

# AHORA Inc Event Formats

## AHORA Inc Event Format 2 – four (4) lane track – three (3) minute rotations

1. Qualifying: Each competitor shall be given 5 laps, on the lane of their choice, to set their fastest time. Qualifying order, from fastest to slowest, shall determine which Heat a competitor shall race in. Competitors shall be seeded into the Heats on an alternate basis (ie: fast time Heat 1, second fast time Heat 2, third fast time Heat 3 etc).
2. Each competitor shall compete in three (3) Heats. A Heat shall consist of four (4) X three (3) minute rotations. At the completion of all four (4) rotations a competitors laps shall be totalled and recorded. At the completion of all three (3) Heats a competitors laps from their best two (2) Heats shall be totalled. The seven (7) competitors with the best two (2) Heat totals shall transfer to the Mains (ie; 7,6,5,4 to the B Main, 3,2,and 1 to the A Main). Chassis and body used to start a Heat must be used for that entire Heat.
3. One (1) B Main shall be held. Lane choice shall be decided by qualifying positions from the Heats (ie; 4<sup>th</sup> qualifier has first lane choice etc). The B Main shall consist of four (4) X three (3) minute rotations. At the completion of the B Main a competitors laps shall be totalled and recorded. The competitor with the highest total laps shall transfer to the A Main. Chassis and body used to start a B Main must be used for that entire B Main.
4. One (1) A Main shall be held. Lane choice shall be decided by qualifying positions from the Heats (ie: top qualifier has first lane choice etc). The A Main shall consist of four (4) X three (3) minute rotations. At the completion of the A Main a competitors laps shall be totalled and recorded. The competitor with the highest number of laps shall be determined the overall winner, with minor placings being decided under the same format. Chassis and body used to start an A Main must be used for that entire A Main.
5. Tied Results: In the event of a tie in the overall lap totals in the Mains, or in Heat overall Lap Total qualifying positions, the following procedure shall apply: (a) The competitors involved in the tie shall draw for a lane: (b) A straight three (3) minute race shall be held, without any lane rotations, and the competitor with the highest lap total shall be declared the winner/higher qualifier.
6. Rotations (Lane Changes): At the completion of each lane rotation each competitors car shall be moved up one (1) lane as per the colour coded drivers panel. Cars are to be returned to the start line at the completion of each rotation. Should a competitor race on an incorrect lane no laps for that lane shall be recorded.
7. Track Marshalling and Impounding Of Cars: Competitors must track marshal the following race, or as directed by the appointed AHORA Inc Race Director. Exceptions shall only be made in genuine cases of emergency (ie: Medical grounds etc). Competitors who fail to track marshal, or those who in the opinion of the appointed AHORA Inc Race Director fail to track marshal in an appropriate manner, shall have their highest Heat Lap Total deleted from the results. A second offence shall see the offending competitor disqualified from the Championship. Track Marshals for the Mains shall be selected by the appointed AHORA Inc Race Director from among those competitors contesting the Championship. At the completion of all four (4) rotations in a Heat each competitor is to hand their car, containing all parts used to start the Heat, to the appointed AHORA Inc Race Director so as it may be impounded while said competitor is fulfilling their track marshal duties. Failure to present the car and parts for impoundment shall result in the offending competitor having their highest Heat Lap Total deleted from the results. A second offence shall see the offending competitor disqualified from the Championship.
8. Technical Inspections: Appointed AHORA Inc Technical Inspectors shall carry out random technical inspections of all cars contesting the Championship. Any competitor found to be racing an illegal car in a Heat, shall have their best Heat Lap Total deleted from the results for a first offence, and shall be disqualified from the Championship for a second offence. Any competitor found to be racing an illegal car in a Main shall be disqualified from the Championship.
9. Controller Specifications: Any controller permitted as long as it does not increase voltage to the track. Any competitor found to be using an illegal controller shall be disqualified from the Championship.