DMCC Summer Championship 2019

Supplementary Rules and Regulations

These supplementary rules and regulations are for the DMCC Summer Championship 2019 only, and are to be used in conjunction with the clubs General Rules 2019.

Dates:

Round 1	March 24th	RBR
Round 2	April 7th	RBR
Round 3	April 21st	FTQ
Round 4	May 19th	RBR
Round 5	June 2nd	RBR
Round 6	June 16th	FTQ
Round 7	July 7th	RBR
Round 8	July 21st	RBR
Round 9	August 4th	FTQ
Round 10	August 18th	RBR
Round 11	September 8th	RBR
Round 12	September 22nd	FTQ

Number of Rounds: 12

Counting Rounds: 7 rounds to count for overall championship score, where drivers best scoring rounds will be used.

Championship Scoring Format Per round: Points will be awarded for overall Finals Position only. The overall Finals winner shall receive 100 points, 2nd will receive 99 and so on. This will follow this format for each class.

Championship Ties: If any scores are tied at the end of the championship, only "counting rounds" shall be used to decide the ties. The tie will be decided by looking at the most number of 1st places in the counting rounds. The driver with the most 1st places will be declared the winner. If this still does not break the tie, then the driver with the most number of 2nd places will be declared the winner and so on. The computer should be set to "Count back scoring rounds" to take ties into account.

If this process has been exhausted, Qualifying positions in counting rounds will be looked at in a similar way. Most number of TQs, most number of 2nds etc. If the drivers are still tied at this point they will be declared tied. This process must be done manually by the committee.

When using Counting rounds to decide a tie, if a driver has two or more rounds with equal points and one or more of these rounds could be dropped points, the round with best qual positions will be taken into account for the tie breaker.

Control Tyres: **There will be no control tyres**

Number of Cars per race: **Open Class max of 8 cars, Clubman max of 6 cars per race.**

Qualifying:
Race Duration: **Each race will be 180 seconds plus last lap**

Start Format: **There will be staggered starts for the qualifying rounds. For the first round, drivers will start in order of their F grading, however drivers of the same F grading will be ordered randomly by the computer. The start order for subsequent rounds will be determined by each driver's fastest time. The computer will be set to "Best Time" to take account of this.**

Number of Qualifying rounds and Format: 3 Qualifying rounds.

Qualifying format will be as per calendar above.

Round By Round Qualifying
Points per round/Scoring: The Round by Round qualifying method awards points for each competitor's position in each qualifying round individually. Highest position in each Round will score one (1) point, second place will score two (2) points, third place three (3) points and so on.

Counting Rounds for Scoring: Each driver best 2 scores will be used.

Ties: If two or more drivers achieve the same time in any Round, the same points will be awarded to each driver and the next driver not tying will received points relative to their position in the Round. In the event of a tie when the points from the 'counting' Rounds are totalled, the driver with the single best points within the rounds that counted will be awarded the tie. If this comparison fails to break the tie then the laps and times from the 'tying drivers' highest finishing positions will be compared. The driver with the fastest lap/time total will be awarded the tie. In the case of a continuing tie then the second-best scores will be compared. In the unlikely event of a continuing tie at this point, the laps times from the heat that gave the highest finishing position will be compared and the fastest single lap will decide, then the second fastest and so on.

Computer setting: BRCA 1/10th Off Road Points

FTQ Qualifying

The driver with the best time of the 2 rounds will qualify on pole, next best time in 2nd etc.

Ties: If 2 drivers get the same time, the tie breaker will be the next best time for each driver.

Computer setting: FTQ

Finals:
Drivers shall be grouped into finals based on their qualifying position, in A, B, C etc. finals format.

Race Duration: **Finals duration will be 360s plus last lap.**

Start Format\Grid Layout: **The grid will be decided based on the current track layout, it will be either staggered grid or linear as per general rule 6.5**

Number of Legs: 3 Legs

Counting Legs: 2 legs

Points per Leg: The winner of each leg of the finals, scores 1 point, continuing down to 8th who shall score 8 points (Clubman will count down to 6). No result in any leg gives 10 points. The finalist with the lowest number of points will be the winner of the final.

Ties: In the case of a tie, then this will be decided by reference to counting leg scores, Firstly, by comparing the best single point scores, and then if still a tie the laps and times of each competitor's best points score will decide.

Computer setting: 1/10 off road electric BRCA 2005

Time Between rounds

The time between round will be approx. 10-15 mins. This will be decided by the race director based on the number heats/finals. However, in cases where there`s a lot of heats, it may be shortened.

Extra Regulations:
1. Once a race has started, drivers late to the rostrum may not join the race.
2. There will be a gap of 3.5 mins set on the computer between each heat and finals, no race will be held for any driver. The only reason a race should be held is for issues with the timing system.
3. Automatic penalties of 30 seconds will be given to any Marshall not in the track area 20 seconds before a race begins.
4. No Practice allowed on the track between races, though the straight may be used to test a car at the Race Directors discretion.

Time Table:

10am
Doors Open
10:50
Drivers Briefing
11:00
First heat will Begin
Lunch will be approx. 30 mins, this will take place after Qualifying. The time given for lunch will be announced when the last heat has finished. Time may be shortened if the time is needed for racing.