

## What is SCQMRA?

Space Coast Quarter Midget Racing Association is a new local club track located at the Valkaria Airport just south of Melbourne, FL. It is a 501(c)(3) non-profit. SCQMRA is affiliated with USAC .25 as the national sanctioning body. It is the second USAC .25 club in FL, the other being New Smyrna QMRA. Many families are members of both clubs for expanded racing opportunities. Our goal is to organically grow .25 racing in Brevard and surrounding counties.

Drivers love learning new tracks and Space Coast QMRA has the pleasure of being one of the newest racing surfaces in USAC. Smiles abound when drivers come off this track. 2021 will be our second full season and we draw drivers from all over the state.

If you have any questions regarding .25 racing or SCQMRA check out our website at SCQMRA.com, email us at info@scqmra.com and connect with us on Facebook at facebook.com/scqmra.



## Business Partnerships

SCQMRA is excited to announce that we have opened limited track sponsorship opportunities for businesses to partner with us as we organically grow membership and promote youth motorsports. As a new club operating/capital costs add up quickly. We are hopeful that track sponsorship can help offset these costs as much as possible. Please contact us at info@scqmra.com to discuss a personalized partnership that would work for your business. SCQMRA is a 501(c)(3) non-profit organization registered in the state of Florida.

## PRO DRIVERS WHO STARTED IN .25 RACING



**JEFF GORDON**

2019 NASCAR  
Hall of Fame  
Inductee



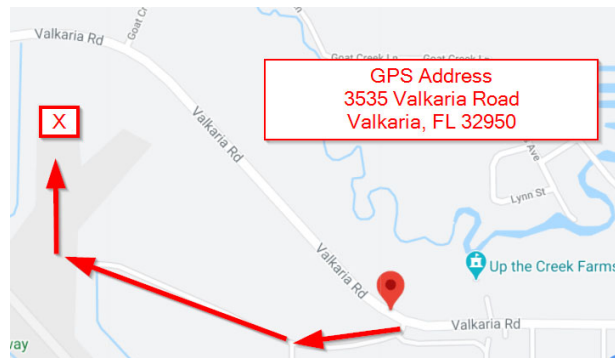
**JOEY LOGANO**

2018 Monster Energy  
NASCAR  
Cup Champion

Also Ryan Blaney, Brad Keselowski, AJ Foyt, Bobby and Terry Labonte, Ryan Newman, Sarah Fischer, Jamie McMurray, JJ Yeley and Justin Allgaier — just to name a few.



**Space Coast QMRA**  
**info@scqmra.com**  
**321-270-RACE (7223)**  
**https://scqmra.com**  
**for more information,**  
**schedule and track directions**



## QUARTER MIDGET RACING FOR KIDS AGES 5-16





## What is .25 Racing?

Quarter Midget (QM) racing is motorsport racing for kids ages 5-16. They can start training as early as 4 1/2 years and enter races at 5 years old. Cars are approx. 1/4 the size of a full-size midget car, and tracks are approx. 1/20 of a mile. There are different classes & divisions of racing based on age, skill level and engine type. Many kids race multiple cars in different classes on a regular basis. Depending on the class and track, cars can run from 30-45 miles per hour. Quarter midget cars, unlike go-karts, have 4-wheel suspension and rollcages.

## Is .25 Racing Safe?

Since its inception, QM racing has had one of the finest safety records in all of organized youth sports. The sanctioning bodies, the United States Auto Club (USAC) and Quarter Midgets of America (QMA), each set safety and technical requirements for cars and equipment both of which are inspected on a regular basis. Our drivers use the same type of SFI rated safety gear as racers at the higher levels. Most importantly, safe driving habits are instilled in drivers from their first training session. Drivers are encouraged to get as much track time as possible to build their knowledge and skills to be a safer driver when running with other cars. Each club has a Safety Director and a Training Director, both of which concentrate their efforts on the safety of all drivers.

## How Do We Start?

Most .25 clubs have arrive-and-drive opportunities for new families to experience the thrill at a minimal cost before committing to purchasing the necessary equipment. These events are also a great opportunity to talk to existing racing families about their personal experiences. Families new to the sport are also encouraged to visit the track on race days to get an idea of how the program runs. Once you've decided to start racing, you will join a local club as well as its sanctioning body (USAC or QMA). Each club offers rookie training to prepare new drivers and handlers to race. From there, drivers race in rookie classes until they are cleared to move into the competitive classes.



## What Do We Need?

Your driver will need a car, an engine, tires, and spare parts most of which can be purchased new or used. Safety gear such as a helmet, fire suit, gloves, etc. are required. RACEceivers, which allow a race director to communicate with drivers, are mandatory at most tracks. Many families starting out will haul the car in the back of a pickup or open trailer. Eventually, most use an enclosed trailer or toy hauler for traveling. Initial costs to enter the sport can vary greatly but average between \$1500—\$2500 for good used packages. Local seasoned members are a good source of advice prior to making any purchases.

## Where Can We Race?

Most clubs run points races through seasons or series races. You can also race at another club as long as you meet their membership requirements. Families wanting to travel have the opportunity to race in regional races throughout the country. The Southeastern USAC tracks located in FL, GA, NC, and AL are organized in the Dixie Shootout Series. USAC .25 national championship events, such as those held at Daytona International Speedway, the Circuit of the Americas and the Indianapolis Motor Speedway can draw car counts exceeding 500.

## What Are the Benefits?

QM racing is definitely a family affair; it's not a drop-off sport. Drivers work together with their family who serve as driver handlers, pit crew members, mechanics, teachers, encouragers, and the shoulder available when the day didn't go as well as planned. Family members also run the local tracks, an integral part of any successful racing organization. Not many youth sports activities offer the same type of family teambuilding like .25 racing. Many QM families have made life long friends with those they've met through the sport.

Like other sports QM racing teaches the meaning of sportsmanship, fair play by following rules and how to be a gracious winner/loser. In many sports, like football and baseball, you have a 50/50 chance of winning. In a 12 car race, the odds of winning are much smaller. A driver learns that winning isn't the only way to find success on the racetrack. QM racing develops coordination, hones one's sense of timing, independent thinking and split-second decision making. It teaches self-reliance as once the green flag drops the driver is on their own. Drivers also learn to sharpen their professional image early on by representing sponsors, conducting interviews, and making public appearances.