

2024 GOODGUYS CPP AUTOCROSS SERIES RULEBOOK

(Revised 2/5/2024)

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.”

Let’s be respectful, strap in, and have some fun.

To provide a safe and competitive place to race, Goodguys has six racing classes ranging from first-time experience and 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 manufacturers who help our competitors as they develop their cars and have a passion for Autocross.

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: (Open)

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 2024.

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 3 pm. Sessions will start with PRO-X, PRO, TR, SM, SC, and CH so everyone has the same amount of runs each day. At around 3 pm, class winners will be announced to set the **SIX 4-car ladders** from the quickest overall qualifying times of each class, and **24 cars** and drivers will set the shootout field. The field includes (4) PRO-X, (4) PRO, (4) SM, (4) TR, (4) SC, and **(4) CH** to set the ladders. If a class does not have 4 entries to fill the field, the #1 qualifier will receive a bye.
- 1.2.** Get-together events are 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 11 am at which time SEVEN, 4-car ladders will be set from the quickest overall qualifying times. **28 cars** and drivers will be part of the event shootout. The fastest (4) PRO-X, (4) PRO, (4) SM, (4) TR, (4) SC, **(4) CH** and (4) AA will set the ladders. If a class does not have 4 entries to fill the field, the #1 qualifier will receive a bye.
- 1.3.** Tech will open at 7 am, so please stay with your car until it has passed tech, and you have received your decal.
- 1.4.** Tech will close around 9 am and re-open from noon to 1 pm for any new cars running. You must pass tech and walk the track to qualify to run or ride along with someone.

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 AutoCross participants for their competing event.
- 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 forth 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. Passengers are allowed through ride-a-longs only in pre-qualified cars and drivers. Goodguys reserves the right to approve/deny a car and driver for ride-a-longs. Times will not count with passengers; they will be scored as Fun Run.

2.8. All vehicles must be fully licensed and registered and must display current registration tags

2.9. All vehicles must be teched before racing. 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 on track for Track Safety Inspection. 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 drive in FUN runs only and must drive after 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 and one driver per class can be considered for the "King of the Desert" year-end shootouts.

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 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 "King of the Desert" class year-end shootout. That car cannot gain any points for any other driver and is the only car that driver can drive in the "King of the Desert" class year end shootout.

- 2.16.** All drivers will have a “registration number” assigned to them for the purpose of registration and points tracking. If a driver has multiple vehicles and competes in multiple classes, they will need multiple registration numbers. The points from their previous class will not cross over to other classes.
- 2.17.** Failure to stop 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) are 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 THE CONE PENALTY DIAGRAM FOR AN ILLUSTRATION OF CONE VIOLATIONS.
- 2.19.** When a car comes off the track, the next car 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 on their vehicle.
- 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 are allowed in the pit or track area.
- 2.28.** Any verbal or physical action towards any Goodguys staff will result in a disqualification for the duration of the 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.

2.32. No electric vehicles are allowed to participate in the Goodguys 2024 Autocross

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). Any treadwear rating below 200 or not visible will be **for fun runs** 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 (section 4). **Kumho ACR 200 TW and all Vitour tires are NOT legal for competition in any class except for 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. An 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. The 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 the original thickness, and fluid must be full with no leaks.

3.9. The steering column must be tight and secure; there is 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 racing 5-point harness (no lap belts) seat belt**, no exceptions.

3.12. The 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). The body must be within 10% of the 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.** The throttle must have a return spring with no binding.
- 3.19.** There are 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 also required for them. No helmets can protrude above the roof or roll bar.
- 3.21.** All loose items, including floor mats, must be removed from the vehicle.
- 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. **No sandbags allowed.**
- 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. The final say on chassis rule interpretation is the sole discretion of Goodguys Tech before 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 1999 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 1999 will only be eligible for the 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 Pro-X. Full tube chassis is defined in section 3.25.2.
- 4.1.4.** Tires: Any 200 treadwear tires are good to go, except for Kumho ACR 200 TW and all Vitour tires which are NOT legal for competition in any class except Fun Runs; no front tire size restriction.
- 4.1.5.** All cars must run with 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 also required for them. 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.**

4.1.8. AWD vehicles race in PRO-X

4.2. SUMMIT RACING EQUIPMENT PRO CLASS: PRO

- 4.2.1.** PRO Class vehicles must be 1987 or older to represent production cars.

