

# POT LUCK **HEADS-UP** TEAM CHALLENGE

**DATE: SUNDAY OCTOBER 8<sup>TH</sup>, 2023**

**LOCATION: EASTBOUND INTERNATIONAL DRAGWAY**

## **HOUSEKEEPING:**

- 1: REGULAR GATE FEES WILL APPLY FOR ENTRY TO THE TRACK
- 2: MOST ANY VEHICLE PERMITTED; RACE ONLY OR STREET VEHICLES, BIKES, SLEDS. **NO JR DRAGSTERS, ATV'S OR UTV'S** MAY BE ENTERED IN THIS EVENT BUT ANY OF THESE VEHICLES ARE WELCOME AND WILL BE PROVIDED AMPLE TRACK OPPORTUNITIES' THROUGHOUT THE DAY
3. WHILE THERE WILL BE GUIDELINES FOR A TEAM, BUT EASTBOUND PARK WILL ONLY PLAY A LIMITED ROLE IN TEAM IDENTIFICATION, ET RECORDING AND LIMITED FACILITATION ONLY

## **TEAMS:**

**PLEASE READ ALL DETAILS REGARDING TEAMS BEFORE SECURING OR SUBMITTING MEMBERS AS THERE ARE SPECIFIC GUIDELINES**

**YOU ARE SOLEY RESPONSIBLE TO SUBMIT THE **ET ENTRY** OF YOUR RACE VEHICLE FOR THE POT LUCK CHALLENGE TO RACE OFFICIALS AT THE TECH GARAGE BY 11:00AM ON RACEDAY. THE ET SUBMITTED **BY YOU** WILL DETERMINE YOUR PLACEMENT IN THE FIELD AND MUST REMAIN ON YOUR VEHICLE THROUGHOUT THE CHALLENGE AND UNDER NO CIRCUMSTANCES CAN IT BE ALTERED. PLEASE CHOOSE THIS NUMBER CAREFULLY AS THERE ARE **BREAKOUT RULES** IN EFFECT AS OUTLINED BELOW**

- 1: COMPETITORS WILL IDENTIFY FULL OR PARTIAL TEAM MEMBERS. IN THE EVENT OF PARTIAL TEAMS A RANDOM DRAW FROM OTHER ELIGIBLE COMPETITORS MAY BE USED TO COMPLETE EACH TEAM
2. FIVE (5) IS THE BASE NUMBER WE ARE PROPOSING AT THIS TIME BUT THERE IS FLEXIBILITY IN MOVING THAT NUMBER IF NECESSARY.
3. THE TOTAL NUMBER OF TEAMS WILL BE DETERMINED DEPENDING ON COMPETITOR NUMBERS BUT EACH TEAM WILL HAVE THE SAME NUMBER OF MAIN MEMBERS ENTERED FOR THE COMPETITION, ANY

MEMBERS ABOVE THE BASE NUMBER WOULD BE CONSIDERED ALTERNATES (SEE 6.D (1-6).

6. TEAMS WILL BE FAIRLY AND COMPETITIVELY BUILT USING THE FOLLOWING GUIDELINES. (SUGGESTED)
  - A. EACH TEAM WILL HAVE MEMBER(S) FROM VARIOUS ET CLASSES.

**THE FOLLOWING IS AN *EXAMPLE FOR ET'S ONLY*, ET GROUPINGS WILL NOT BE FINALIZED UNTIL RACE DAY, THEREFORE, YOUR TEAMS CAN ONLY BE TENTATIVE AND CANNOT BE FINALIZED PRE RACE DAY**

ONE VEHICLE 6.49 AND FASTER, ONE VEHICLE 6.50-6.99, ONE VEHICLE 7.00-7.49, ONE VEHICLE 7.50-7.99 AND ONE VEHICLE 8.00 AND SLOWER FOR A TOTAL OF FIVE. WE HAVE REFERENCED PREVIOUSLY RECORDED DATA AND BELIEVE WE HAVE SUFFICIENT VEHICLES TO PLACE IN VARIOUS ET'S TO PRODUCE A COMPETITIVE FIELD OF TEAMS

