

2023 GOODGUYS CPP AUTOCROSS SERIES RULEBOOK

(Revised 1/5/2023)

ABOUT GOODGUYS CLASSIC PERFORMANCE PRODUCTS (CPP) AutoCross RACING SERIES:

Welcome to a fun, exciting and competitive AutoCross racing series. Our mission is to “Produce a competitive racing series that showcases driver skill, highlights industry innovation, and excites passion for the automobile.”

In order to provide a safe and competitive place to race, Goodguys has six racing classes ranging from a first-time experience to novice competition, to professional racers. The class structure accommodates a range of qualified vehicles in stock trim, mildly modified street cars, aggressive street prepped track cars, and fully prepped competition race cars. Our goal is to position competitors in a class that allows for skill and vehicle development. Our sponsor partners are racers, engineers, and manufactures who help our competitors as they develop their cars and passion for AutoCross. Welcome to the Goodguys CPP AutoCross Racing series. Let’s be respectful, strap in, and have some fun.

OUR SPONSORS

Producing a safe and competitive racing series takes a lot of effort from the Goodguys CPP AutoCross staff, racers, and our sponsors. Every sponsor helps promote the success of Goodguys CPP AutoCross, while keeping the costs low and supporting the racing community. We could not produce this racing series without these great partners. Please help us support these great companies and thank them for their support this season.

Series Title Sponsor: [Classic Performance Products \(CPP\)](#)

ProX Class: [Speedtech Performance](#)

Pro Class: [Summit Racing Equipment](#)

Street Machine Class: [Forgeline Wheels](#)

Sports Car Class: (Open)

Challenger Class: [FiTECH Fuel Injection](#)

Truck Class: [No Limit Engineering](#)

All-American Class: (Open)

Live Timing: [Optima Batteries](#)

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Note: **Yellow highlights** indicate the most recent updates and changes for 2023.

1. EVENTS FORMAT

- 1.1. National events are defined by three-day Goodguys events. Each National event will have class winners from qualifying Friday and Saturday until 3pm. Sessions will start with PRO-X, PRO, TR, SM, SC and CH so everyone has the same amount of runs each day. At around 3pm, class winners will be announced to set the five 4-car ladders from the quickest overall qualifying times and 20 cars and drivers will set the shootout field. This includes (4) PRO-X, (4) PRO, (4) SM, (4) TR, and (4) SC sets the ladders. If a class does not have 4 entries to fill the field, cars will be added from the other class to set a 4-car field for each shootout.
- 1.2. Get-Together events, defined by two-day events in Pleasanton, CA. There is no year model cap at Get-Together events, which will allow All-American Class cars to compete on Saturday and Sunday. Qualifying on Saturday and Sunday will take place until around 11am at which time five, 4-car ladder will be set from the quickest overall qualifying times. These 20 cars and drivers will be part of the event shootout. The fastest (4) PRO-X, (4) PRO, (4) SM, (4) TR, (4) SC and (4) AA sets the ladders. If class does not have 4 entries to fill the field, cars will be added from the other classes to set a 4-car field for each shootout.
- 1.3. Tech will open at 7am please stay with your car until it has passed tech and received your decal.
- 1.4. Tech will close around 9am and re-open at noon to 1pm for any new cars running. You must pass Tech and walk the track to qualify to run, or ride with someone for two laps.

2. GENERAL RULES FOR ALL COMPETITORS

- 2.1. All drivers must be current Members of Goodguys Rod & Custom, Inc. (Goodguys).
- 2.2. All drivers must be registered as an AutoCross Participant for the event they are competing in.
- 2.3. All drivers must be 18 years of age or older at the time of competition and must meet the minimum height requirement of 4 feet, 9 inches tall.
- 2.4. All drivers must possess and provide a current and valid state issued driver license and proof of insurance prior to competition.
- 2.5. All drivers must accept all terms & conditions as set for by Goodguys Rod & Custom, Inc. and sign an event waiver and release of liability form for each event in which they compete.
- 2.6. Helmets are required in all classes for drivers and passengers, DOT or SFI approved.
- 2.7. No passengers (ride-a-longs) are permitted at any time.
- 2.8. All vehicles must be fully licensed and registered and must display current registration tags

2.9. All vehicles must be teched before competition. Upon passing tech, an event-specific window sticker will be issued by Goodguys and **MUST** be clearly displayed on the vehicle throughout the racing event weekend.

