

NASA-X Rules and schedule: (March 2004 Update)

Order of Events

1. Registration opens at 7:30 a.m. and closes at 8:45 a.m.
2. Late registration opens 8:45 a.m. and closes at 9:00 a.m. (\$5 fee applies).
3. Entry for NASA members is \$30. Non-member entry is \$40.
4. Tech inspection opens at 8:00 a.m. and closes at 9:10 a.m.
5. Novice Course walk is at 8:45 a.m.
6. The mandatory drivers meeting is at 9:15 a.m.
7. The Novice Meeting immediately follows the Driver Meeting.
8. Open Practice laps occur after each group grids for the first time and before they take any hot laps. Open practice is run at half speed and will be just one lap.

General rules and info

1. 10 mph speed limit when not on course. Violators will be ejected.
2. Never leave anything on the ground in the grid (keep stuff in paddock area)
3. Don't run over anyone's stuff.
4. No riding on hoods, trunks, etc.
5. Work assignments are mandatory. Failure to appear for an assignment without the consent of the Worker Chair or Event Director will result in a DNF for the event and none of your times will be posted with the on-line results. Repeated failures to appear will result in a season-long suspension.
6. The Drivers meeting is mandatory.
7. Everyone must sign the waiver, including spectators. Wristbands must be worn on the left wrist.
8. Fun runs are \$2 for Non-NASA members and \$1 for members. Only registered drivers in cars that passed that day's tech inspection are permitted to do fun runs. Passengers are allowed with a signed waiver and a helmet.
9. No switching cars during competition. In the event of a breakdown where you have access to another car to finish your runs in, only the set of times in the car you finish with will be counted. You will still only receive a total of 8 timed runs. An Event Chair must be contacted before you are allowed to drive a different car.
10. It is the driver's responsibility to change numbers on the vehicle on multiple-driver cars.

Pre-tech inspection

After you register and sign the waiver, you will take your car to tech where it will be inspected for safety. Have the card you got at registration with your work assignment and car info ready. The following basic prep work must be done before you take your car to tech:

1. Remove hubcaps and/or wheel trim.
2. Be sure there are no fluid leaks.
3. Make sure your battery is securely attached.
4. Empty interior and trunk of all loose items - floor mats, change, radar detectors, jack, spare tire, paperwork, etc., please be thorough.
5. No excessive wheel/bearing play,
6. Check that all your lug nuts are tight.

7. Check for good tire pressure and tread depth.
8. Have a Snell 90 or later helmet, or ask for a loaner, which are available in limited quantities.
9. Securely mount video cameras and have an auxiliary safety strap.
10. Clearly display your number and class on both sides of your vehicle. Tape and shoe polish are both available and acceptable. Numbers must be a minimum of 10 inches high.

Novices and instructors:

1. After tech, novices should have dots on both passenger's and driver's sides of the windshield. All entrants should have a sticker on driver's side windshield.
2. No passengers except approved instructors.
3. Instructors must remain in student's car until you are back in the grid.
4. If a novice allows an instructor to drive his/her car during the novice's heat, that run counts against the novice's total laps and the time will be recorded as a DNF. It is the instructor's responsibility to notify timing and scoring before they drive a novice's car.

When on the course:

1. Open front windows fully.
2. Come to a full stop after every run in the place designated at the drivers' meeting.
3. If red flagged: Stop your car, wait to be told to proceed, finish your lap at half speed and, unless you were the problem, get a rerun.
4. Downed/misplaced cone: Stop and point at the cone, finish your lap at half speed and get a re-run.
5. Cone penalties:
 - Knocked down = 2 seconds
 - Out of box (up or down) = 2 seconds
 - Standing and touching box = no penalty.

Failure to abide by our rules may result in a DNF for the event and/or a suspension for a time to be determined by the directors. If a car is deemed to be in the wrong class, the NASA Directors reserve the right to adjust accordingly.

Timing & scoring

Single-event winners are determined by the single fastest lap times within a class. Season championship scoring is partly based on a total of eight runs. Your slowest run is thrown out and your overall time is a total of your best seven runs. Points also will be awarded for fastest single laps. Consistency is almost as important as speed. The Class season championships are based on combined points (lap and overall) in a class for the entire season. Only NASA members are eligible to compete for season championships. The NASA regional Overall Champion is awarded to the racer accumulating the most total points from any number of classes. In the event of a tie, the winner shall be the driver with the most number of outright event wins, then 2nds, then 3rds, etc.

Fast time: 1st-10 points; 2nd- 7; 3rd-5; 4th-3; 5th-1 point

Overall times: 1st-7 points; 2nd-5; 3rd-3; 4th-1 point