

**Classic Era
Prototype & Sportscar
1/32 Challenge
(1966-1971)**

Participant – pilot/racer/driver/team

Entry – model/car/slot car

- number chip

With 6 *Participants* the Fourth (Blue) Lane will be turned off for the entire event.

Timed Practice (9:15-10:15am):

Participants may practice with any eligible *Entry* from 9:15am (or as soon as the track is determined to be ready) until 10:15am. At 10:15am the track will be turned off and no *Entry* may practice after that time.

Qualifying (10:30am or as soon thereafter as possible):

Following practice at 10:15am there will be a team Random # Chip Draw: *Participants* pick a numbered chip for each *Entry* (up to 3 maximum) to determine qualifying order of each *Entry* (for 6 *Participants* there may be up to 18 *Entries*);

Qualifying Order: Ascending from #1 *THEN* #2 followed by #1 (*Participants* qualify every *Entry*) (ie. 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 2, 1). #1 and #2 get a second chance to improve their avg. lap time;

Qualifying: Commencing at 10:30am or as soon thereafter all *Entries* will each qualify over several hot laps and that *Entries*' average lap time determines that *Entries*' qualifying position. Marshals will be present. The number of hot laps is dependent on the number of *Entries* and will be determined immediately prior to qualifying;

For *Participants* with more than one *Entry*, the Participant may choose any *Entry* to advance to the race and every chosen *Entry* will be seeded based on their individual qualifying position.

Provided that a *Participant* is registered to race if that *Participant* arrives late and misses their team qualifying chip draw(s) they may still present an *Entry* to race but that *Entry* will be seeded last.

Pre-Race:

All *Entries* that participate in qualifying will remain impounded in the designated pit area thereafter until the race is over.

Throughout the event no tools, substances or liquids are permitted near the *Entries*, the track or the driver's stations. At any time *Pilots* may use fingers to straighten braid and/or rub tires if they wish. Loose body screws may be tightened and/or tape may be applied to prevent body screws from backing out and damaging the track with permission of the race director.

Race (11:15am or as soon thereafter as possible):

Seeding for the first rotation is based on qualifying result:

1st Rotation [3 min x 3 x 1 = 9 min] (Q6, Q4, Q2, Q1, Q3, Q5);

2nd Rotation [3 min x 3 x 1 = 9 min] (P6, P4, P2, P1, P3, P5);

3rd Rotation [3 min x 3 x 1 = 9 min] (P5, P6, P4, P2, P1, P3);

B Main [5 min x 3 x 1 = 15 min] (P6, P5, P4) (determines 6th, 5th, 4th Place);

A Main [5 min x 3 x 1 = 15 min] (P3, P2, P1) (determines 3rd, 2nd, 1st Place).