



GYMKHANA GRID COMPETITION FORMAT

Gymkhana is a driving technique in which the driver negotiates a specific designed course. Gymkhana events are time and/or speed events in an automobile. Generally Gymkhana courses can feature obstacles such as cones, tires, barrels, K-rail, ext. The driver must maneuver through a predetermined "track" performing many different driving techniques. Gymkhana requires drivers to perform reversals, 180 degree spins, 360 degree spins, parking boxes, figure 8s and other advanced skills. Drifting is also part of the course design and may be a necessary to complete the course correctly. Essentially, a gymkhana is any event featuring a starting point, a finish line and some sort of "obstacle" to get through, around, or by, all within a time limit. The driver's goals is to negotiate the course as fast as possible with the least amount of course infractions. Acceleration, braking, drifting & grip driving are all necessary. Not only does a driver have to hold control over his/her own car, but gymkhana requires strong mental concentration and memorization.

The Gymkhana Grid Race consists of a scheduled number of two-day events or "Rounds" in which drivers compete in a single elimination bracket. Drivers individually compete "head-to-head" against other competitors in elimination runs on the Gymkhana course. Competitors progress through the head to head "Runs" and are scored based on a number of pre determined criteria with the higher scoring entry moves on to the next level of the bracket. The criteria for competition are as follows:

A) TIME/SPEED:

The time to complete and finish the Gymkhana course will determine the competitors finishing position in general qualifying and head to head elimination. After all penalties are assessed, the final time to complete the course is assigned to the competitor.

B) ZONING:

Every Gymkhana course will have certain "zoning" sections. A drift zone, figure 8 and transition zones for example will be included in any or all course designs. Competitors must complete all zoning sections correctly or time/points will be deducted from the overall completion time of the competitor's run. Deductions for not complying with proper course zoning will be listed per event prior to the event and can be found at GymkhanaGrid.com

The zone areas will be given ahead of the event date and illustrated in the course map.

C) OBSTACLES:

The Gymkhana course design will be integrated with several obstacles that the driver must successfully navigate through or around. Obstacles include cones, tire barriers, barrels, K-rails and other materials that will be used to create the Gymkhana course. Time will be deducted from the overall final completion time for every obstacle hit or moved out of place. Deductions for hitting or moving obstacles will be listed per event and prior to the event date and can be found at GymkhanaGrid.com. Obstacles for each course design will be given ahead of the event date and illustrated in the course map.

D) SPINOUTS:

Anytime a driver spins out or experiences a complete stop on the Gymkhana course when a stop is not part of the zone, the competitor is disqualified and will be given a DNF for that run.

E) OFF COURSE:

If at any time all 4 tires are off course and outside the Gymkhana course during a run, the driver will be given a DNF for that run.

F) QUALIFYING

All competitors will be required to “qualify” in order to make the competition. Drivers and teams will qualify the Friday of the event weekend. 32 drivers will advance to the final event held on the Saturday of the event weekend. Qualifying will be held rain or shine. If qualifying cannot be completed on the Friday of the event weekend, then qualifying will be held on the Saturday morning of the event date.

G) HEAD TO HEAD ELIMINATION ROUNDS

Head to head rounds are based on two (2) runs, in Head-to-Head format, with competitors paired up based on seeding position. The higher qualifier and the lower qualifier will be paired. The success factor is for one car to complete the course with a faster time than the other competitor. Driver consistency and mental focus during a head to head battle is critical.

H) HEAD-TO-HEAD ELIMINATIONS

Each competing car will start from the same point at the same time on a mirrored course of exactly the same design. Each mirrored course will be with in proximity of each other and laid out on the same lot or space. After the completion of the head to head run, a winner will be announced. The competitors will then switch mirrored courses and re run the head to head on the opposite course. A winner of that run will be named. If a tie happens, the competitors will switch courses and re run for a tiebreaker. A winner will be decided.

I) SPOTTERS

Several official Gymkhana Grid spotters will be staged on the gymkhana course. Spotters will note any course infraction any competitor may comment. The spotters will immediately communicate the course infraction at end of the run to the Chief of Scoring or other appointed Gymkhana Grid staff or official. Infractions shall be tallied and deduction from the run time. The final score will then be recorded at completion of the run.

I.1) TEAM SPOTTERS

Each team will be designated one spotter. During Head to Head Battle, the designated team spotter is required in the Spotter Stand/Area. If a spotter is not assigned, a team may appoint another team's spotter to represent their driver.

J) 5-MINUTE TIME OUT

During head to head competition runs only, teams may call for a 5-minute grace period to make any necessary repairs. 5-Minute Time Outs are not allowed for Practice or Qualifying. 5-Minute Time Outs are not to be used for strategic purposes. Only the designated Team Representative will be allowed to request the 5-Minute Time Out, and it must be made through a GYMKHANA GRID OFFICIAL. Only the CHIEF STEWARD may grant a 5-Minute Time Out. Teams will not be granted a 5-Minute Time Out if it is believed to be unwarranted. Competitors who fail to make the necessary repairs in the allotted time limit will be disqualified from the competition and forfeit to the opposing driver. Teams may only use one 5-Minute Time Out throughout the competition. Additional and concurrent 5-Minute Time Out requests are not allowed unless cited in other sections of these rules.

K) VEHICLE SERVICING DURING HEAD TO HEAD COMPETITION

Competitor vehicles cannot be serviced by their crew between the first and second runs of a head to head round. This includes tire changes, tire pressure adjustments, suspension adjustments, fueling, etc.

L) TOP 32 FORMAT

32 drivers will compete in single elimination head-to-head battles and win their way through a standard 32-Driver bracket. Head-to-head rounds are based on two (2) runs in Head-to-Head format, with competitors paired up based on their rank determined by Qualifying.

