



## Tandem Battle Rules:

### 1. Zeros

#### 1.1 Off-course

2 tires off is not necessarily a zero. It will be a deduction in judging but will not automatically be considered a zero. If it is not clear that 2 tires are off, this is especially not considered a major deduction.

#### 1.2 Re-initiations

Re-initiations do not result in an automatic zero. This will be considered a major deduction and give a considerable advantage to the opponent in that run. The more severe the mistake is the more weight it will carry.

### 2. Time-Out

#### 2.1 Competition time-out

A 5 minute time-out can be called at any time before or after a run. This can only be used once per Round. The timer will begin once the driver is in his/her pit area and will stop once the driver exits his/her pit area.

#### 2.2 Tire changes

A reasonable amount of time between runs will be given for tire changes. During this change there is to be no work done on the car outside of changing tires. There is no 5 minute rule, but changes are expected to be done as quickly as possible and approximately in 5 minutes.

### 3. Adjustments

#### 3.1 Tire Pressure

Tire pressure can be adjusted at any time before or after battles but not between.

#### 3.2 On Track Adjustments

Without calling a time-out no adjustments are allowed to be made other than the tire pressure.

### 4. Judging

Judges will make the final call. There are no petitions or other changes once the final decision is made. If any abnormal situation is created that is not listed in the rulebook the judges will decide what is the most fair way to proceed.

## 5. Cheating

If a driver is found to be cheating they will forfeit any winnings and all points. This will only affect the cheating driver.

## 6. Start Cones

The lead driver will have to go through a chicane made of cones. If he/she hits one of these cones the run will be flagged and restarted.

## 7. Start Line

Chase driver may leave the line at any time, but must be behind the driver or beside the driver at initiation. Lead driver must leave the line at the signal of the start of the battle(either by flag or light or other notification)

## 8. False start Point (sandbag rule)

There may be a point added to the course that is for the chase driver. If you feel like the lead driver is not accelerating at an acceptable pace and entering too slowly (typically in underpowered matchups) then you can stop before this point/cone and restart that run with no penalty.

## Competition Format:

Seeding is based on driver ranking assigned by a panel of judges. This will be based on their practice runs and ability to adhere to the judges criteria(line, angle, style) given in the drivers meeting.

Essentially, this practice is qualifying without the traditional 2 run qualifying format. You will be watched during practice and seeded accordingly based on your runs that day.

You must link a complete run to be entered into the show before the cutoff time.

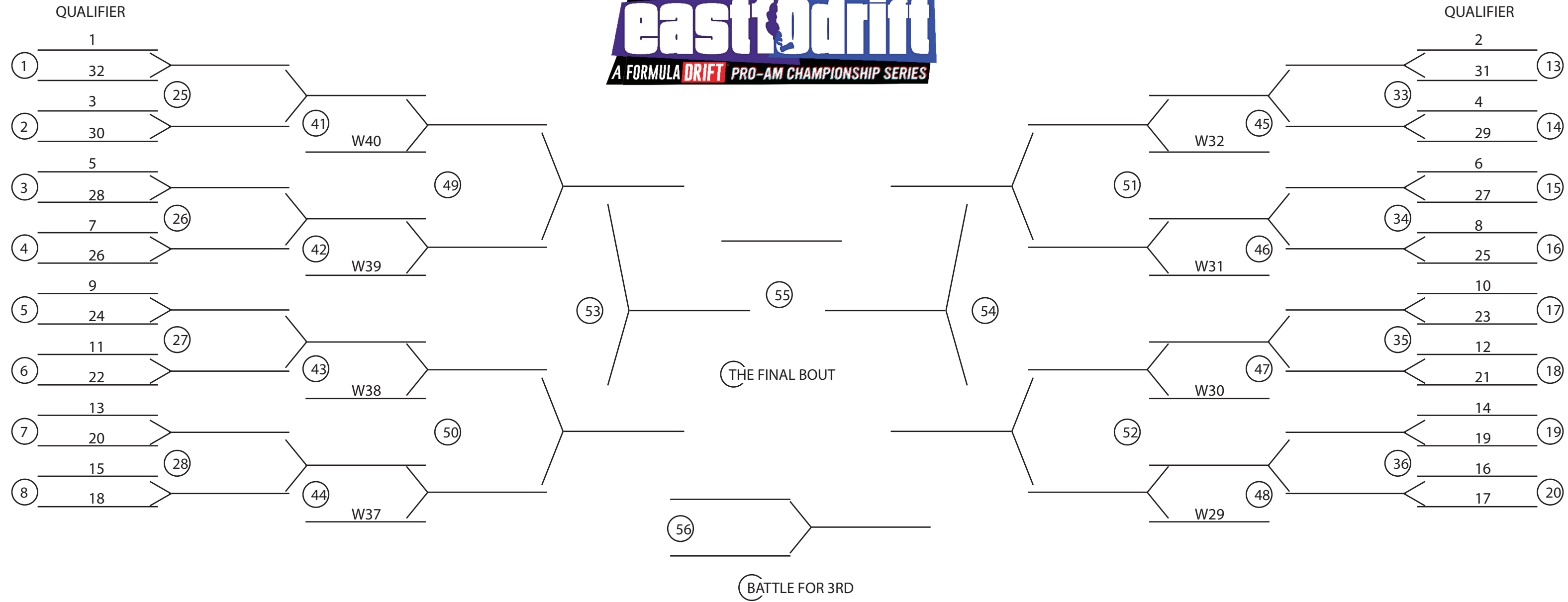
The cutoff time will be given in the driver's meeting.