- 4.3.3. Tires: 200 treadwear tires commercially available in a minimum of four sizes, except for Kumho ACR 200 TW and all Vitour tires which are not legal for competition in any class except Fun Runs; 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 also required for them. 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 1988-1999, 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 1999 will only be eligible for the 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, except for Kumho ACR 200 TW and all Vitour tires which are not legal for competition in any class except Fun Runs; 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 also required for them. 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. CHALLENGER CLASS: CH

4.5.1. All vehicles must be 1999 or older, 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 1999 will only be eligible for the 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 except for Kumho ACR 200 TW and all Vitour tires which are not legal for competition in any class except Fun Runs

4.5.4. All cars must run the 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 **1999** 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 1999 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, you must have a roll bar.

4.6.1.1.3. Any vehicle with a bed, panel trucks, deliveries, **except for 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: Maximum front tire width is 315mm, 200 treadwear minimum; commercially available in a minimum of four sizes **except for Kumho ACR 200 TW and all Vitour tires which are not legal for competition in any class except Fun Runs.**

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 No Limit Engineering 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 also required for them. 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 2000 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). **NO ELECTRIC VEHICLES ALLOWED TO PARTICIPATE IN THE 2024 AUTOCROSS**

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; the 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 more than these limits; body modifications to accommodate larger tires; or less than 200 treadwear will be eligible for FUN run only. Kumho ACR 200 TW and all Vitour 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, Sports Car, Challenger, Truck, and/or All-American classes.

4.8.2. 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. For 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, and down to (1) point for 100th place.

5.2.1. Should any event begin 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 2024 season thru the final 27th Speedway Motors Southwest Nationals November 22-24, 2024, plus any earned Shootout Points from these three best class events. **Please reference Section 5 (POINTS) for points earning and calculation.**

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 “King of the Desert Class Shootouts” in Scottsdale, AZ at the Speedway Motors Southwest Nationals.

6. “YEAR END KING OF THE DESERT CLASS” SHOOTOUTS:

- 6.1. Goodguys CPP AutoCross will recognize the “Best of the Best” by awarding “The King” in each class in a winner-takes-all shootout. Each class will compete for the prestigious “King of the Desert” in an 8-car elimination ladder. Each class will compete for a grand prize payout of \$2000 to win a custom one-off trophy and sponsor prize packages. Second place payout of \$500, custom billet award, and sponsor prize packages. Example: Goodguys CPP “King of the Dessert” Pro-X class Champion presented by Speedtech Performance**
- 6.2. Goodguys CPP AutoCross “King of the Desert Class” Shootouts will take place in November at the final Goodguys event of the year - 27th Speedway Motors Southwest Nationals in Scottsdale, AZ. 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.
- 6.3. Friday entries into the shootout are composed of shootout invitees who earn an invitation, with remaining seats being earned through race-in qualifying. Race-in competitors must have attended a minimum of 3 qualifying events in 2024.**
- 6.3.1. Invitations are awarded to: Top (5) in points for each eligible class following the 31st Summit Racing Lone Star Nationals Sept 27-29, 2024. Points are still earned through the 27th Speedway Motors Southwest Nationals November 22-24, 2024. Please reference Section 5 (POINTS) for points earning and calculation.**
- 6.3.2. The three remaining spots (open for each King of the Desert Class Shootouts will be earned by Racing- in at the King of the Desert Class Shootouts event on Friday-Saturday. Only 5 cars in each class can compete for the 3-remaining race in spots. Race -in competitors must have attended a minimum of 3 qualifying events in 2024.**
- 6.4. 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.
- 6.5. On Saturday, qualifying runs will take place beginning at 8 am with the first-class shootout taking place at 1pm. The track will shut down between 12 pm - 1pm (time permitting).**
- 6.6. The Shootouts are elimination brackets, and no PAX time handicaps shall apply. Points will be earned for “King of the Desert” shootouts 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.**
- 6.7. After the completion of the “King of the Desert” class shootouts shootout class points will be earned (100) for first, (99) for second on down to (93) for eighth. Please reference Section 5 (POINTS) for points earned and calculation.**
- 6.7.1. The “King of the Desert” shootouts will be a multi-lap, elimination format with the fastest time advancing on to the next round.**

6.7.1.1.1. “King of the Desert” Shootouts Purse by Class: 1st place \$2000; 2nd place \$500
2023 PAYOUTS \$9500 2024 PAYOUTS \$12,500

6.8. Gift certificates may also be provided by Sponsors (at sponsors choosing).

7. SEASON PASS:

7.1. **Season Pass** 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:

7.1.1. All 40 drivers who compete in the “King of the Desert” Shootout in Scottsdale, Arizona

7.1.2. The Class Champions of each competitive class (Pro-X, Pro, Street Machine, Sports Car, Challenger, Truck and All-American)

7.1.3. Sponsors of Goodguys CPP Autocross series

8. CONE PENALTY DIAGRAM