2.10. After any incident, the vehicle must stay in the exact location where the incident took place for a Track Safety Inspection. Additionally, after any incident, the vehicle must be re-inspected.

2.11. The registered name on the vehicle window sticker will be the only driver allowed to drive the vehicle in a competitive class. If you have two drivers, you must have two window stickers with each driver's name.

2.11.1.1. Driver #1 will be in a class for competition

2.11.1.2. Driver #2 may only drive in FUN runs only and must drive after the Driver #1

2.12. Drivers may gain points in a class in more than one car per event as long as:

2.12.1.1. Both cars are registered under the driver's name

2.12.1.2. Proof of insurance is provided for both cars

2.12.1.3. Only one car can be considered for "Duel in the Desert" year-end shootout consideration. If a racer finishes top 5 in two classes, they will have to choose one class for Duel In the Desert invite consideration

2.13. Cars can only run in one class unless there are two drivers and two vehicle registration stickers.

2.13.1.1. Driver #1 will be in a class for competition

2.13.1.2. Driver #2 may only drive in FUN runs only and must drive after the Driver #1

2.14. If someone else other than the registered driver drives the car in a class, times will not count and the #1 driver's run for that session will not count. A second violation of this rule will eliminate the car from competition for the remainder of the event.

2.15. Once a driver and car are entered into the "Duel in the Desert" year-end shootout, that car cannot gain any points for any other driver and is the only car that driver can drive in the "Duel in the Desert" Shootout

2.16. **All drivers will have a "driver number" assigned to them** for the purpose of registration and points tracking. If a driver competes in multiple classes, they will need multiple driver numbers. The number will be tied to the driver and class for the year. If a driver changes classes at any point in the season, the number can transfer, however the points from their previous class will not.

- 2.16.1.1.** Numbers will be assigned based on availability. Goodguys will accommodate requested numbers if it's available but cannot guarantee requests.
- 2.16.1.2.** Drivers may affix their number to their vehicle if they choose, but it's not required.
- 2.17.** Not stopping at the exit stop sign is an Off-Track penalty with NO time recorded.
- 2.18.** A driver can come in contact with a cone and not get a penalty. Drivers will receive a penalty if cone(s) knocked over or pushed out of the box per cone penalty diagram.
 - 2.18.1.1.** If racing a two-lap track and the vehicle hits a cone on the first lap, the vehicle must drive around the chalk box on the next lap to avoid another 2-second penalty. The chalk box becomes the cone on the second lap no matter where the cone is located as the cone is considered a "dead cone." SEE CONE PENALTY DIAGRAM FOR AN ILLUSTRATION OF CONE VIOLATIONS.
- 2.19.** When a car comes off the track, the next car up must be lined up and ready to run within three minutes. Failure to be ready results in a DQ for the car that should be staged for that round. If it's a shootout round, the car will be eliminated from the shootout.
- 2.20.** Drivers who qualify for the event shootout must run a Goodguys shootout decal
- 2.21.** Competitors must be present at the end of competition for pictures and awards at the track if you are the class or shootout winner on Saturday of National events and Sunday of the Get-Togethers
- 2.22.** No unsafe driving will be tolerated.
- 2.23.** NO BURNOUTS to (or) at the starting line (or) outside the safety area. Any driver who violates this rule will be disqualified, and the car will not be allowed on the track for the remainder of the event.
- 2.24.** Each participant is responsible for any and all damages brought on by themselves or their vehicles at the event. They are held responsible for any damages, legal fees and clean-up fees by facility or event coordinators. This includes the timing equipment on the track.
- 2.25.** All decisions made by race officials will be enforced and are final.
- 2.26.** Smoking is not permitted in the pits, grid area or inside the racing area at any time.
- 2.27.** No alcoholic beverages allowed for driver or crew members in the pit or track area.
- 2.28.** Any verbal or physical action towards any Goodguys staff will result in a disqualification for that event.

