

## AUTOCROSS SHOOTOUT COMPETITION OUTLINE

- 1.) Each contestant will have a chance to make 3 separate runs
  - a. A run consists of 3 laps around the autocross track
- 2.) Each contestant will take their run, then return to the staging area to wait for their next turn after the other vehicles have done their runs
- 3.) After all 3 preliminary runs have been done, the top 3 scoring cars will get a chance to make 1 last run at the track
  - a. The top 3 scoring cars will be determined by taking the lowest time of each contestant's 3 runs and using that as their official time
    - i. Example: Run 1 takes 1m & 37s. Run 2 takes 1m 34s. Run 3 takes 1m 39s.
      1. Run 2 would be the best time used to determine the contestant's score
  - b. The times will be ranked to determine 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>
  - c. In the event of a tie, a single run will be used to determine who advances into the top 3

### Penalties:

- 1.) If a contestant hits a cone and knocks it over or out of a box, a 2 second penalty will be added to their time
- 2.) If a contestant fails to follow the established route on the track (i.e. missing a turn) or drives off the track completely, their run will be labeled as "Did Not Finish" and will not be counted
  - a. This means only your two other runs will work for your time

### Grounds for Expulsion:

- 1.) All vehicles are subject to a safety inspection and, if the vehicle is deemed to be unsafe for track use, they may be disqualified by the track team
- 2.) Any person found to be intoxicated will be immediately dismissed from the competition
- 3.) Any person using profanity or an argumentative/aggressive attitude towards fellow participants or judges will be dismissed from the competition
- 4.) Contestants are strongly encouraged to bring helmets to the competition

