



Time Trial Competition Rule Book

Overview

The Time Trial Competition is a racing event where participants aim to achieve the fastest lap time over a series of runs. Each competitor completes two runs, each consisting of three laps, and the fastest lap time from each run is averaged to determine the final ranking.

Objective

To set the fastest average lap time based on the best lap from each of the two runs, showcasing speed, consistency, and skill.

Rules and Procedures

1. Event Structure

- **Runs:** Each competitor is allowed **two runs**.
- **Laps per Run:** Each run consists of **three laps**.
- **Timing:** The **fastest lap time** from each run is recorded.
- **Final Score:** The competitor's final score is the **average of the fastest lap times** from the two runs.
- **Winner:** The competitor with the **lowest average lap time** is declared the winner.

2. Run and Lap Regulations

- **Lap Timing:** Timing begins when the competitor crosses the start line and ends when they cross the finish line for each lap.
- **Valid Laps:** A lap is valid only if the competitor completes the course without violating track boundaries or other rules (see Penalties).
- **Run Completion:** A run is considered complete when all three laps are finished, or the competitor is unable to continue due to mechanical failure or other issues.

3. Scoring

- **Categories:** Unlimited class, Middleweight class, Thunderbike as per ASRA GP rules
- **Lap Selection:** The fastest valid lap time from each of the two runs is selected.
- **Average Calculation:** The two fastest lap times (one from each run) are averaged to determine the competitor's final score.
 - Example: If a competitor's fastest lap in Run 1 is 1:20.5 and in Run 2 is 1:19.8, their final score is $(1:20.5 + 1:19.8) / 2 = 1:20.15$.
- **Ties:** In the event of a tie, the competitor with the single fastest lap time across both runs will be ranked higher.

4. Penalties

- **Track Violations:** Cutting corners, exceeding track limits, or failing to follow the designated course will result in the lap being invalidated.
- **False Start:** A false start will result in a warning for the first offense. A second offense may lead to disqualification from the run.
- **Unsportsmanlike Conduct:** Any behavior deemed unsafe or unsportsmanlike (e.g., intentional blocking, reckless driving) may result in penalties or disqualification at the discretion of the officials.
- **Invalid Laps:** If no valid laps are recorded in a run, that run's score will be marked as "Did Not Finish" (DNF), and the competitor's average will use the valid lap time from the other run (if available) or result in disqualification.

5. Event Logistics

- **Practice Sessions:** Competitors may be allowed practice laps before the official runs, as determined by the event schedule.
- **Start Procedure:** Competitors will start their runs individually, with a timed gap between each start to avoid congestion.
- **Weather Conditions:** The event will proceed in various weather conditions unless deemed unsafe by the organizers.
- **Interruptions:** If a run is interrupted (e.g., due to an incident or weather), organizers may allow a re-run or adjust the schedule as needed.

7. Appeals and Disputes

- **Protests:** Competitors may file a protest regarding timing, penalties, or other issues within 30 minutes of the results being posted.
- **Review Process:** A designated panel of officials will review protests and make final decisions.
- **Finality:** All decisions by the officials are final and binding.

8. Awards

- Winners of each class \$100 with a minimum of 8 riders in your class
- Unlimited, Middleweight and Thunderbike classes