- 2.29. All rules are subject to change and Goodguys has the final say and decision.
- 2.30. Goodguys may adjust rules during the season.
- 2.31. Goodguys staff has the final say on all decisions at the track.

3. CAR SAFETY RULES

- 3.1. DOT tires that are available to the public from a commercial retail outlet at the time of the event and UTQG treadwear will be limited to 200 minimum (front and rear). All tires series must come in a minimum of four sizes, (with the exception of Pro-X Class) which may run any commercially available UTQG 200 treadwear tire. Any treadwear rating below 200 or not visible will be exhibition only and times will not be recorded or promoted. No tires can be down to the wear indicators. Front tire size maximums are included for each class in (section 4). Kumho ACR 200 TW tires are not legal for competition in any class with the exception of the Fun Run Class.
- 3.2. Must have all lug nuts on each wheel and must remove hub caps during runs if equipped.
- 3.3. Wheel bearings must have no play.
- 3.4. Batteries must be mounted securely by mechanical fasteners to the body or chassis.
- 3.5. Overflow catch can for the radiator is mandatory.
- 3.6. All hoses must be in good condition with no cracks, swelling, deterioration or leaks.
- 3.7. Brake pedal must have good resistance and not go to the floor.
- 3.8. All wheels must have working brakes of at least 50% of original thickness and fluid must be full with no leaks.
- 3.9. Steering column must be tight and secured; no binding or looseness.
- 3.10. Seats must be mounted securely to the body or chassis.
- 3.11. Seat belts must be a minimum of a lap belt and secured to the body, bar, seat anchor bolt or frame. Any passenger riding must have a seat belt of the same caliber as the driver.
- 3.12. Gas cap or tank vent cannot leak on the track and the tank must be securely mounted.
- 3.13. The fuel tank must be mounted in stock location or SFI/FIA fuel cell mounted securely. (Trucks may relocate tank)

- 3.14.** Exhaust must exit outside of the body, behind the driver and be securely installed. Mufflers are required with no open exhaust or open headers allowed (98db max/idle @ Del Mar)
- 3.15.** All entries must have all body panels of such vehicles (Fenders, doors, hood, deck lid and bedsides on trucks). Body must be within 10% of original production decided by Goodguys.
- 3.16.** Must have front and rear glass or lexan and side windows must be rolled down during run times.
- 3.17.** Brake lights must always be working on the track.
- 3.18.** Throttle must have a return spring with no binding.
- 3.19.** No leaks under the vehicle.
- 3.20.** Open top cars must have a roll bar over the driver's head. If a passenger is riding, a roll bar is required for them as well. No helmets can protrude above the roof or roll bar.
- 3.21.** All loose items must be removed from the vehicle including floor mats.
- 3.22.** If the track needs to be altered during competition, all times will be thrown out and new times will be run for all participants with time permitting.
- 3.23.** Re-runs or round robins must be at least 10 cars or 10 minutes between runs (except shootouts).
- 3.24.** Weight ballast must be properly secured. If it comes off during the event, you are disqualified for the weekend.
- 3.25.** Chassis/Suspension: All vehicles with stock chassis and/or modified suspension systems that are commercially available will be considered legal to run in any eligible class based on the following considerations:
- 3.26.** Commercially available aftermarket production chassis' where the factory body mounting and floor pan location is OE configuration; bolt-on and weld-on front subframes commercially available; bolt-on and/or weld-on rear irs and 4-link suspension kits commercially available; driver and passenger front factory/OE floor pan locations are unaltered and intact; all approved aftermarket suspension and chassis components must be commercially available and legal for street use. This may include companies like Speedtech, Ridetech, Roadster Shop, TCI, Detroit Speed, Speedway Motors, QA1, No Limit Engineering, and other street legal production parts manufacturers.
- 3.27.** All vehicles with a custom fabricated, professionally built, or manufactured tube chassis will be considered a Pro-X class car. This includes heavily cut, sectioned and modified production frames, chassis with altered floor pan dimensions and locations, and full tube chassis.

- 3.28. All cars are subject to tech inspection. Final say on chassis rule interpretation is at the sole discretion of Goodguys Tech prior to assigning a designated class.

