



All Run Format (ARF) - Sportsman

As at August 2019

Operations

<i>Round 1</i>	
Seeding	Position determined from completed qualifying
Pairings	PRO Ladder
Bye Run	If a bye occurs it will be the lowest seeded car/bike.
Lane choice	Lane to be selected by the highest seeded car/bike in each pair
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
Points	20 bonus points for making the final (1 & 2 seeded cars/bikes). 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 during the event (qualifying 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