

2022 FALL BASH (TEAM CHALLENGE)

ENTRY AND TEAM CONSTRUCTION:

- Gate fees will apply but there is **NO ADDITIONAL FEE(S) TO ENTER THE TEAM CHALLENGE**. It is requested any driver wishing to enter the team challenge **INFORM THE ENTRY GATE UPON ARRIVAL** the day of the event. Late entries will be accommodated, if possible, but there will be a determined cut-off time. Test and tune may continue past the determined cut-off time, but entry **MAY NOT** be granted into the team challenge after that time as the building of teams will have commenced.
- A team can be submitted prior to or the day off the event up to a **maximum** of four (**4**) people. Teams will most likely exceed four members but any additional members of the submitted teams or the building of all other teams will be done by chip draw by Eastbound track officials. Each team can include vehicles from the various car categories. (EX. Race, street, bike and sled)
- The **number of teams** will be determined based on the car count the day of the competition. The number of teams created will be an even number if possible and eliminations will be done by even numbers (ex. 8 to 6 to 4 to 2)
- The **number on each team** will also be determined based on the car count the day of the competition. Teams will be generated with an odd number of vehicles on each team, **if possible**, in an effort to reduce the possibility of a tie during all competition rounds. (ex. 3, 5, 7, etc.)
- Every effort will be made to accommodate all drivers wishing to enter. In the event we cannot equalize the team numbers it may be necessary to place an **extra person on selected teams** requiring that team to have one vehicle/driver sit out one round and identify a different vehicle/driver to sit out for each subsequent round. Teams cannot self identify extra team members. Any member assigned to a team above the maximum of the selected four (4) will be done by random selection.
- **Each team must identify a team leader**. A brief discussion will be held with each team before commencement of the event to confirm team members and the selected team lead. Team lead selection is mandatory as they are your spokesperson throughout the competition and decisions of the team lead are considered final.
- Open to race cars, dragsters, street cars, trucks, bikes, sleds. **Please note:** Bikes and Sleds may be paired during competition with specific or like competition vehicle for safety reasons.
- **NO** Jr dragsters or any other type of off road vehicle but a program for those vehicles may be considered if numbers warrant.

- Any tire designation is permitted (street, drag radial, bias ply including slicks) but in an effort to ensure that safety and track condition is maintained we will not permit soft compound tires (ex, ice radials, snow rated tires) or any off road design tires to enter the starting line area
- Any chassis, body or power adders permitted
- Team Identification will be done by car number followed by a letter (ex. 911A or 8500B or 1257C or 55D and so on depending on the number of teams. **Your vehicle number along with A, B, C, D, etc. following it. Your vehicle number and the team letter must be clearly visible on your vehicle at all times. For most cars/trucks we request two locations windshield, top right corner (pass) and rear glass top left corner (driver). Bikes/sleds and dragsters please use the most visible location(s). Your dial-in must be visible as well and is recommended to be placed in or near the same location**

RACING DETAILS:

- Bracket racing therefore driver dial-ins must be visible on all vehicles (driver side and rear window suggested for cars, and dial-in plate on dragsters, most visible area to tower for bike or sled)
- **Sportsman tree**
- Each race pairing will be an opposing team member but it will be a random selection (card or chip draw)
- Lane choice will be done for all round pairings using random card or chip draw
- **SUBSTITUTES...**Once the competition has started a team must retain all team members they started with unless mechanical failure or some other unforeseen circumstance occurs. If double runs are required all team vehicles must be utilized once before any one vehicle can make a second or third run in any one round of competition (exceptions will apply to vehicles selected for tie breaking purposes only). Substitute vehicles may be considered provided it meets all entry requirements and has been inspected and approved for competition prior to commencement of the event.
- **IF A TEAM HAS REDUCED TEAM NUMBERS DUE TO UNCONTROLLED CIRCUMSTANCES, THEY ARE PERMITTED TO ADD A TEAM MEMBER(S) AFTER THE FIRST ELIMINATIONS BUT ONLY FROM AN ELIMINATED TEAM. IF A TEAM WISHES TO INCLUDE A NEW MEMBER(S) ANY ELIMINATED DRIVER MAY PUT THEIR NAME FORWARD, IF MORE THEN ONE DRIVER COMES FORWARD A RANDOM CHIP DRAW WILL IDENTIFY THE DRIVER.**

