

# Donnelly Blasting Services QDRC OUTLAWS BRACKET FORMAT

## **Qualifying:**

All qualifying is based on reaction times.

## **Round 1:**

All vehicles are seeded using the IHRA Sportsman seeding sheet. They are seeded based on reaction times in their first qualifier.

Lane choice will go to the higher qualified competitor.

5 points for a win and 2 points for a loss.

## **Round 2:**

Winners from round 1 continue on as per seeding.

Losers from round 1 will pair together as they arrive in the lanes. There is no seeding for the losing cars. If there is an uneven number, the bye is randomly chosen by the Bracket Marshal.

Lane Choice will go to the competitor with the lower dial in for the round.

3 points for a win and 2 points for a loss.

## **Round 3:**

Winners of both round 1 & 2 continue on as per original seeding. All remaining vehicles pair randomly ensuring where possible they don't run the same car a second time. If there is an uneven number, the bye is randomly chosen by the Bracket Marshal.

Lane Choice is the competitor with the lower dial in for the round.

5 points for a win and 2 points for a loss.

## **Final:**

The finalist will be from the remaining undefeated cars. If when seeded, we had 16 cars or less we will have 2 cars remaining who will be the finalists. If there are more than 16 cars we will have 3-4 undefeated cars. The finalists will be decided by the QDRC system below

- More than two competitors with three wins – the final will be contested by the two competitors who perform best in relation to their dial-in (no break out or red light) on their last run.
- If there is only one competitor with three wins - the other finalist will be the competitor with two wins who performs best in relation to their dial-in (no break out or red light) on their last run.
- In the event of a tie in any of the points for the finalist the tie break will be the best reaction time on the last run.