

Enduro Race Scoring Procedures

Scorers meeting ½ hour prior to race time

Held in grandstand area that is reserved for scorers

Must have 2 scorers per car and must sit as far apart as possible

Can use 1 hand scorer and a transponder vs 2 hand scorers

Any communication with your scoring partner will result in your cars disqualification

No cell phone use, No comparing score sheets

You may use a 3rd scorer to fill in for 1 of the 2 primary scorers if a break is needed (Bathroom, food, drink ECT...)

Scoring Procedure

Mark the time that you see on the clock on the score sheet each time your car crosses the start/finish line if the clock is shut off when crossing do not score that lap.

If car does not cross start/finish under its own power still score that lap

Boxes run from top to bottom and are numbered for each lap **Example box 1 is for lap 1**

Red/Yellow Flags

If your car crosses the start/finish line (flag stand) while red/yellow flag comes out count that lap unless clock has been shut off. Once clock stops all scoring must stop. Racing will resume when officials feel it is safe

Pit Stops

If your car goes into the pits put a letter (P) in the next empty box on score sheet when your car comes back out of pits resume scoring as soon as it crosses start/finish line. The driver does not have to complete a full lap to be scored that lap. This lap would be put in the same box as the letter (P)

Mandatory Pit Stops (Yellow flag)

These are scored the same way as a normal pit stop but you would put a (MP) in the box instead of a (P) The (MP) will last 10 – 15 min

NOTE: score your car every time it crosses the start/finish line unless clock has stopped or the clock is covered

- When finished racing make sure to turn score sheets in together to the stage workers as they will be asking for them in a certain order. Turn in score sheets even if your car does not finish race.