

Scoring Overview

Surplus City Mud & Crawl Events will be using W.E.Rock scoring. This means that the lowest score is the best. While a score of 40 or 50 is the worst. This will be explained at the drivers meetings

Course Time:

10 minutes - Once time has expired vehicle must exit course with quickest allowable route possible. Time starts when either the vehicle's first tire or the spotter passes through the start gate. The course is complete when the front most tires pass through the finish gate.

Progression Points:

The course is divided into 4 sections each providing -1 progression point when the rear tires pass.

Reversal:

One point will be added. A reversal is considered when a driver puts the vehicle in reverse or backs or pushes the clutch, rolls backwards to gain an advantage. If a team starts in reverse a point will be added unless the team exits the course in reverse where the point will be taken back.

Gates:

Obstacles are marked with cones. Ten penalty points will be added to the score for every cone touched. All gates require 3 tires to be on, or in the gate to be counted. If the attempt is unsuccessful the team will be required to return and reattempt the gate to be counted for any additional progression points. Cone penalty will be counted when any part of the team, vehicle, vehicle's content, etc touch ANY part of the cone, including it's base, or cross over any part of the cone's "intended location". Points will not be added for wind, vehicle's exhaust, rock movement, that reposition the cone unless the intended location is breached.

Out of Bounds:

Once the competitor starts to touch the out of bounds, the driver or spotter will be given a warning of the infraction (all reversals, etc will be counted for this attempt). If the competitor continues further towards out of bounds, the team will receive all progression points and additions to that point and their attempt is discontinued. If the vehicle moves suddenly out of bounds, not allowing a warning, 10 points may be added and more than 50% of the vehicle out of bounds will discontinue competition.

Driver Order:

Determined by pill draw with possible second run in reverse order.

Late Entries:

Late entries will begin with an automatic 10 point addition. Competitors not in line when their name is called will go to the end of the line with an automatic 10 point addition.

Spotters:

May not touch the vehicle in an effort to manipulate the position of the vehicle and may be penalized without warning.

Spotter's Strap:

Must be long enough to keep the spotter at least 15 feet from the vehicle and 20 feet in front of the vehicle.

Protests:

Judgement calls will not be overturned by the Marshall. If a question arises over a cone, reversal, etc the team should timeout and discuss the situation. All other situations involving a concern over the application of rule can be addressed by the Marshall.

Drugs/Alcohol:

Drugs and alcohol will not be permitted in any degree during competition.

Tie Breaker:

Although this is not a rock racing event time will be recorded for complete course coverage and will be awarded to the lowest time.

Rear Steer:

A 5 point addition will be used if the rear wheels steer.