

# THE JAMBOREE AUS PTY LTD

## RACE PROCEDURES AND FORMATS

Current as at date 06.08.2025

### Bracket Seeding

**FX, PC, PT, PM, J275, J315, OB** will utilize a Heads-Up Pro Tree start and will race using a Chicago Shootout format with a minimum of 6 cars.

**ST289, MTF** will utilize a Heads-Up Full Tree start and will race using a Chicago Shootout format with a minimum of 6 cars. -

**MC, SC** will utilize a Full Handicap Tree start and will race using a DY0 (Dial your own) Elimination format. (As per IHRA/ANDRA standard seeding system.

**EXTREME, EURO & AM** will utilize a Full Handicap Tree start and will race using a Chicago Shootout (Dial your own) format.

**GT-R ET shootout** will utilize a Heads-Up full tree start and is ran as an ET shootout for achieving the best Elapsed time only.

### APPLICABLE ET CUT OFFS

MTF = 9.99 & QUICKER

J275 = 9.50 & QUICKER

ST289 = 9.90 & QUICKER

EX = 9.99 & QUICKER

MC = 9.99 & QUICKER

SC = 10.00 & SLOWER

EU = 9.00 (Real Street lic holder) 10.00 (day lic holder)

Chicago Shootout Racing procedure will be as follows:-

- All vehicles must qualify and will be seeded for all 3 rounds according to qualifying ET. No1 being the fastest.
- The field is split, to ensure closer racing. Example: In a 16-car field, in the first round, 1 meets 3, 2 meets 4, 5 meets 7 etc
- In the second round, the seeding is set in a way that each competitor races a different competitor to the previous round. This is once again split in a way to ensure close racing. See SEEDING EXAMPLES below. Example: 1 now meets 4, 2 meets 5, 3 meets 6 and 7 meets 10 etc.
- In the Third round, the seeding is also set in a way that each competitor races different competitor to the previous two rounds. This is once again split in a way to ensure close racing. See SEEDING EXAMPLES below. Example: 1 now meets 5, 2 meets 6, 3 meets 7 and 4 meets 8 etc.
- In all cases the quicker qualified competitor will race a slower qualified competitor in the FIRST ROUND. However, this is not always the case in the second and third rounds. Different field sizes affect the seeding charts differently. See SEEDING EXAMPLES below.

### JAMBOREE CHICAGO SHOOTOUT SEEDING EXAMPLES

16 Car Field Round 1		
1	v	3
2	v	4
5	v	7
6	v	8
9	v	11
10	v	12
13	v	15
14	v	16

16 Car Field Round 2		
1	v	4
2	v	5
3	v	6
7	v	10
8	v	11
9	v	12
13	v	16
14	v	15

16 Car Field Round 3		
1	v	5
2	v	6
3	v	7
4	v	8
9	v	13
10	v	14
11	v	15
12	v	16

14 Car Field Round 1		
1	v	3
2	v	4
5	v	7
6	v	8
9	v	11
10	v	12
13	v	14

14 Car Field Round 2		
1	v	4
2	v	5
3	v	6
7	v	10
8	v	11
9	v	13
12	v	14

14 Car Field Round 3		
1	v	5
2	v	6
3	v	7
4	v	9
8	v	12
10	v	13
11	v	14

12 Car Field Round 1		
1	v	3
2	v	4
5	v	7
6	v	8
9	v	11
10	v	12

12 Car Field Round 2		
1	v	4
2	v	5
3	v	6
7	v	10
8	v	11
9	v	12

12 Car Field Round 3		
1	v	5
2	v	6
3	v	7
4	v	9
8	v	12
10	v	11

10 Car Field Round 1		
1	v	3
2	v	4
5	v	7
6	v	8
9	v	10

10 Car Field Round 2		
1	v	4
2	v	5
3	v	6
7	v	10
8	v	9

10 Car Field Round 3		
1	v	4
2	v	5
3	v	6
4	v	10
8	v	9

8 Car Field Round 1		
1	v	3
2	v	4
5	v	7
6	v	8

8 Car Field Round 2		
1	v	4
2	v	5
3	v	6
7	v	8

8 Car Field Round 3		
1	v	5
2	v	6
3	v	7
4	v	8

6 Car Field Round 1		
1	v	3
2	v	4
5	v	6

6 Car Field Round 2		
1	v	4
2	v	5
3	v	6

6 Car Field Round 3		
1	v	5
2	v	6
3	v	4

- (f) The finalists are decided by who has won the most points in the three Chicago Shootout rounds.
  - Three points for a win.
  - One point for a lose.
  - Zero points for a no show.
- (g) In the case of more than two people on equal points, the two competitors with the quickest ET from the 3<sup>rd</sup> Round of racing will compete in the final.
- (h) In the case of more than two people on equal points, and the same ET it will go to the best reaction time.
- (i) The finalist then race to determine the Winner and Runner-Up.

