


Driver:		Max Points:		Army Dave's Backyard Crawl 2010/2011 
Location:		Per Course	40	
Date:		Per Gate	20	
Class:		DNF/DNS	40/50	

	Reverse (1)	Rollover (5)	Reposition, Out of Bounds, Touch, Gate (10)	Progress (-2)	Bonus (-10)	Time
Course 1						
Total Penalties:			Total Progress/Bonus:			Final Score:

	Reverse (1)	Rollover (5)	Reposition, Out of Bounds, Touch, Gate (10)	Progress (-2)	Bonus (-10)	Time
Course 2						
Total Penalties:			Total Progress/Bonus:			Final Score:

	Reverse (1)	Rollover (5)	Reposition, Out of Bounds, Touch, Gate (10)	Progress (-2)	Bonus (-10)	Time
Course 3						
Total Penalties:			Total Progress/Bonus:			Final Score:

	Reverse (1)	Rollover (5)	Reposition, Out of Bounds, Touch, Gate (10)	Progress (-2)	Bonus (-10)	Time
Course 4						
Total Penalties:			Total Progress/Bonus:			Final Score:

Rule Summary

The following are summaries, clarifications, and examples of the USRCCA rules, any changes to these or any other rules are at the discretion of the track owner.

Scoring/Time Keeping	<p>Scoring is done by keeping track of all the penalty points and bonus points. During the run only the penalty points are tallied to identify when the driver has reached the max points for the course. Once the driver has either pointed out at the max points or reached the max time limit then the bonus points are deducted from the score. (example #1- driver finishes course with a total of 27 penalty points, if 10 gates were cleared at -2pts each then the final score would be 7. example #2- if a driver reaches the time limit OR reaches the maximum of 40 penalty pts then the score would be 40 pts minus the total number of progress points for cleared gates, so if they cleared 5 gates at -2pts each the final score would be 30)</p> <p>Max points are the maximum that can be received before any progress or bonus points. (i.e.-if a driver is at 35 pts, gets a 10 pt penalty and max points is 40, the driver gets 40 pts and then any progress or bonus points are deducted from the 40 pts.</p> <p>Scoring and Time keeping should be done by two people. One to Judge, call penalties, and keep score, the other to keep track of time and assist in calling penalties.</p>
Gate Markers:	<p>Gate markers are active until a gate marker has been touched, then the gate marker is dead. ALL gate markers on a course will remain active even if they are cleared without penalty.</p> <p>Straddling a gate marker will result in a gate marker penalty (+10pts) but the gate is considered cleared if at least 1 front and 1 rear wheel pass between the gate markers and a progress bonus (-2) is rewarded.</p> <p>Clearing a gate is when at least one front AND one rear tire passes between the gate markers, this means that a wheel floating above a gate marker is NOT considered cleared.</p> <p>It IS legal to drive through a gate while in reverse and clear the gate, however, a reverse penalty will be given.</p>
Out of Bounds:	<p>Out of bounds will be defined by chalk, paint, other other markings. If a vehicle touches an out of bounds marker it will be assessed the 10pt penalty and moved by the driver back to the last cleared gate with rear axles aligned between the gate markers.</p>
Rollovers:	<p>Rollovers can be made from side to side only. If rolled over from front or rear a touch penalty will be assessed.</p>
Repairs:	<p>On course repairs are allowed within the allotted course time, they are considered touches and will be assessed the 10pt penalty for touch. Off course repairs are allowed between running courses.</p> <p>No Time Out Repairs</p>
Reposition/Touch:	<p>When a reposition or Touch occurs it will be put back on the track with the rear axles aligned between the last cleared gate markers.</p>
Time limit:	<p>A time limit will be established at the beginning of the crawl. If the time limit is exceeded before all gates cleared a DNF (max points) are assessed. Then any progress/bonus points are deducted.</p>
Progress and Bonus Points:	<p>Progress points are awarded when gates are cleared even if there are penalties assessed before the gate is cleared. Any Progress or Bonus points are used to modify the final score after all penalty points have been tallied.</p>
Course Repair:	<p>Do NOT replace moved rocks during competition. Track Maintenance will be performed between the heats.</p>
Practice:	<p>Once a course has been setup no practice is allowed. Before or after you complete your run no practice on the track is allowed. To test or tune your vehicle you can run it off the track..</p>
Additional Rules:	