driver must stop in cool down zone and when released will join at the tail end of the field.



Boardwalk Hall • Atlantic City, NJ

Atlantic City Indoor Race 2024

January 25, 26 & 27

Wednesday, January 24

2:00pm Early Trailer Parking Begins
6:00pm Building Secured

Thursday, January 25

9:00am Garage Opens / Trailer Parking Begins
10:00am Pit Pass Sales Open - Boardwalk entrance -
10:00am Inspection Begins
12:00pm Fueling Begins (Car Must Be Inspected First)
1:30pm Pit Area Cleared - Meeting at Ticket Trailer / Boardwalk Entrance
3:00-7:00pm Open Practice - Rotating practice TQs, Slingshots, Champ Karts
Tires will be out a mix of 1 lane and top to build track. Bottom closed all night.

Friday, January 26

10:00am Garage Opens / Pit Pass Trailer Opens -
11:00am Inspection Begins
12:00pm Drivers Meeting - Section 105 (Fueling Begins)
1pm Practice Begins - 2 Rounds
- Slingshots, Champ Karts, TQs,
4:30pm Group Time Trials All Divisions
TQ Midgets -(45 Mins) Top 28 to Qualifiers / Balance to 7 Come 11 Races
Slingshots - 5 Lock Into A-Main - Balance To Qualifiers
Champ Karts - 5 Lock Into A-Main - Balance To Qualifiers
6:00pm Grandstands Open
7:00pm Racing Begins -
2 - TQ Midgets - 7 Come 11 Qualifiers -
29-60 from Time Trials - 11 Laps - 7 Qualify to A-Qualifiers
3 - Champ Kart A Qualifiers - 10 Cars - 10 Laps - 5 Qualify
2 - TQ Midget Qualifiers - 21 Cars - 20 Laps - \$500 To Win Each
- Line-Up Set By Fan Vote / Time Trials
- 10 Qualify from Each To Black Jack 21
1 - CRAPS DAY - TQ Midgets - 18 Cars - 10 Laps
3 - Slingshot A Qualifiers - 10 Cars - 10 Laps - 5 Qualify
TQ Midgets - 21 Laps - 21 Cars - \$2,100 To Win
10 from each qualifier - 1 Wild Card - No Provisionals

Saturday, January 27

10:00am Garage Opens / Pit Pass Trailer Opens
12:00pm Drivers Meeting
12:30pm Afternoon Racing
1 Round Practice - All Cars - Dirt 600s, Slingshots, Champ Karts, Dirt 600s, TQs
2 - Slingshot B-Main - 12 Cars - 10 Laps - 2 Qualify
2 - Champ Kart B-Mains - 12 Cars - 10 Laps - 2 Qualify
3- Dirt 600 Heat Races - 10 Cars - 10 Laps - 5 Qualify - Draw for Starting Spots
3:00pm TQ Midgets Group Time Trials (45 Minutes)
5:00pm Grandstands Open
5-6:15pm Fanfest On Track
7:00pm Racing Begins
6 - TQ Heat Races - 9 Cars - 10 Laps - 3 Qualify
Dirt 600 B-Main - 10 Laps - 5 Qualify
Champ Kart A-Main - 24 cars, 25 laps -
3 - TQ Last Chance Races - 12 Cars - 12 Laps - 2 Qualify
Dirt 600 Micro A-Main - 20 Cars, 20 Laps -
Slingshot A-Main - 24 Cars, 25 Laps
TQ A-Main - 40 Lap Gambler's Classic