Driver's will be seeded by the cutoff time based on those who are mechanically able to drive or expect to be able to drive by the start of the elimination brackets. Once the bracket is set this will be the lineup for the rest of the competition based on single elimination battles.

No matter the seed, all drivers who complete at least one linked run are guaranteed a tandem battle and no driver will have to worry about subjective qualifying scoring.

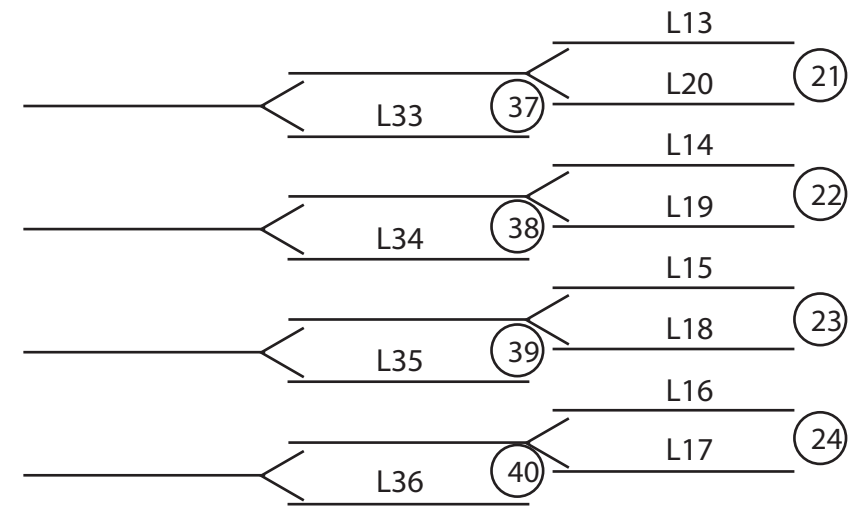
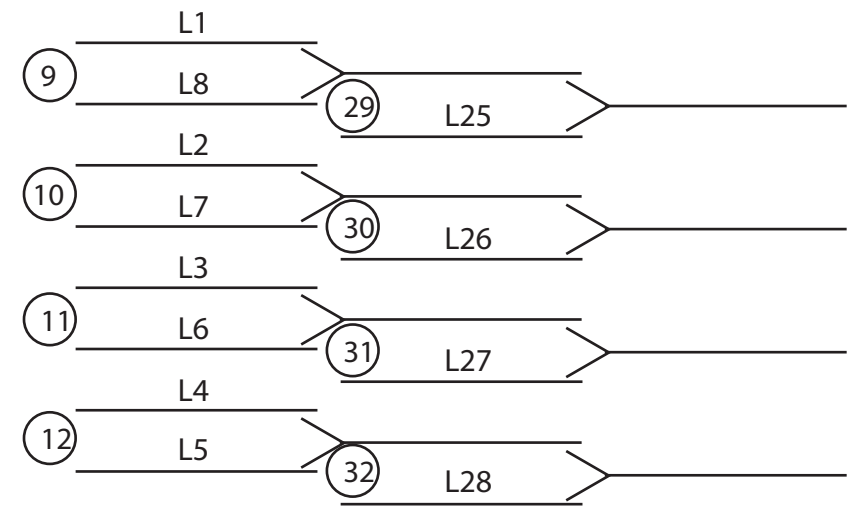
Safety rule: If any driver is unable to navigate the course during practice or is otherwise deemed unsafe or unable to compete by the judges, such driver will forfeit his/her position for the event.

In the event of a situation that is not explicitly given in the rules, the competition director will make the call.



# DOUBLE ELIMINATION BRACKET

○ = Battle Number      L= Lost Battle



## 9.2 QUALIFYING AND ATTENDANCE POINTS

1	7
2	6
3	5
4-8	4
9-16	3
17-32	2
Attendance	1

\*Attendance is defined as making one qualifying pass in that event.

## 9.3 COMPETITION POINTS

1	100
2	80
3-4	64
5-8	48
9-16	32
17-32	16

## 9.4 CHAMPIONSHIP RANKING TIE BREAKING

If a tie occurs in the points standings- the tie breaker will be the finish rank of the most recent round.

Example: Driver Y and Driver Z both have 212 points at the end of the season, Driver Y finished 14th and Driver Z finished 13th in the most recent round. Driver Z will be ranked above Driver Y