DragCross rules

All SCCA Solo rules are in effect except as explained below:

FORMAT

The event has two parts: Qualifying and Eliminations.

Qualifying will be a minimum four runs, two on each course. If more than 32 competitors there will be three runs on each course and there will be no Last Chance bracket; If less than 32 competitors there will be two runs on each side and if you are knocked out in the first round of eliminations you are entered into a Last Chance Bracket. Cones will count for two seconds added to the time per cone. Missed gates or sections of the course will result in a DNF (Did Not Finish) for that run and a time of 999.999 will be given. Qualifying time will be the best run from each side. Qualifying determines placement on ladder for eliminations.

Eliminations will be a ladder format. Example: Ladders will be split into run groups consisting of sixteen cars per group: Run group one would consist of cars qualified one thru 16, run group two, seventeen thru 32, etc. If there are not enough cars to make full 16 car brackets, brackets will be set with as close to the same number of vehicles per bracket. Each run group will ladder drivers this way: Example- a 16 car ladder would ladder one -vs- sixteen, two -vs- fifteen, etc. Each run group will produce one "winner" and the winner of each run group will race each other for Top Eliminator of the event. First round losers (if less than 32 competitors) will compete in a consolation group that will be laddered according to qualifying time. Hit cones are a disqualification and automatic loss. If both competitors cone/DNF, the competitor that had the penalty first loses. Each pairing in each round will make one run in each lane. The round winner is the competitor with the fastest combined time (minus handicap) from the two runs.

Handicap is determined by the competitors qualifying time. The slower driver will get a specific amount of time (the difference between his time and the faster drivers time) removed from his final run total. If the winner of the round improves over his original qualifying run, than that run time will be used to calculate future handicaps.

Cone Penalties in qualifying will follow normal SCCA Solo rules. In eliminations, any hit cones will result in an automatic loss.

Bye Runs must be run. This ensures the same amount of wear on every competitors vehicle.

Starting Procedure will be a traditional drag race start with a Drag Tree. We will pull two cars up at a time, then the drivers will set the pre stage and stage lights. Yellow lights will start and the drag race begins on the green!

Re-runs will only be granted if both drivers have clean runs. Jump starts, cone calls, and DNFs override a re-run situation.

Red Flag Procedure: If a red flag is called, then both courses are red flagged. If a red flag is due to the result of a disqualifying infraction, the opposite side automatically wins. If the red flag is for a situation other than a disqualifying infraction, the race is re-run.

Trophies will be awarded for Group winners, and Top Eliminator and best reaction time at the end of the day.

Two driver cars: Two driver cars ARE allowed. If a two driver comes up against each other in a bracket, the faster driver decides if they want to run first or second. Then both drivers will make solo runs on each course and results will be figured as normal.