

Updated 04/04/23-Added Pro 4.20 attendance bonus and Pro 4.20 points structure.

Updated 04/24/23-Revised Pro 4.20 points structure.

## **POINTS-GENERAL**

Competitors **in all classes, except for Pro 4.20**, who miss no more than 1 of the events contested in any given year will be awarded a 50-point attendance bonus. **Pro 4.20 competitors who miss no more than 1 of the events contested in any given year will be awarded a 25-point attendance bonus.**

If circumstances arise that an event or round can't be completed, points will be awarded based on the last completed round.

It will be assumed that all points will always stay with the owner of the car, regardless of the driver. In the event the driver of the car is not the normal team driver, the new/fill-in driver can declare that he/she will be earning points for someone else should they choose. The driver must make it known to the MWDRS staff prior to the first round of eliminations that they will be earning points for someone other than the owner of the car, and who it is they will be earning points for. This will allow a driver to drive a different/loaned car in the event they are unable to drive their own car and still earn points towards a championship. (PM/TD/TS/PJD/SJD only)

In no case will points be awarded to a car owner or driver who is not in attendance at the race.

If an owner decides to field multiple cars during an event, there will only be one team car that will be allowed to earn points for the team owner. Under no circumstance will a team owner be allowed to earn points from multiple cars in the same event. Prior to the first qualifying pass it will be the responsibility of the team to notify MWDRS officials which team car will be the one earning points for the owner. Once the decision is made which car will be earning points for the team, that cannot be changed at that event, however the team may choose a different car at each event.

## **ALTERNATES**

Once qualifying has concluded and a ladder has been established, pairings will not be changed. However, should a qualified vehicle and racer be unable to make the first round of eliminations, an alternate will be inserted in his or her place. Under normal conditions, all first-round points and cash awards will remain with the qualified racer. Any cash award paid/earned by the alternate(s) will be less the amount paid to the original qualifier.

For example, if an alternate is placed in the field and loses in round 1 they would receive no cash award because the reward for 1st round loser would have been paid to the qualified car, however if the alternate were to advance and lose in round 2 they would receive 2nd round loser money minus the amount paid to the 1st round loser (the original qualified car who the alternate replaced). Even if a qualified competitor is unable to compete in the first round, they will still receive their qualifying points. The alternate that is used will not receive any qualifying points.

### **POINTS – PRO MOD**

Points will be awarded as follows:

25 Points for paid entry. (Car or driver must be present at event for points to be awarded.)

Qualifying points as follows:

- #1 qualifier: 25 points
- #2 qualifier: 24 points
- #3 qualifier: 23 points
- #4 qualifier: 22 points
- #5 qualifier: 21 points
- #6 qualifier: 20 points
- #7 qualifier: 19 points
- #8 qualifier: 18 points
- #9 qualifier: 17 points
- #10 qualifier: 16 points
- #11 qualifier: 15 points
- #12 qualifier: 14 points
- #13 qualifier: 13 points
- #14 qualifier: 12 points
- #15 qualifier: 11 points
- #16 qualifier: 10 points

20 points per elimination round win.

Points will only be awarded for each elimination round win. (Example: If an 8-car ladder is used, then only 3 rounds of points will be available to earn, but if a 16-car ladder is used, then 4 rounds of points will be available to earn).

Alternates will receive 10 points for each round win or 5 points for losing first round (this way the competitor has the same point total as the winners of the first round in the slammers class). Alternates will only be used 1st round of eliminations.

### **POINTS-PRO MOD SLAMMERS:**

In addition to points earned for paid entry, points will be awarded as follows:

5 points per round win

### **POINTS-FUNNY CAR**

Points will be awarded as follows:

25 Points for paid entry. (Car or driver must be present at event for points to be awarded.)

Qualifying points as follows:

- #1 qualifier: 25 points
- #2 qualifier: 24 points
- #3 qualifier: 23 points
- #4 qualifier: 22 points
- #5 qualifier: 21 points

#6 qualifier: 20 points  
#7 qualifier: 19 points  
#8 qualifier: 18 points  
#9 qualifier: 17 points  
#10 qualifier: 16 points  
#11 qualifier: 15 points  
#12 qualifier: 14 points  
#13 qualifier: 13 points  
#14 qualifier: 12 points  
#15 qualifier: 11 points  
#16 qualifier: 10 points

20 points per elimination round win.

Alternates will earn 10 points per round win.

Points will only be awarded for each elimination round win. (Example: If an 8-car ladder is used, then only 3 rounds of points will be available to earn, but if a 16-car ladder is used, then 4 rounds of points will be available to earn).

#### **POINTS-TOP DRAGSTER/TOP SPORTSMAN**

Points will be awarded as follows:

25 Points for paid entry. (Car or driver must be present at event for points to be awarded.)

Qualifying points as follows:

#1 qualifier: 25 points  
#2 qualifier: 24 points  
#3 qualifier: 23 points  
#4 qualifier: 22 points  
#5 qualifier: 21 points  
#6 qualifier: 20 points  
#7 qualifier: 19 points  
#8 qualifier: 18 points  
#9 qualifier: 17 points  
#10 qualifier: 16 points  
#11 qualifier: 15 points  
#12 qualifier: 14 points  
#13 qualifier: 13 points  
#14 qualifier: 12 points  
#15 qualifier: 11 points  
#16 qualifier: 10 points  
#17 qualifier-#32 qualifier: 9 points  
20 points per elimination round.

Alternates will earn 10 points per round win.

Points will only be awarded for each elimination round win. (Example: If an 8-car ladder is used, then

only 3 rounds of points will be available to earn, but if a 16-car ladder is used, then 4 rounds of points will be available to earn).

#### **POINTS-PRO JUNIOR/SPORTSMAN JUNIOR DRAGSTER**

Points will be awarded as follows:

25 Points for paid entry. (Car or driver must be present at event for points to be awarded.)

20 points per elimination round win.

#### **POINTS – PRO 4.20**

Points will be awarded as follows:

25 Points for paid entry. (Car or driver must be present at event in order for points to be awarded.)

Qualifying points as follows:

#1 qualifier: 25 points

#2 qualifier: 24 points

#3 qualifier: 23 points

#4 qualifier: 22 points

#5 qualifier: 21 points

#6 qualifier: 20 points

#7 qualifier: 19 points

#8 qualifier: 18 points

#9 qualifier: 17 points

#10 qualifier: 16 points

#11 qualifier: 15 points

#12 qualifier: 14 points

#13 qualifier: 13 points

#14 qualifier: 12 points

#15 qualifier: 11 points

#16 qualifier: 10 points

20 points per elimination round win

Alternates will earn 10 points per elimination round win.

Points will only be awarded for each elimination round win. (Example: If an 8-car ladder is used, then only 3 rounds of points will be available to earn, but if a 16-car ladder is used, then 4 rounds of points will be available to earn).