

2018 FAIRLY RELIABLE BOB'S CLUB CHALLENGE SERIES

Overview: Silver, Bronze & Copper Cup Points Divisions - Cars & Trucks with a dial-in of 10.00 & Slower
Hours: Gates Open at: 2 pm...First Round of Racing...6:30 pm (so please plan accordingly)...Concludes: 10 pm

SILVER CUP – LARGER-SIZED CLUBS...Open to any participating club with the potential of competing with 13 to a maximum of 26 entrants at any given Club Challenge event. Should your club have a significant number of interested racers (i.e. greater than 26 racers), we encourage you to start a second club with a different name. The overall team championship will be decided at the sixth event, Sept. 8th, while the Club Grand Championship will take place during the Halloween Classic (explained below). Silver Cup teams will compete for the top 16 individual qualifiers better known as the SWEET SIXTEEN in the run-off.

BRONZE CUP – MEDIUM-SIZED CLUBS...Open to any participating club with 7 to 12 entrants (*all total, you can have more than twelve different racers during the 6-race series, but a maximum of 12 or fewer racers per race*). The overall team championship will be decided at the sixth event, Sept. 8th, while the Club Grand Championship will take place during the Halloween Classic (explained below). Note to team captains: if your club attracts 13 or more entrants at any of the events, you will automatically be upgraded to the next level. Bronze Cup teams will compete for the top twelve individual qualifiers better known as the DIRTY DOZEN in the run-off.

COPPER CUP – SMALLER-SIZED CLUBS...Open to any participating club with the potential of competing at each event with 6 or fewer entrants (*all total you can have more than six different racers during the 6-race series, but a maximum of 6 or fewer per race*). The overall team championship will be decided at the sixth event, Sept. 8th, while the Club Grand Championship will take place during the Halloween Classic (explained below). Note to team captains: if your club attracts 7 or more entrants at any of the events, you will automatically be upgraded to the next level. Copper Cup teams will compete for the top twelve individual qualifiers known as the DIRTY DOZEN in the run-off.

TEST `N TUNE RUNS...Due to the size of the Club Series events, **limited test `n tune/ practice/licensing runs** for non-club competitors will be made available at these races. If you plan to join us at any of the Club stops, you'd better be prepared to race on a team (or start a new one).

PUNCH CARDS...are randomly issued at the Club Challenge events. It's our goal to try to get everyone two runs, but acts of Mother Nature can preclude this from happening. Due to circumstances beyond our control, we may on occasion start eliminations prior to everyone getting a chance to make a time run (or two). Your understanding is appreciated.

CATEGORIES EARNING TEAM POINTS...Five non-electronic divisions will be open for club points, which includes: Club #1 (10.00 – 11.49), Club #2 (11.50 – 12.99), Club #3 (13.00 & Slower) for the experienced and/or Gold Cup racer, Club #4 13.00 – 15.49 (novice racer), Club #5 15.50 & Slower (novice racer). Note: Club #4 and/or #5 novice racer automatically moves up to Club #2 or #3 following two eliminator wins at any event. **DIAL-INS AT CLUB EVENTS:** You must dial into the class you are running during the first round. After the first round, you can dial down a maximum of one tenth (.10) under the parameter for your class. No dial in may be quicker than 10.00 seconds.

CLUB PARTICIPANT CHAMPIONSHIP...Each individual will compete for points within your own club, with a grand championship to be decided at the Halloween Classic in mid-October. There will be a 1st, 2nd, 3rd, etc. individual ranking for each driver who competes in the each of the five categories throughout the season. A run-off will take place during the Classic in both the "SWEET SIXTEEN" (Silver level) or "DIRTY DOZEN" (Bronze and Copper level). To qualify for runoff, a racer must run minimum of **two** Club events during season. The champion of each team will then return for the final run-off, where a Club Grand Champion will be crowned. The individual point's chase will be open to each of these three categories throughout the first six events. Due to the remote possibility of inclement weather, we will enact what's known as the Random Tech Card Draw if necessary. Following the "Draw", the run-off final will be run on the track (if weather permits). A time run will not be guaranteed prior to runoff.

RUNOFF AT CLASSIC...The **MINIMUM** number of racers for any individual club at the Classic is **FIVE (5)**. It is the responsibility of your club captain or representative to field a team of 5 or more at Classic. A Combo Club division will be offered for clubs fielding 4 or fewer racers. The Combo Club class will be eligible to compete in the runoff providing the field includes greater than 5 racers. Only qualified racers who have competed at a minimum of two (2) Club races during season may compete in Runoff. Please be aware that the entry fee (and crew pass) for the Classic is higher than a standard Club race. With your entry, you are eligible to run both the run-off and the Classic on Saturday/Sunday in the category you have signed-up for.

JOINING A CLUB...Once you join and register for a club, you are required to stay with your original club for the balance of the series. Remember, with this format (outlined above), you'll be accruing points individually within each of your teams throughout the first six races, so there won't be a reason to go elsewhere to compete. **Good luck to everyone** - hope you not only succeed in the club series, but also as a driver, in your own individual points chase.

LET'S REMEMBER, THE CLUB SERIES WAS ORIGINALLY DESIGNED AND WILL CONTINUE TO BE FUN FOR EVERYONE...As we've said all along, it's **YOUR** "end-of-week, after-work" outlet to go fast for 1320 feet. We invite everyone from the grandparents to the little ones to come enjoy all the fun on Friday nights. The club points series and format has been created to maintain the team spirit amongst your clubs, and also create an incentive for you to qualify as one of the **BEST TEAM PLAYERS** for your club and try and earn a spot in the Classic Runoffs in October. Do your club a favor—enjoy the good times and friendships at each of the Friday night races, and (to reuse a phrase that you've heard from us before) it should be **TONS OF FUN** in the **SUN** this **SUMMER**.