- BYE RUNS may be necessary in certain circumstances such as competition byes but **they will not be used during normal team pairings**. If a vehicle cannot fire once in **the staging lane** another team vehicle may be selected by the team leader. It must be a vehicle/driver from your current team, and already in the lanes, no substitutes) and it will make the additional run. (May be a back to back run for the selected vehicle with no cool down time provided in this circumstance). If a vehicle breaks after the vehicle enters the burnout area then the other team is awarded the win once the opposing vehicle takes the tree
- NO INTENTIONAL VEHICLE SELECTION....all vehicles in race condition on a team must be utilized at least once in each round of competition, failure to comply will result in team elimination
- There will be a minimum cool down period of 15 minutes between rounds
- Red-lights count and result in elimination. In the event of a double red-light the driver who red-lights first is eliminated
- Any vehicle crossing the center line, coming in contact with any safety retainer is immediately disqualified no matter what the outcome at the end of the track. This infraction would supersede a red light in the opposite lane
- If dual infractions occur in a competition run the car making the worst infraction will be disqualified, if the infractions are considered equal, the first offender will be disqualified
- You are responsible to ensure you are aware of when your class is called and you must proceed to the staging lanes immediately (five minutes max). If you do not report to the staging lanes your team lead must identify a substitute vehicle to compete in that round
- Once a vehicle enters the staging lanes it is considered officially prepared to race and has accepted the race. When signalled by the staging official to move to the burnout box if the vehicle cannot proceed with the race for any reason, a maximum of **five minutes** will be given to prepare the vehicle. **A substitute vehicle, from the staging lanes or other, cannot be used once the vehicle has entered the burnout box.** If the vehicle in the lanes does not take the tree under its own power in the time allotted the opposing team gets a competition bye, provided that the opposing vehicle can take the tree under its own power. Only then will the win will be awarded
- A vehicle only has to take the tree under its own power to be considered eligible to race. Once the tree is taken under the vehicles own power that vehicle would be considered the winner if any disqualifying infraction occurred in the opposite lane

POINTS:

- One point awarded to a team for each round a team member wins per pairing
- No elimination in the first round. All drivers/teams guaranteed a minimum of two rounds
- After two rounds of eliminations the total points from both first and second rounds will be combined and two (2) teams with the lowest points will be eliminated. Generally eliminations will be in teams of two (2) but a four (4) team elimination could be optional on race day determined by the number of entrants or other factors. If there is a tie the team leader for each respective team will identify a team member for a one run face-off, one run with the winner advancing their team. If a tie of three or more teams occurs, a run-off by team representatives' will be held and pairings determined by card draw. One additional point will be awarded for a run-off win, to your team, and carries forward with exception of the final.
- Round three will award one point for each round win and that total will be added to the total points from all previous rounds. Two or four (optional) teams with the lowest total will be eliminated. If there is a tie the team leader for each respective team will identify a team member for a one run face-off, one run with the winner advancing their team. If a tie of three or more teams occurred, a run-off by team representatives' will be held and pairings determined by card draw. One additional point will be awarded for a run-off win to your team and carries forward with exception of the final. It will be determined the number of teams eliminated in round three based on car count and total number of teams for the day
- Round four, five, six, and on will be continuation of rounds with points and tie breakers as stated for the previous rounds until we are down to the final two teams
- **Final two teams will carry no previous earned points into the finals;** it will be one point per round with the team with the most points after the field completes winning the team challenge. In the unlikely event a tie were to occur, the team leaders will report to the staging lanes along with two other selected team members and vehicles from their current team, (no substitutes). These three pairings will challenge with each vehicle utilized ONLY ONCE and randomly paired. The team winning two of the three wins the event.

BASIC RULES:

- All vehicles will be inspected in accordance with Eastbound International Dragway and IHRA Safety Regulations
- Driver must wear full length pants, shirt, and closed shoes
- All drivers must utilize a helmet and protective clothing requirements as per the minimum specifications outlined in the 2022 IHRA rulebook under the ET bracket they are competing in
- All hubcaps and beauty rings (trim rings) must be removed from wheels
- No racing aids, no throttle stops (electric or pneumatic), no delay/crossover boxes permitted for starting line procedures
- Line locks, tranny brakes, two steps are permitted
- Any equipment remaining in the vehicle must be securely mounted (ex. stereo equipment, speakers, controllers, etc.)
- Officials have the right to deny any vehicle deemed not safe or stop any vehicle deemed unsafe at any time during the competition.
- These rules can be amended at any time by the Race Director and all decisions of the Race Director are final.

FILL-IN RUNS:

- **Fill-in runs will be permitted at any time during the test and tune morning session and in between competition runs during the event. *Please note that there will be limited fill-in runs during the first two rounds of the team challenge event.***

PLEASE DO NOT ENTER THE STAGING LANES UNLESS YOUR TEAM IS CALLED OR THE LANES HAVE BEEN OPENED FOR FILL-IN RUNS. DOING SO CAUSES CONGESTION IN THE LANES AND OFTEN CREATES SAFETY ISSUES IN TRYING TO REORGANIZE VEHICLES...YOUR COOPERATION IS GREATLY APPRECIATED.

2022-09-02
G. Ronayne