4. CLASS SPECIFIC RULES

4.1. SPEEDTECH PERFORMANCE PRO-X CLASS: PRO-X

- 4.1.1. PRO-X Class vehicles must be 1998 or older representing a production car.
- 4.1.1.1.1. Year model will be verified by the VIN number on the vehicle; any vehicle with a production year VIN newer than 1998 will only be eligible for All American Sunday competition at National Events.
 - 4.1.1.1.2. Custom-built kit cars, such as Factory Five and others with a state assigned VIN must represent a production car of the same eligible year-span to be eligible.
- 4.1.2. Weight - PRO-X class consists of vehicles that do not meet minimum weight for other classes. Goodguys reserves the right to adjust weight at their discretion.
- 4.1.3. Full tube chassis race cars run in ProX. Full tube chassis is defined in section 3.25.2.
- 4.1.4. Tires: Any 200 treadwear tires, with the exception of Kumho ACR 200 TW tires which are not legal for competition in any class except FR; no front tire size restriction.
- 4.1.5. All cars must run the Speedtech Performance Pro-X class decal.
- 4.1.6. Open top cars must have a roll bar over the driver's head. If a passenger is riding, a roll bar is required for them as well. No helmets can protrude above the roof or roll bar.
- 4.1.7. The PRO-X Class will compete with a points system for the season winner. **Please reference Section 5 (POINTS) for points earning and calculation.**

4.2. SUMMIT RACING EQUIPMENT PRO CLASS: PRO

- 4.2.1. PRO Class vehicles must be 1987 or older, representing a production car.
- 4.2.1.1.1. Year model will be verified by the VIN number on the vehicle; any vehicle with a production year VIN newer than 1987 will not be eligible to run Pro class.
- 4.2.2. PRO-Class: All production vehicles will run a minimum weight based on the following:
- 4.2.2.1.1. Pro car with 8-cylinder engine: 3,200 LBS.

4.2.2.1.2. Pro car with 6-cylinder engine: 3,000 LBS.

4.2.2.1.3. Pro car with 4-cylinder engine: 2,500 LBS.

4.2.3. Tires: 200 treadwear tires commercially available in a minimum of four sizes, with the exception of Kumho ACR 200 TW tires which are not legal for competition in any class except FR; maximum front tire width is 315mm.

4.2.4. All cars must run the Summit Racing Pro class decal

4.2.5. Open top cars must have a roll bar over the driver's head. If a passenger is riding, a roll bar is required for them as well. No helmets can protrude above the roof or roll bar.

4.2.6. The PRO Class will compete with a points system for the season winner. Please reference Section 5 (POINTS) for points earning and calculation.

4.2.7. Goodguys reserves the right to move any car to PRO-X as they see fit during the season.

4.3. FORGELINE STREET MACHINE CLASS: SM

4.3.1. All vehicles must be 1987 or older, representing a production car.

4.3.1.1.1. Year model will be verified by the VIN number on the vehicle; any vehicle with a production year VIN newer than 1987 will not be eligible to run Street Machine class.

4.3.2. SM class: All production vehicles will run a minimum weight based on the following:

4.3.2.1.1. SM car with 8-cylinder engine: 3,200 LBS.

4.3.2.1.2. SM car with 6-cylinder engine: 3,000 LBS.

4.3.2.1.3. SM car with 4-cylinder engine: 2,500 LBS.

4.3.3. Tires: 200 treadwear tires commercially available in a minimum of four sizes, with the exception of Kumho ACR 200 TW tires which are not legal for competition in any class except FR; maximum front tire width is 285mm.

4.3.4. All cars must run the Forgeline Street Machine class decal

4.3.5. The SM Class will compete with a points system for the season winner. **Please reference Section 5 (POINTS) for points earning and calculation.**

- 4.3.6. Open top cars must have a roll bar over the driver's head. If a passenger is riding, a roll bar is required for them as well. No helmets can protrude above the roof or roll bar.
- 4.3.7. Goodguys reserves the right to move any car up to PRO or Pro-X as they see fit during the season.

