

## HEAVY HITTER RULES AND INFORMATION

### Categories

- The categories are determined by E.T.
  - o 6.000 – 6.999
  - o 7.000 – 7.999
  - o 8.000 – 8.999
  - o 9.000 – 9.999
  - o 10.000 – 10.999
  - o 11.000 – 11.999

### Racing Format

- All racing in these categories is heads-up, uses a Pro Tree, and will be run on a Chicago Shootout format with a Final.

### Rules & Safety

- All relevant ANDRA tech and safety requirements mandatory
- Running quicker than the low ET cut-off for your class results in a loss. i.e. 6.950sec in the 7.000-7.999 class will be counted as a loss unless your opponent runs 6.949 or quicker.
- If both cars go quicker than the cut-off, then the car that has gone quicker by the least amount will be deemed the winner
- Running slower than the high end of the Category does not attract penalty i.e. an 8.000 or slower is legal in the 7.000 – 7.999 Category.
- In terms of competition operation, the decision of the category manager is final.
- Please observe the courtesy staging procedure. If you are unfamiliar with your opponent's staging procedure and/or burnout routine, please ask them and coordinate your procedures so we have both cars ready to stage at the same time.
- Remember, this is drag racing, but it is also a show for the fans on the hill and watching around the country on the live stream. Race hard, play fair, and everyone to have a great time at RCN06.
- **NOTE: TOW MONEY IS ONLY PAYABLE ONCE A RUN HAS BEEN COMPLETED IN THE SCHEDULED HEAVY HITTER SESSION**

### Schedule of events

- **We will be racing to a schedule with tight turn-around time.**
- Event staff will work with you to secure maximum turn-around time, however we need all drivers to be on their game and work to get their cars back to the lanes as directed.
- The onus is on the Racer and the crews to hook up the race car and get back to the pits as quickly as possible so as to get the car turned around quickly to keep the show going. Do not sit up at the top end and discuss the run.
- A no-show will result in zero points being awarded for that round of racing.
- A two-car final will occur at the end of the Chicago Shootout Rounds. If either of the top two scoring cars cannot front for the final due to breakages or missing the time limit for that round, the third highest scorer will be elevated to the final, and so on.
- If more than two racers on the same points at the completion of the Chicago Shootout rounds, the quickest two WINNING racers from the last Chicago Shootout round will advance to the final.

### Additional information

- All drivers will attend the compulsory driver's briefing (time to be announced) and ball draw prior to round one of racing at 7:00pm. Cars should already be hooked up and ready to tow at this point.
- Lane choice in round one goes on a coin toss. In subsequent rounds, lane choice goes to the quicker E.T. from the previous round.
- All Pairings and Run Order (except the final) will be decided by ball draw. This is a show element and will take place in front of the crowd with announcer.