- B. THE ET. WINDOW THAT THE VEHICLE WAS ENTERED UNDER BY YOU FOR YOUR TEAM WILL BE CLEARLY DISPLAYED ON YOU'RE AND ALL VEHICLES (FRONT AND REAR WINDOW GLASS WHERE APPLICABLE, MOST VISIBLE LOCATION ON ALL OTHER VEHICLES). THE ET NUMBERS IS A QUICK REFERENCE FOR TEAMS AND OFFICIALS DURING THE EVENT. THE NUMBERS SIGNIFY THE ET BRACKET THE VEHICLE WAS ENTERED UNDER AND UNDER NO CIRCUMSTANCES MAY IT BE CHANGED DURING THE EVENT
- C. ANY DRIVER WHO EXCEEDS THEIR ORIGINALLY ENTERED COMPETITION ET BY **MORE** THAN 2/10<sup>th</sup>'s OF A SECOND WILL FORFEIT THE RUN (EX. YOUR ADVERTISED ET ON YOUR WINDOW IS 8.20, YOU MAY RUN AS FAST AS 8.00 WITHOUT PENALTY 7.99 AND WHILE YOU ARE NOT DISQUALIFIED FROM THE EVENT YOU DO IMMEDIATELY GIVE UP THE POINT TO THE OPPOSING TEAM FOR THAT ROUND
- D. ALTERNATE TEAM MEMBERS/VEHICLES WILL BE PERMITTED THROUGH OUT THE COMPETITION WITH LIMITATIONS.
  1. AN ALTERNATE CAN BE USED ONLY IF A MECHANICAL FAILURE OR SAFETY CONCERN HAS RENDERED A TEAMS CURRENT VEHICLE INOPERABLE
  2. THE ALTERNATE MUST BE APPROVED FOR COMPETITION PRIOR TO THE BEGINNING OF THE EVENT
  3. AN ALTERNATE CAN BE OBTAINED FROM WITHIN YOUR OWN TEAM, REGISTERED TRACK

- ENTRIES OR FROM ANOTHER TEAM  
PREVIOUSLY ELIMINATED FROM COMPETITION
4. ONLY ONE ALTERNATE CAN BE SUBSTITUTED PER ROUND OF COMPETITION
  5. ANY ALTERNATE MUST BE OF THE SAME CLASS DESIGNATION OR SLOWER AS THE VEHICLE IT IS REPLACING
  6. ALTERNATES CAN ONLY ENTER AT THE BEGINNING OF ANY ROUND, NOT DURING ROUND (EX. ALTERNATE CANNOT BE ENTERED IF A VEHICLE BROKE IN THE STAGING LANES FOR THAT ROUND BUT CAN BE ENTERED IN THE NEXT ROUND).

## **COMPETITION:**

7. THERE WILL BE NO PREDETERMINED PAIRINGS OR LADDER, THIS WILL BE TOTALLY RANDOM DRAW FROM THE HAT OR CARD OR A ROUND ROBIN FORMAT. ONCE TEAM COMPETITIONS HAVE BEEN DETERMINED WE WILL BRING ONLY TWO OF THE COMPETING TEAMS TO THE BACK STRETCH OR STAGING LANES AT ANY ONE TIME AND IT IS THERE THE FINAL PAIRINGS WILL BE DETERMINED BY THE FOLLOWING METHOD.
  - A. TEAM AND INDIVIDUAL PAIRINGS OCCUR LIVE ON THE BACK STRETCH OR IN THE STAGING LANES WITH THE ANNOUNCER PROVIDING IMMEDIATE DETAILS TO DRIVERS AND SPECTATORS
  - B. WE WILL USE TEAM A AND TEAM B FOR EXPLANATION PURPOSES
  - C. EACH TEAM WILL STRATEGICALLY SELECT ONE DRIVER TO DRAW FROM THE HAT FOR FIRST PICK. THE DRIVER THAT WINS FIRST PICK WILL IMMEDIATELY SELECT THEIR OPPONENT FROM THE OPPOSING TEAM. LET US ASSUME TEAM A WON FIRST PICK. THE WINNING TEAM A MEMBER IMMEDIATELY PICKS ANY VEHICLE OF ANT ET...YES ANY ET FROM TEAM B, BUT TEAM B DOES GET LANE CHOICE.
  - D. THE PICK THEN ALTERNATES TO THE OPPOSING TEAM B WHO WILL BE GIVEN A REASONABLE PERIOD OF TIME (A MINUTE OR TWO) TO DISCUSS THEIR STRATEGY IN RESPONSE TO TEAM A's PICK. ONE TEAM B DRIVER WILL THEN SELECT AN OPPONENT FROM ONE OF THE REMAINING VEHICLES FROM TEAM A. AGAIN A VEHICLE OF ANY ET CAN BE SELECTED BUT TEAM A GETS LANE CHOICE.
  - E. THE PICK WILL THEN ALTERNATE BACK TO TEAM A AND THE ALTERNATING PATTERN CONTINUES UNTIL ALL DRIVERS/VEHICLES ARE PAIRED WITH AN OPPONENT FOR THIS ROUND. ONCE ALL CARS ARE PAIRED UP THE HEADS UP RACING BEGINS

IMMEDIATELY AND THE TEAM WITH THE MOST WINS AT THE END OF THE ROUND MOVE ON AND THE OTHER TEAM MAY BE ELIMINATED BASED ON THE PROGRAM STRUCTURE