4.4. SPORTS CAR CLASS: SC

- 4.4.1. All vehicles must be 1988-1998, representing a production car.
 - 4.4.1.1.1. Year model will be verified by the VIN number on the vehicle; any vehicle with a production year VIN newer than 1998 will only be eligible for All American Sunday competition at National Events.
- 4.4.2. SC class: All production vehicles will run a minimum weight based on the following:
 - 4.4.2.1.1. Production car with 8-cylinder engine: 3,200 LBS.
 - 4.4.2.1.2. Production car with 6-cylinder engine: 3,000 LBS.
 - 4.4.2.1.3. Production car with 4-cylinder engine: 2,500 LBS.
 - 4.4.2.1.4. Goodguys reserves the right to adjust weight at their discretion.
- 4.4.3. Tires: 200 treadwear tires commercially available in a minimum of four sizes, with the exception of Kumho ACR 200 TW tires which are not legal for competition in any class; maximum front tire width is 305mm.
- 4.4.4. All cars must run the Sports Car class decal
- 4.4.5. Open top cars must have a roll bar over the driver's head. If a passenger is riding, a roll bar is required for them as well. No helmets can protrude above the roof or roll bar.
- 4.4.6. The SC Class will compete with a points system for the season winner. **Please reference Section 5 (POINTS) for points earning and calculation.**
- 4.4.7. Goodguys reserves the right to move any car up to Pro-X as they see fit during the season.

4.5. FITECH EFI CHALLENGER CLASS: CH

- 4.5.1. All vehicles must be 1998 or earlier, representing a production car.
 - 4.5.1.1.1. Year model will be verified by the VIN number on the vehicle; any vehicle with a

production year VIN newer than 1998 will only be eligible for All American Sunday competition at National Events.

- 4.5.1.1.2.** High-Boys and Roadsters are not required to run fenders or hood sides - but must run a hood top and roll bar.
- 4.5.2.** CH class: All production vehicles will run a minimum weight of 3000 LBS. Goodguys reserves the right to adjust weight at their discretion.
 - 4.5.2.1.1.** Considerations may be made for cars that have a factory curb weight less than 3,000 LBS and are in stock trim, including but not limited to seats, powertrain, spare tire, sheet metal, interior and other factory equipment that has not been altered.
- 4.5.3.** Tires: Maximum front tire width is 285mm, 200 treadwear minimum; commercially available in a minimum of four sizes with the exception of Kumho ACR 200 TW tires which are not legal for competition in any class except FR.
- 4.5.4.** All cars must run the FiTECH Challenger class decal
- 4.5.5.** Open top cars must have a roll bar over the driver's head. If a passenger is riding, a roll bar is required for them as well. No helmets can protrude above the roof or roll bar.
- 4.5.6.** The Challenger Class will compete with a points system for the season winner. Please reference Section 5 (POINTS) for points earning and calculation.
- 4.5.7.** Breakout Rule - The breakout rule is designed to level the field in Challenger, while producing a competitive class for the development of driver skill and vehicle performance. After three completed runs, should any of the top ten competitors in Challenger Class run 2-seconds or less (on average) quicker than the average time of the top ten, they will be moved up to another class (class TBD). Below is an example calculation:
 - > Fastest car in the top ten after three runs: 00:54.52 (avg)
 - >> Top ten after three runs: 00:56.31 (avg)
 - >>> Difference: 00:54.52 (-) 00:56.31 = -1.79 sec
 - >>>> The field will remain as is and no car will exceed the breakout rule. If the fastest car were to exceed -2.00 seconds, then the car would get moved up in class.
- 4.5.7.1.1.** Should the registered car count at any event be (10) cars or less, then the breakout rule will be calculated based on the top 25% of the field.
- 4.5.8.** Goodguys reserves the right to move any CH car up in class as they see fit during the season.

