



All Run Format (ARF)

As at February 2019

Operations

<i>Round 1</i>	
Seeding	Seeded from Championship position coming into the event. If they haven't competed in the championship use previous year or if new competitors seeded at bottom of field in ascending numerical order of racing number.
Pairings	PRO Ladder
Bye Run	For season 2018/19 – If a bye occurs it will be the highest seeded car/bike from the championship position. From July 1 2019 – If a bye occurs it will be the lowest seeded car/bike from the championship position.
Lane choice	Lane to be selected by the highest seeded car/bike in each pair. In the event that neither car/bike 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 ET = 8 points, thru to 8 th = 1 point

Round 2	
Seeding	Position determined from point score after 1 st round
Pairings	PRO Ladder
Bye Run	If a bye occurs it will be the lowest seeded car/bike after 1 st round. If they have already had a bye it will be the second lowest seeded car/bike.
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 = 8 points, thru to 8 th = 1 point

Round 3	
Seeding	Positions determined from point score after 2 nd round
Pairings	Highest verses 2 nd highest (e.g. 8 car/bike field 1v2, 3v4, 5v6, 7v8). The last pairing must be the final to determine 1 st and 2 nd place for the event
Bye Run	If a bye occurs it will be the lowest seeded car/bike after 2 nd round. If they have already had a bye it will be the second lowest seeded car/bike.
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. The last run is to determine the event winner
Final Pairings	All "Final" pairings (1vs2) will be run after the completion of Round 3 racing for the all Professional categories. All Professional "Finals" determining 1st and 2nd are to run as a group. Note: to be trialed at the WB and SD Easter and May 2019 events and then reviewed by the Commission.
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 total and added to Championship points
Attendance Points	Each competitor will receive an additional 20 championship points for competing at the event. A competitor must enter the burnout water box under power on race day (test run or racing round) to receive the 20 points.
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.
ET points	A competitor must record a valid ET in any round of racing in order to receive relevant ET points