

Australian ET Pursuit And Guardrail Member Open Track July 24th 2010

10:00AM-4:00PM

Guardrail Members \$50
And Member Guests only

ET Pursuit Unlimited Road Race for Qualified Cars/Drivers Motorsport Park Hastings

Australian ET Pursuit Racing: A handicapped Road Race, which gives ALL participants a chance of glory. Weaker Drivers/Cars starting with a time advantage over the faster big guns where everyone has to work hard at this race of consistency. There's no room for sandbaggers in these races and anyone not running consistent laps will quickly be eliminated out of the back of the Pursuit. Watch out for the FAST guys, they'll be looking to catch you but they can't if you are consistent even if your lapse times are slower.

Each car gets several 20-minute practice sessions (6 to 7 laps) for qualifying lap times in the morning. We will help you get your First ET Pursuit Dial-in-Time figured out in these sessions (Or Boyd Ready will figure his own this time). The Track provides you a Transponder to place in your car. You get a printout of your lap times to help you figure your dial-in lap time, which you will use in the races. After all the practice we then will run the heat races starting after lunch.

Feature qualifying heats are (5) Laps with a maximum of 4 cars per heat (we pick the four in each heat) and the top two most consistent drivers in each heat will be placed in the "A" Feature Pursuit. The slowest drivers always start in the front of the Pursuit and the next slowest in second etc. It doesn't make any difference what order you come across the finish line as only the most consist drivers move on to the "A" Feature.

"B" Feature Races are for 3rd and 4th place cars from the qualifying heats with up to 4 cars running 5 Laps of competition and again where the slowest driver starts in the front of the Pursuit and the next slowest in second etc. The top driver from each "B" will move to the "A" feature.

Maximum slowest to fastest time in any heat or feature will be one minute. This just means that we will have spacing between when each car leaves the start line before the next car is allowed to leave leaves but the total between all the cars will only be one minute. An example would be 12 seconds between 4 cars. After you do this one time you will know how it works.

Racers will be spaced based on the 6-lap dial-in time difference but run 5 laps to help keep traffic flowing fast on likely no passing. You should never be passed in the Race if you run reasonably close to your dial-in time, which means you, have been consistent.

On the other hand passing will be allowed if needed and slower drivers being overtaken because they are well off their dial-in time will do a point by on their driver's side at the soonest safest opportunity and not be allowed to block faster vehicles. Keep in mind if everyone one is driving consistent laps we should hardly ever have any passing. You may not hold up traffic to win during any lap. If you exceed your total qualifying time and actually run too fast you will not be a winner in that heat. No timing or electronic systems will be allowed in your car (other than our transponders) as drivers must rely on their driving skills to not go too fast in any given race.

Example Red Car qualifying time is 2:00 and Blue Car is 2:05. In the Race the Blue car will get a 5 Second per lap head start. We will run 5 Lap races and do the time spacing based on 6 laps so in theory no car will ever get passed in the race and the Blue car should pass the finish line 5 seconds ahead of the red car. Again the Blue car gets a 30-second head start, not 25 seconds, and should still be ahead of the 2nd starting car by 5 seconds at the finish line. When each race is finished we will add up each participants 5 lap times to decide who was the most consistent and the finish order. The more you run this event the more addicted you will become. It's a ton of fun and you will likely keep slightly changing your dial-in time to try and win and not break out and lose.