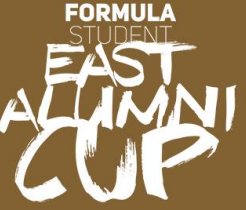


Scoring



Discipline	Description	Max Points
Acceleration	Same as years before	75
Wheel push acceleration	The quickest elder wins	50
Top performance style	The top 3 clothing style wins (while accel.)	25
Skid pad	Same as years before	75
Auto-X	Same as years before	150
Endurance	Same as years before, pointsystem below	300
Edurance plus	For the fastest endurance run	25
Fix bonus	Depending on the build year	100
Drift event	Gymhkana style challenges	100
Senior got talent	Best performing senior (car)	75
Flunky Ball	On the campsite, schedule tbd	25

Scoring



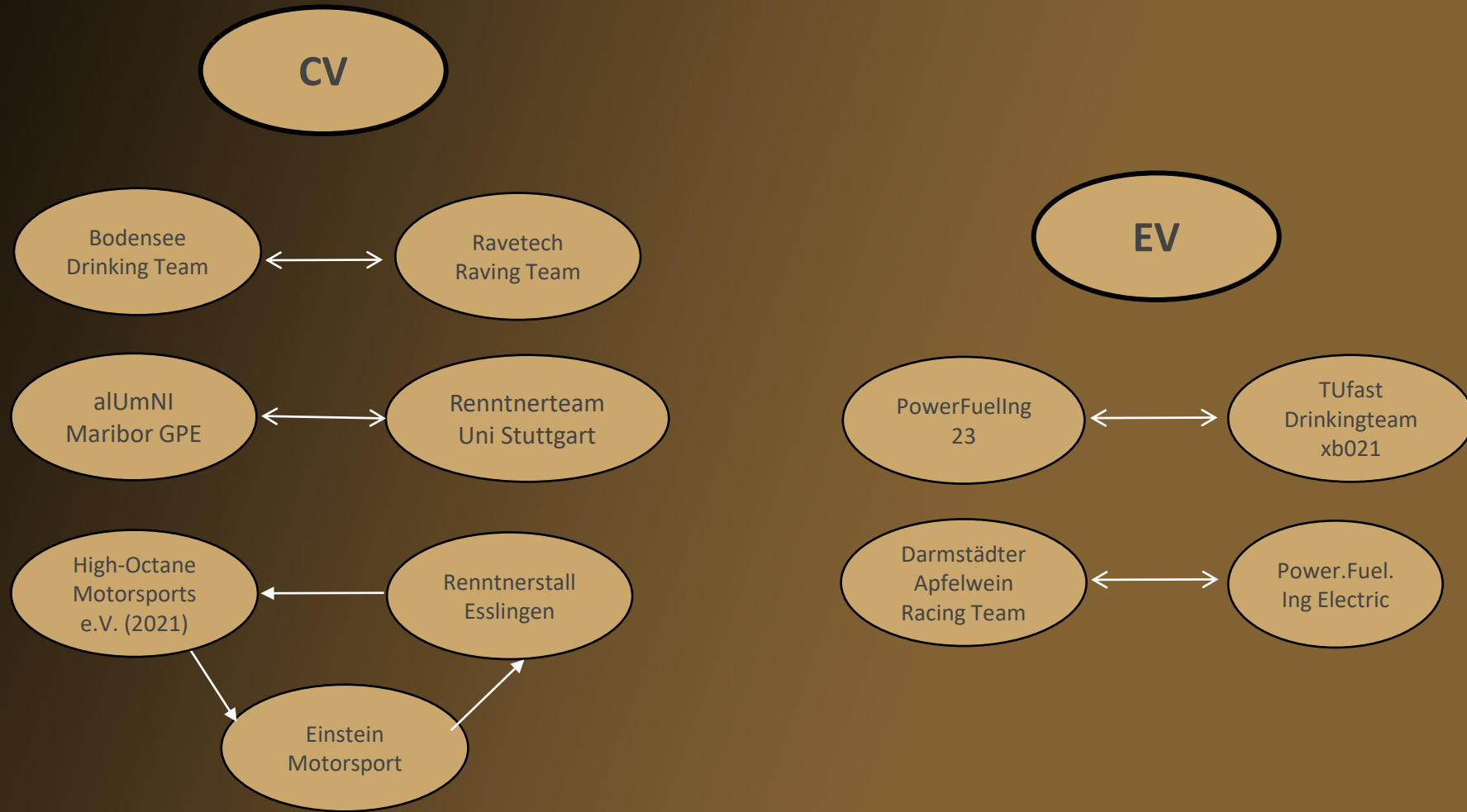
- Acceleration
 - The same rules and point system calculation apply as in the FS East 2024 main competition
- Wheel push acceleration
 - Push a wheel through the finish line. The only rules are that the wheel always needs to touch the asphalt and the “driver” cannot overtake the wheel. Based on the performance points (time + penalty) will be distributed by places: 50-34-22-12-8-5-3-2-1
- Skid pad
 - The same rules and point system calculation apply as in the FS East 2024 main competition
- Autocross
 - The same rules and point system calculation apply as in the FS East 2024 main competition.
- Endurance
 - Similar rules and point system calculation apply as in the FS East 2024 main competition. The time calculation differs as following:
Only the best (x) lap average time counts where; (x) = (car's first competition year) - 2000
Taken cones will be counted before the average calculation for the whole run
Penalty calculation: Avg. Penalty = Total Penalty / Succeeded laps. The Avg. penalty will be added to each lap time. Maximum allowed distance is the length of an endurance race.
Endurance time = (Avg. Best Lap time + Avg. Penalty) * #max endurance laps

Scoring



- Endurance Plus
 - Only if the car finishes the whole endurance distance.
The fastest endurance time (incl. penalties) will be rewarded with 25 points.
- Fix bonus
 - The bonus of 100 points will be given if the car finishes (car's first competition year – 2000) laps
- Drift event
 - In this special event will be challenges on a designated area where depending on the team's performance maximum 100 points can be reached.
- Senior Got Talent
 - Show the most special / best / funniest performance with your car included at the front of our jury.
For a maximum of 75 points.
- Flunky Ball
 - No explanation needed, points: 25-15-10-10-5-5-5-5, schedule tbd.

Scrutineering





Day 0 is open for friendly matches and practice



Flunky Ball Championship