### Bracket SPLIT Seeding

Split Seeding may be used for classes where a field over 32 qualifies. Split seeding may be used where more than 32 vehicles are available for the round.

- a) At the completion of qualifying, the field is divided at its mid point.
- b) The first round is seeded by pairing vehicles from the upper half of the field with vehicles from the lower half, in separate lanes.
- c) After the first round is completed, a new mid point is established from the original qualifying times of the drivers or riders remaining in the field.
- d) This process is repeated until there are 32 or fewer vehicles available.
- e) At that point, the remaining vehicles are formally seeded on their original qualifying times, using the relevant Jamboree seeding format.

Bye runs in split seeded fields are allocated on a random basis until the field size is reduced to sixteen vehicles or less. The need for a bye run may not be obvious until after the round has started, especially in large fields. One competitor should be chosen from among the qualifiers even when the field is even. The method used to randomly choose the potential bye run must be consistent and fair. Once the competitor is chosen they should be located at the rear of the staging line to take the bye run if one is available. Solo runs may occur where a competitor is unable to fire at the direction of the Starter. Vehicles unable to respond to the call on reaching the head of the staging lanes will take no further part in eliminations, and their opponent will receive a solo run.

### Class Compliance

Notwithstanding the provisions of the IHRA/ANDRA Scrutineering Program, any vehicle may be checked for class compliance at any time during a Jamboree event. Any variance from the relevant class regulations, including vehicle weight, stated engine capacity, or fuel limits may result in immediate disqualification, exclusion from the results, and IHRA/ANDRA action taken. The onus of compliance with all relevant class regulations lies with the driver/rider. Acceptance of the vehicle for competition in the nominated class by the Jamboree Classifier does not confirm or imply absolute compliance.

### Lane Choice

In the first round of racing, lane choice will go to the competitor in each pairing with the higher qualifying position. For subsequent rounds;

- a) FX, PT, PC, PM, J315, J275, Mod10.5, ST289, GT-R Lower ET from previous round.
- b) All other Classes: Lower "dial in" for round in question.

Lane choice must be claimed before competitors are in the hands of the starter.

### 5.4 Staging

Once a vehicle reaches the front of the staging lanes for a run, it must be prepared to fire and race as directed by the Starter. In order to be a legitimate race winner, a contestant's vehicle must self start, stage under its own engine power and receive the start. This rule also applies to single runs. A reasonable amount of time will be allowed for drivers to stage, with that determination being at the sole and absolute discretion of the Starter. Failure to stage upon the Starter's instructions is possible grounds for disqualification. If a competitor has failed to stage within twenty seconds of his opponent being permitted to do so, then that competitor may be adjudged to be "sandbagging", and the Starter may initiate the starting sequence, at his/her discretion. The non-staged competitor is disqualified, and no further penalty shall be exacted. The application or use of any device, apart from visual observation of track equipment, that permits the driver to gauge the position of the vehicle in relation to the startline, or independently initiates the start, is prohibited.

### 5.4 Bracket formats

Bracket	Designation	Race Format	RACE LENGTH	STAGING TIME OUTS	ET CUT OFFS	Race / Tree Format
1	Factory Xtreme	FX Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	7 SEC	No min	Heads Up / Pro Tree
2	Pro Compact	PC Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	7 SEC	No min	Heads Up / Pro Tree
3	Pro Turbo	PT Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	7 SEC	No min	Heads Up / Pro Tree
4	Pro Mod	PM Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	7 SEC	No min	Heads Up / Pro Tree
5	Modified 10.5	MTF Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	10 SEC	9.99 & quicker	Heads-Up / Full Tree
6	J275	J2 Chicago Shootout - Seeded - 6-32 Cars	1/4 MILE	10 SEC	9.50 & quicker	Heads Up / Pro Tree
7	J315	J3 Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	10 SEC	No min	Heads Up / Pro Tree
8	Street 289	ST Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	10 SEC	9.90 & quicker	Heads-Up / Full Tree
9	Extreme	EX DYO Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	20 SEC	9.99 & quicker	Full Handicap Tree
10	Modified Compact	MC DYO Eliminations - Seeded - 6-32 Cars	1/4 MILE	20 SEC	9.99 & quicker	Full Handicap Tree
11	All Motor	AM DYO Chicago Shootout - Seeded - 6-32 Cars	1/4 MILE	20 SEC	No min	Full Handicap Tree
12	Street Compact	SC DYO Eliminations - Seeded - 6-32 Cars	1/4 MILE	20 SEC	10.00sec & slower	Full Handicap Tree
13	EURO	EUR DYO Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	20 SEC	Real Street rules 9.00 / 10.00 Day licenses	Full Handicap Tree
14	GTR	GTR Shootout Runs	1/4 MILE	10 SEC	No min	Heads-Up / Full Tree
15	Outlaw Bike - Exhibit	OB Chicago Shootout - Seeded - 6-24 Cars	1/4 MILE	10 SEC	No min	Heads Up / Pro Tree