

Chicago Shootout Rules

Racing:

Seeding:

Racers will be seeded into field based on their quickest run in the first three qualifying runs

Run Order:

The “Quick” half of the field will remain seeded in those positions and the “Slow” half will move down the list one place in each following round (e.g. in a ten car field in Round 1, top qualifier races no. 6, no. 2 races no. 7 no. 3 races no. 8 and so on, in Round 2, no. 2 races no. 6, no. 3 races no. 7 and top qualifier races no. 10.)

Nominating

Dial-in:

Racers will nominate a dial-in to the bracket marshal at the end of the driver’s briefing. Racers **must** nominate a time within the limits of a bracket, a racer may not dial-in faster than the minimum cut off for that bracket. Racers must also notify the marshal of their dial-in for the next round as soon as they return to the pits after **each** run, if the racer is changing it. NOTE: all dial-ins must be clearly displayed.

Acceptance

of Dial-in:

To commence a run, when called, move into the burnout pad and wait for the dial-in boards to update with your dial-in. if your dial-in is correct wait for the signal to commence your burnout, if not notify the track staff immediately to have it changed. Once you have commenced your burnout your have accepted your dial-in and it will not be changed.

Staging:

All competitors must stage in a forward motion. Once one competitor has fully staged, with two blue stage lights on, then the opponent has 20 seconds to be fully staged to commence the race. Any competitor who stage in an up-sportsman like manner without giving their opponent reasonable time to stage will be ordered back out of stage by the starter. Racers should please talk to their opponent to find out their burnout procedure to ensure both have adequate time to prepare their cars for your run.

Racing:

All racing will follow ANDRA rules and regulations for Group Three dial-your-own-racing. The First Worst ruling applies in all cases with red lights, break-outs and centerline or sideline infringements. Being Chicago Shootout Format all racers will complete in all three rounds of racing regardless of winning or losing the previous race. NOTE: crossing the centerline on a bye run is deemed an automatic lose.

Finals: At the completion of round three, a count back will be made to establish the finalists. The criteria will be as follows:

- A. Two racers with three round wins a piece – automatic entry into the final regardless of red lights or breakouts in the last round.
- B. More than two races with three wins a piece – any racer with a red light or breakout in the last round, regardless of whether they are on a bye run or not, will be excluded from this count back immediately. The count back is then based on elapsed time versus dial-in in the last round of racing. Reaction times play no part in the count back. The two racers who are closest to their respective dial-ins are then eligible for the final. If by chance the count back is dead heat, it will then be based on the second last round of racing and so on until a winner is established. (Special Note: in the extreme case of only one racer being eligible, e.g. All others who red lit their final round but won the race, then the red light would be null and void to establish the second finalist based on closest to dial-in.)
- C. One racer with three wins and one racer with two wins – automatic entry into the final regardless of red lights or breakouts in the last round.
- D. No racers with three wins and only two racers with two wins – automatic entry into the final regardless of red lights or breakouts in the last round.
- E. No racers with three wins and more than two racers with two wins – count back will be made as per “B”

Any dispute or questions regarding rule interpretations, please take them up with the meeting director. The meeting director’s decision is final.