4.6. No Limit Engineering TRUCK CLASS: TR

- 4.6.1. All vehicles must be 1998 or older, representing a production truck.
 - 4.6.1.1.1. Year model will be verified by the VIN number on the vehicle; any vehicle with a production year VIN newer than 1998 will only be eligible for All American Sunday competition at National Events.
 - 4.6.1.1.2. 1940 and older trucks are not required to run fenders, roof or hood sides; trucks without a roof must have a roll bar.
 - 4.6.1.1.3. Any vehicle with a bed, panel trucks, deliveries, with the exception of Chevrolet El Caminos and Ford Rancheros, will be in this class. El Caminos and Rancheros will compete in the PRO-X, PRO, SM or CH Class.
- 4.6.2. TR class: All production vehicles will run a minimum weight of 3500 LBS. Goodguys reserves the right to adjust weight at their discretion.
 - 4.6.2.1.1. All TR trucks will be weighed to start the season. Goodguys may adjust the weight as needed for compact trucks within this class. Goodguys will spot check weight during the season as needed.
- 4.6.3. Tires: Tires: Maximum front tire width is 315mm, 200 treadwear minimum; commercially available in a minimum of four sizes with the exception of Kumho ACR 200 TW tires which are not legal for competition in any class except FR.
- 4.6.4. Fuel tanks do NOT have to be in stock location but must be securely mounted.
- 4.6.5. All trucks must run the Truck class decal
- 4.6.6. Open top cars must have a roll bar over the driver's head. If a passenger is riding, a roll bar is required for them as well. No helmets can protrude above the roof or roll bar.
- 4.6.7. The Truck Class will compete with a points system for the season winner. **Please reference Section 5 (POINTS) for points earning and calculation.**
- 4.6.8. Goodguys reserves the right to move any truck to Sports Car, PRO (1987 or earlier models), or Pro-X as they see fit during the season.

4.7. All-AMERICAN CLASS: AA LATE MODELS (SUNDAY ONLY AT NATIONAL EVENTS):

- 4.7.1.** All American Made or American Powered 1999 and newer cars and trucks will be in this class and can only compete on Sundays at the Nationals events; All-American class can register and race the full event at “Get-Together” events (Sat-Sun).
- 4.7.2.** 315mm maximum size, 200 treadwear minimum unless the vehicle came equipped with a larger production tire from the factory for that model vehicle; vehicle owner will have to show proof of production option for tires larger than 315mm. Vehicles may not have any body modifications to accommodate up to 295mm. Any vehicle equipped with a size in excess of these limits; body modifications to accommodate larger tires; or less than 200 treadwear will be eligible for FUN run only. Kumho ACR 200 TW tires are not legal for competition in any class except FR.
 - 4.7.2.1.1.** Treadwear should be production equipped rate or 200 minimum: commercially available in a minimum of four sizes
- 4.7.3.** Car safety rules and car general rules will be enforced for this day as well.
- 4.7.4.** All vehicles must run the All-American class decal
- 4.7.5.** Open top cars must have a roll bar over the driver’s head. If a passenger is riding, a roll bar is required for them as well. No helmets can protrude above the roof or roll bar.
- 4.7.6.** The All-American Class will compete with a points system for the season winner. Please reference Section 5 (POINTS) for points earning and calculation.

4.8. FUN RUN (NON-COMPETITIVE) CLASS: FR

- 4.8.1.** Fun Run is designated for any registered participant who:
 - 4.8.1.1.1.** Is new to AutoCross and would like to experience a Goodguys CPP AutoCross series track
 - 4.8.1.1.2.** Has a vehicle that doesn’t meet the class qualification requirements for Pro-X, Pro, Street Machine, Challenger, Truck, and/or All-American classes.
- 4.8.2.** All vehicles must run the Fun Run class decal
- 4.8.3.** Car safety rules and car general rules will be enforced for all Fun Run participants.

5. POINTS

5.1. All competitive classes including PRO-X, PRO, Street Machine, Sports Car, Challenger, Truck Class, and All-American will compete with a points system for the season winner. Each event you compete in, you will earn points based on your time to complete one lap on the course.

5.2. Class Points = (100) for first, (99) points for second, on down to (1) point for 100th place.

5.2.1. Should any event that begins and is called early due to weather the following points rules shall apply:

5.2.1.1.1. Any class that completes a minimum of (3) complete runs for the entire class, the race will be considered complete and standard points will be awarded based on times.

5.2.1.1.2. If any class is unable to complete a minimum of (3) complete runs, all class competitors registered for the event will receive (1) point.

5.3. Event Shootout Points: should a competitor qualify for the event Shootout; points will be earned for the top finishers: (100) points for 1st place; (90) points for 2nd place; (80) points for 3rd place; (70) points for 4th place.

