

Time Trials

*During time trials any vehicle that comes in contact with guard railing, barriers, or crosses the center line of the track or contacts any other track fixtures is grounds for disqualifications and will lose their right to use **the reaction time of that pass to gain a bye in the first round.***

Competition (aka Eliminations)

1. Bye Runs

a. For Round 1

- i. Juniors who will still be determined by a flip of a coin at the drivers meeting. Either front or back of the pack. If it's at the front and a bye run is needed, the first card drawn gets it. If it's at the back of the pack the last person to run gets it.*
- ii. All other classes if a bye run is needed the bye run will be determined by best reaction in the class during time trials. Person must be present at the drivers meeting to get the bye run. As we are drawing cards for round if the driver getting the bye is the first card for their pairing they will go forward to race their bye. If they are the second card drawn they will move aside and a card will be draw for the pairing, followed by the bye run.*

b. Subsequent rounds the by runs will be determined by the results of the coin toss at the drivers meeting either in the front or back.

- i. Once you have had a bye run the entire competitor's in your lane must have received a bye run before repeat bye runs may begin.*

c. For by-runs, the vehicle needs to stage under its own power. Once he stages, and receives the start the vehicle will automatically win even if he never leaves the starting line. Also see 9.a.i.1 . (ET times may or may not be given on a by-run, re-runs will not be given).

*d. **By runs can only be waved** in the round before the final four in that particular lane*

2. Lane choice always goes to person to the first person picked by card for a pairing in round 1 and first person in the lineup for pairing in subsequent rounds.

3. If a vehicle drops out elimination before the first round begins, the line-up will be alter to reflect the change. Once a round one begins, if a vehicle drops out of the race, its position will be maintained in the running order and ladder. Meaning it will stay in the lineup until it receives two losses. The vehicle it should have run will NOT be charged with a bye run.

4. ***During eliminations you may not change vehicles. No vehicle substitutions allowed after round one of eliminations.***
5. ***Once called from staging a competitor has 3 minutes to get to the staging area. Crew members can help to get the vehicle going.***
6. ***Once a competitor is under the control of the starter in the starting area meaning when any part of their vehicle has crossed the line designating the beginning of the racing area***
 - a. ***Once the starter motions the vehicles to stage the competitors must pre-stage within 30 seconds.***
 - b. ***No one is allowed to help the driver. If he cannot stage the car in the allotted time frame then he will be charged with a loss. Competitors are not allowed to delay the race.***
 - c. ***If the race is delayed by the officials:***
 - i. ***If the cars are staged they must be moved back and pre-staged when asked.***
 - ii. ***If the cars are shut down and one of them has problems re-firing, the 3 minute rule applies (5).***
7. ***Race Results:***
 - a. ***Both vehicles cross the finish line under normal conditions:***
 - i. ***The first person to cross finish line without an infraction wins. Infractions are listed in order from worst to least; the worst infraction will take precedence.***
 1. ***Crossing the center line or hitting the guard rail is automatic loss. This applies to by-runs as well. This is the one and only infraction that will cause a by-run to count as a loss.***
 2. ***The first vehicle to red-light loses.***
 3. ***Breakout loses***
 4. ***Double break outs:***
 - The vehicle that breaks out the most loses.***
 - The vehicle that breaks out the least wins.***
 - b. ***If for some reason a vehicle stalls or breaks during the race and the driver is able to do one of the following without help, the above rules (9.a.i) still apply;***
 1. ***Re-fire the vehicle***
 2. ***Push the vehicle across the finish line.***
 - c. ***Two vehicles start the race but neither can cross the finish line.***
 - i. ***Infraction rules 9.a.i. 1 & 2 still apply.***
 - ii. ***If neither vehicle has an infraction the one with a better reaction time will be declared the winner.***

8. Disputes:

- a. All disputes, including red light starts, breakouts ..etc. will be resolved by the event officials. Assignments of relevant officials will be announced at the drivers meeting.***
- b. Only the driver and no one else may approach an official if he wishes to challenge the results of a race.***
- c. The decision of the board officials will be final. Any further arguments may lead to disqualification.***