

1. General rules

1.1 Car classes:

Class	Cars
AWD	RB4
RWD	XRG; LX4; LX6; XRT; RAC; FZ5

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

1.2 Each part of the competition starts with the classification during which the players will be called out in random pairs.

1.3 The competitors will be paired based on the times from the classification.
(TOP32, TOP16, TOP8, TOP4 etc.)

1.4 The winner is a player who wins twice.

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;
for hitting tires 5 seconds penalty, tire must fly away for gain penalty;
for avoiding part of track - from 30 seconds to dsq.