5.4. The Season Class Points winner will have a combined points total from their three best class finishes during the season, plus any earned Shootout Points from these three best class events.

5.4.1. (1) of their three best events can be a Get-Together (2-day events in Pleasanton, CA), plus a minimum of (2) National events.

5.4.1.1.1. The three best events equal a maximum of 300 class points plus earned Shootout Points.

5.4.1.1.2. If a tie occurs, the winner will be determined by the fastest qualifying time at the “Duel in the Desert” in Scottsdale, AZ at the Speedway Motors Southwest Nationals.

6. YEAR END “DUEL IN THE DESERT” SHOOTOUT:

6.1. Goodguys CPP AutoCross Duel in the Desert will take place in November at the final Goodguys event of the year - the Speedway Motors Southwest Nationals in Scottsdale, AZ in November. The shootout will include (5) 8-car elimination shootouts, one for each eligible class including: ProX, Pro, Street Machine, Sports Car, and Truck. In total there will be 40 vehicles and 40 drivers.

6.2. Friday entries into the shootout are composed of shootout invitees who earn an invitation, with remaining seats being earned through race-in qualifying.

6.2.1. Invitations are awarded to: Top (5) in points for each eligible class following the 30th Summit

Racing Lone Star Nationals Sept 29-Oct 1, 2023.

- 6.2.2.** The three remaining spots (open for each Duel In The Desert class shootout will be earned by racing in at the Duel in the Desert event on Friday-Saturday. Only 7 cars in each class can compete for the 3-remaining race in spots.
- 6.3.** On Saturday the invitees, plus the three fastest race-in cars will move into qualifying and set the bracket for each 8-car shootout. Qualifying times will set the seeding position for the shootout brackets.
- 6.4.** On Saturday at 11am, qualifying runs will take place beginning at 8am with the first class shootout taking place at 11am. The track will shut down between 12pm - 1pm (time permitting). The remaining class shootouts will begin at 1pm.
- 6.5.** The Shootouts are elimination brackets, and no PAX time handicaps shall apply. Points will be earned for "Duel in the Desert" shootouts and "King of the Desert" shootout as follows: (100) points for 1st place; (90) for 2nd; (80) for 3rd; (70) for 4th; (60) for 5th; (50) for 6th; (40) for 7th, and (30) for 8th.
- 6.6.** After the completion of the "Duel in the Desert" class shootouts, the fastest 16 cars based on their time in the shootouts will be placed in a 16-car "King of the Desert" shootout
- 6.6.1.** The "King of the Desert" shootout will be a multi-lap, elimination format with the fastest time advancing on to the next round. The 16-car elimination Ladder will be set by random draw. One car and driver will be crowned "King of the Desert." Points will be earned for "King of the Desert" shootout competitors as follows: (100) points for 1st place; (90) for 2nd; (80) for 3rd; (70) for 4th; (60) for 5th; (50) for 6th; (40) for 7th, and (30) for 8th.
- 6.6.1.1.1.** "Duel in the Desert" Shootouts Purse: 1st place \$1,000; 2nd place \$500
- 6.6.1.1.2.** "King of the Desert" Shootout Winner: \$2,000
- 6.7.** Gift certificates may also be provided by Sponsors (at sponsors choosing).

7. YEAR END CPP "KING OF THE DESERT" SHOOTOUT

- 7.1.** This prestigious award goes to the 2023 winner of the fastest 16 car "King of the Desert" shootout season finale.
- 7.2.** The winning car will go from the "King of the Desert" shootout to the Meguiar's "Top 12" Of-the-Year display as the "King of the Desert" award winning car. The CPP "King of the Desert" will also be eligible for the Of-The-Year award winners prize package.

8. SEASON PASS:

8.1. Is a pass that includes one car entry and two weekend passes at each event a racer attends during the season following the current race season. Recipients of a season pass include:

- 8.1.1. All 40 drivers who compete in the “Duel in the Desert” Shootout in Scottsdale, Arizona
- 8.1.2. The Class Champions of each competitive class (Pro-X, Pro, Street Machine, Sports Car, Challenger, Truck and All-American)
- 8.1.3. Sponsors of Goodguys CPP AutoCross series

9. CONE PENALTY DIAGRAM

