



GENERAL COMPETITION RULES FOR AUTOCROSS

GENERAL CONDUCT:

1. Unsafe behavior will not be tolerated.
2. No alcohol or drugs.

REGISTRATION:

1. Each competitor must complete a tech sheet and place it under the windshield wiper.
2. All competing vehicles must complete and meet all tech guidelines with sign off by vehicle operator. (Event Chairperson(s) and/or Autocross Committee reserves the right to tech check the vehicle.)
3. All vehicles must have streetable exhaust, DOT tires and be an appropriate vehicle for competition. If there is any question, the Event Chairperson(s) or Autocross Committee determines vehicle eligibility to compete.
4. Registration closes 10 minutes before the safety meeting begins. Once closed, registration for the event is over. If you are late, you are a spectator.
5. All entrants must be available to work during the entire event. If a competitor does not participate in working the event, they will not be allowed to compete within the event, at the Event Chairperson's discretion.
6. If time permits, there will be fun runs. Only competitors and Chairperson(s) of the event may drive. They may take passengers who have signed the waiver and are wearing an approved helmet.

SAFETY:

1. Snell 95 or newer helmets. Rentals/Loaners may be available at all events.
2. Metal to metal seat belts for driver and passengers.
3. Remove all loose objects from interior, glove box and trunk. (Check under seats and above sun visors.) Driver's floor mat(s) and hubcaps must be removed.
4. Convertible owners (TT's, etc.) must pass the "Broomstick Test", i.e. there must be at least 2" of clearance between the top of the driver's and passenger's helmets and the imaginary line between the top of the car's front windscreen and the car's factory rollover protection or an installed roll bar/cage.

COMPETITION:

1. Passengers are allowed to ride with a competitor. A passenger must be a registered competitor.
2. All participants must compete in their run group as determined by class. Any deviation will be considered a DNF.
3. No competitor can change their position within the designated run group after cars have been set in the grid unless authorized by an Event Chairperson or a competitor has withdrawn.
4. No car can have back-to-back runs without a 3-minute cool down. An Event Chairperson may place the competitor in a different run group without any assessed penalty in order to accomplish this.
5. An entrant may register only one car per event.
6. You must compete in the car you registered. In the event of mechanical failure, you may compete in another registered competitor(s) car in your registered class with Event Chairperson(s) permission.
7. Pylon penalties: 2 seconds for each "down or out" pylon hit.
8. Deviation from course is an automatic DNF.
9. Hitting the timing gear is an automatic DNF. You will be financially responsible for any damage to the timing gear.
10. Any mediation at an event shall be directed to the Event Chairperson. The Event Chairperson can defer to the Autocross Chairperson (or their designee) to make the decision.

PROTEST PROCEDURE:

1. Protests regarding a vehicle's appropriateness, safety or classification may be lodged by any competitor regardless of the class he/she is competing in. All such protests must be presented to the Event Chairperson(s) not later than 15 minutes after the completion of the last run of the vehicle being protested and shall state specifically the grounds for the protest. An entrant whose vehicle has been protested must remain until the protest is ruled upon. Decision of the Chairperson(s) may be appealed to the Audi Chicagoland's Autocross Committee, in writing, within one week of the Chairperson(s) decision.

NO ONE IS EXEMPT FROM THESE RULES.

FINAL SEASON STANDINGS:

The final season point total for each driver will be based on his/her 4 best event finishes in one class. Points do not follow you from class to class. *To be eligible for year end autocross awards, a driver must be a member and have competed in at least two Audi autocross events during the season.* If a tie occurs at the end of the season, the individual's fifth points earning event results will be compared. If a tie still exists, it is a tie. The season points will be totaled as follows:

- 1st - 9 Points
 - 2nd - 6 Points
 - 3rd - 4 Points
 - 4th - 3 Points
 - 5th - 2 Points
 - 6th - 1 Point
1. Classes A through E are based on modification points for the car being driven.
 2. CORRECTION FACTORS: (used in the event of insufficient competitors to form a trophy competing event class.)
 - E car 100%
 - D car 99%
 - C car 98%
 - B car 97%
 - A car 96%
 3. In the event, there are less than three competitors in a class, the competitors shall compete in the next higher class for that event using the correction factor. Season points will stay in the cars class.
 4. All other modifications which are essentially for comfort or cosmetics are allowable (steering wheels, seats spoilers, etc.) with no extra points added.