

# All Run Format (ARF) – PRO Series

## Operations

Round 1	
Seeding	Championship position coming into the event. If they haven't competed in the championship use previous year.
Pairings	PRO Ladder
Bye	If a bye occurs it will be the highest seeded car (from championship position)
Lane choice	Lane to be selected by the highest Seeded car in each pair. In the event that neither car in the pairing has points in the championship, a coin flip will determine lane choice.
Run order	Lowest pair through to highest pair, Bye run runs second pair regardless.
Points	Each win is worth 20 points, lose is 5 points Points are awarded for ET's – Low = 8pts, thru to 8 <sup>th</sup> = 1 pt

Round 2	
Seeding	Position determined from point score after 1 <sup>st</sup> round
Pairings	PRO Ladder
Bye	If a bye occurs it will be the lowest seeded car after 1 <sup>st</sup> round If they have already had a bye it will be the second lowest seeded car
Lane choice	Lowest E.T from first round in each pair gets choice.
Run order	Lowest pair through to highest pair, Bye run runs second pair regardless.
Points	Each win is worth 20 points, lose is 5 points Points are awarded for ET's – Low = 8pts, thru to 8 <sup>th</sup> = 1 pt

Round 3	
Seeding	Positions determined from point score after 2 <sup>nd</sup> round.
Pairings	Highest verses 2 <sup>nd</sup> highest (e.g. 8 car field 1v2, 3v4, 5v6, 7v8). Aim is for the last pass to be the final for 1 <sup>st</sup> and 2 <sup>nd</sup> place for the event
Bye	If a bye occurs it will be the lowest seeded car after 2 <sup>nd</sup> round. If they have already had a bye it will be the second lowest seeded car
Lane choice	Lowest E.T from second round in each pair has choice.
Run order	Lowest pair through to highest pair, Bye run runs second pair regardless. Then the "Final" 1v2. Aim is for last run to determine the event winner
Points	20 bonus points for making the final (1 & 2 seeded cars) Each win is worth 20 points, lose is 5 points No E.T points for this round

## Other

Low ET and MPH points	No E.T points awarded for final round. Event win and lose points plus round win and lose points only. Speed Points are disregarded for this event.
Event results	Winner and runner up determined by last pass
Championship Points	Accumulative points from rounds totalled and added to Championship points.
Additional Points	Each competitor will receive an additional 20 championship points for competing in the event.
Tie Breakers	In the event that two competitors are tied on points after Round 2 (to determine who advances to the final), then the racer with the quickest elapsed time in Round 2, will win the tie breaker.  In the event of identical elapsed times, the competitor with the fastest speed of Round 2 will be the 2nd tie breaker.

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