

1. General rules

1.1 Car classes:

Class	Cars
SuperCars	RB4
SuperNational Open	LX6; RAC; FZ5
SuperNational 2000	FXO; XRT; LX4
RWD	XRG
XF	XFG
UF	UF1

1.2 Each class has its own separate part of the competition.

1.2 Each part of the competition starts with the 15 minutes classification.

1.3 Players are divided into groups according to the times obtained in qualifications.. The number of groups will depend on the number of players.

1.4 The individual groups are running the qualifying races. After the first run the groups change, that is, the first go with the first, the second with the second. The number of runs depends on the number of groups.

1.5 In qualifying races, players collect points:

- 1msc 1p
- 2msc 2p
- 3msc 3p
- 4msc 4p
- ...and so on.

1.6 Competitors **WITH THE SMALLEST** number of points go further to the semi-finals and then to the final.

1.7 You are obligated to go joker lap every elimination, semi-final and final race.

1.8 The winner of the competition is the winner of the final in the SuperCars class.

2. Penalties

2.1 Joining without calling - kick, and next ban!

2.2 Penalties for too early start are imposed according to the game system.

