



GENERAL GRUDGE SHOOTOUT RULES:

Bike Category: All bikes will run as Grudge NT (No Times Shown).

Eliminations: Each shootout during eliminations will be no time and no tickets. Bike pairings for eliminations will be chips drawn before each round of eliminations.

Lock-Ins: Once a bike has locked in to a shootout/class it is non-refundable, you may sell or substitute your bike/spot for another bike.

Entry Fee: Once a bike has paid the balance of their entire entry fee into a shootout/class it is non-refundable. You will have 20 minutes max. to pay the remaining balance of your entry fee from the call or announcement from event director to come pay the balance or your lock-in will be forfeited. You can sell or substitute your bike/spot if you can not make the run, before 1st round eliminations.

Bike Substitutions: Bikes are allowed to be substituted for another bike up until the chips are drawn for 1st round eliminations. We will draw 1st round chips in the lanes.

Bike Breaks: If a bike breaks, stalls, or can not make the run during the time of eliminations, the opponent will have the option to continue to staging the tree and stage for the run, or push to the back of the line of that elimination round and wait on their opponent to get their bike started. (5 minutes max.)

If the broken bike does not start or not capable of making the run once their opponent has activated the tree, that bike will be disqualified and the other bike will be allowed to make a single pass to advance to the next round.

Bye Runs: All bikes must make a full pass each round to advance, even if a bike draws a bye chip. The bike must leave the starting line under it's own running power.

No Time Rule: All bikes that run in shootouts must be NT grudge bikes only, meaning a bike must not have shown times (flash boards) within a one year time period of doing so.

Bike Comparisons: You can not compete in a shootout with a bike of the same type model, build, application, features, etc. that you have competed with and shown times (flash boards) in a class. If you bring a bike of similar characteristics, both bikes must be present at the same time in working and running conditions capable of making a pass with both bikes. Event director has final decision.

Red Light: If a bike red lights at the tree against an opponent, it will be automatically disqualified. If both bikes red light during the same run, the tower will determine from the race computer system on which bike went red first. The other bike would advance to next round.

Staging/Burndown: Once both bikes have pre-staged the tree, both bikes will have 30 seconds to double stage, if either bike doesn't stage, the track lineman will point to each rider to go into stage, if neither bike goes in double stage both bikes will be disqualified. If one bike goes in double stage, the other bike have 7 seconds to go in and double stage before track system will timeout and that bike will be disqualified.

Foul: At any part of the run 1/8 mile or 1/4 mile (whichever length the race was determine before the run) competing against an opponent a bike or rider commits a foul, touching the center line or touching any part of the race track's timing system, cone, etc. before it's complete back tire crosses the finish line will be disqualified.

Winner: The winner of the run will be determined by the bike that breaks the plane of the finish line and activates the race track's win light first.

Light Malfunction: In the event of a win light malfunction or operator error, and a clear winner can't be determined at the end of the run, we will go to camera/video recordings (when applicable) and race tower computer system to determine the winner of the run.

Protest Challenge: A protest must be made before each round. If a bike is in question of a tech violation, all parties must be in attendance with tech management to challenge the dispute. Tech will investigate the dispute, if it is determine that the bike in dispute needs to be broken down to show that they are not in violation the bike in question must do so. The bike will only be broken down specifically to the area or violation that is in question. If the bike in question chooses not to break down, due to a valid dispute, it will be disqualified. Event director will make final desicion.

Bike Tech: All bikes can be checked for tech violations at anytime during the event by tech management. All bikes must comply with it's shootout/class rules that they are entering. (Refer to each shootout/class rules for clarification)