## POINTS

- A. ONE POINT AWARDED TO A TEAM FOR EACH ROUND A TEAM MEMBER WINS PER PAIRING
- B. NO ELIMINATION IN THE FIRST ROUND. ALL DRIVERS/TEAMS GUARANTEED A MINIMUM OF TWO ROUNDS
- C. AFTER TWO ROUNDS OF ELIMINATIONS THE TOTAL POINTS FROM BOTH FIRST AND SECOND ROUNDS WILL BE COMBINED AND TWO (2- 4) TEAMS WITH THE LOWEST POINTS WILL BE ELIMINATED. ELIMINATIONS MAY BE IN TEAMS OF TWO (2) BUT A FOUR (4) TEAM ELIMINATION COULD BE OPTIONAL ON RACE DAY DETERMINED BY THE NUMBER OF ENTRANTS OR OTHER FACTORS. IF THERE IS A TIE THE TEAM LEADER FOR EACH RESPECTIVE TEAM WILL IDENTIFY A TEAM MEMBER FOR A ONE RUN FACE-OFF, ONE RUN WITH THE WINNER ADVANCING THEIR TEAM. IF A TIE OF THREE OR MORE TEAMS OCCURS, A RUN-OFF BY TEAM REPRESENTATIVES' WILL BE HELD AND PAIRINGS DETERMINED BY CARD DRAW. ONE ADDITIONAL POINT WILL BE AWARDED FOR A RUN-OFF WIN, TO YOUR TEAM
- D. AFTER TWO ROUNDS OF COMPETITION AND THE FIRST ELIMINATIONS HAVE OCCURRED THERE IS A RESET TO ZERO (0) POINTS FOR ROUND THREE. NO POINTS CARRY FORWARD. THE REMAINING TEAMS WILL GO ANOTHER TWO ROUNDS WITH THE (2-4) TEAMS SCORING THE LOWEST COMBINATION OF POINTS, FROM THESE TWO ROUNDS ONLY, BEING ELIMINATED.
- E. ROUND FIVE BEGINS WITH POINTS AGAIN RESET TO ZERO (0). NO POINTS CARRY FORWARD ELIMINATIONS WILL CONTINUE AS PREVIOUS AS REQUIRED
- F. THE FINAL IF TIME PERMITS MAY BE A TWO ROUND TOTAL COMBINED POINTS COMPETITION. IF TIME DOES NOT PERMIT IT WILL BE A ONE ROUND SUDDEN DEATH

## SOME IMPORTANT DETAILS

- A. ALL SAFETY RULES FOR YOUR ET APPLY AS SPECIFIED IN THE 2023 WDRA RULEBOOK
- B. **HEADS UP WITH A PRO TREE**
- C. FIRST ONE TO RED LIGHT TAKES THE LOSS
- D. IF YOU RUN FASTER THEN THE CLASS ET YOU PLACED YOUR VEHICLE IN ON THE TEAM, THE WIN IS AWARDED

- TO THE OTHER TEAM REGARDLESS OF THE OUTCOME AT THE FINISH LINE.
- E. IN THE EVENT THAT BOTH DRIVERS RUN FASTER THAN THEIR DESIGNATED CLASS ET IN A COMPETITION RUN, THE WIN WILL BE AWARDED TO THE DRIVER CLOSEST TO THEIR ET CLASS TIME REGARDLESS OF THE OUTCOME AT THE FINISH LINE.
  - F. ANY VEHICLE KNOWN BY PRE-RECORDED DATA TO RUN FASTER THEN ENTERED WILL BE REVIEWED BY TRACK OFFICIALS AND ANY VEHICLES CONSIDERED NOT TO BE RUNNING ALL OUT, KNOWN AS SANDBAGGING MAY BE DISQUALIFIED. IF A CAR IS DISQUALIFIED FOR THIS REASON THE TEAM WILL NOT BE PERMITTED TO AVAIL OF THE ALTERNATE VEHICLE OPTION
  - G. NO ALTERNATES CAN BE UTILIZED ONCE THE ROUND HAS STARTED. ONLY THE VEHICLES ENTERED FOR THAT ROUND MAY EVEN ENTER THE STAGING LANES AND A VEHICLE NOT MAKING THE CALL FROM THAT POINT FORWARD IS A LOSS. THE OPPONENT MUST TAKE THE TREE UNDER THEIR OWN POWER OR NO POINT IS AWARDED TO EITHER TEAM
  - H. FIVE (5) MINUTES ON THE CLOCK TO MAKE THE CALL ONCE YOU AND YOUR COMPETITOR ARE SIGNALLED TO BEGIN THE RACE.
  - I. HITTING OR BRUSHING THE WALL/GUARDRAIL OR CROSSING THE CENTERLINE IS DISQUALIFICATION
  - J. THERE WILL BE NO TIE, ONE TEAM WILL BE ELIMINATED FOR EACH ROUND, A RUN OFF (TO BE DETERMINED) WILL IDENTIFY A WINNER AND THEIR TEAM MOVES FORWARD
7. THESE RULES CAN BE AMENDED AT ANY TIME BY THE RACE DIRECTOR AND ALL DECISIONS OF THE RACE DIRECTOR ARE FINAL

Gerard/Justin Ronayne 2021-03-09  
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