



SCORING THE 2009 VICTORIAN 6 HOUR REGULARITY RELAY.

• **RATIONALE**

The scoring system this year has been substantially simplified, and brings the event scoring closer in concept to a “true” regularity event. A Lap Score will be calculated for each team - the team with the highest Lap Score at the conclusion of the event will be declared the winner of the event. The information below gives a description of the variables that make up the calculation to arrive at the Lap Score.

• **NOMINATED TIMES**

Each team consists of a minimum of 4 competitors to a maximum of 6 competitors. Each competitor, at the conclusion of practice will nominate a lap time they believe they can maintain while on the track during the event. The nominated times are used to determine any bonus or penalty laps applicable to each lap completed.

• **ACTUAL LAPS**

Actual laps are the physical laps completed by the competitor during the event (i.e. before any adjustments for Bonus Laps, Penalty Laps or Lost Laps).

• **LOST LAPS**

A Lost Lap occurs when a driver completes a lap in excess of 3 minutes (excluding driver changeover laps and laps affected by the safety car – these laps are counted as completed laps); the software will automatically recognise a period in excess of 3 minutes and generate a lost lap.

• **BONUS LAPS**

A sliding scale of Bonus Laps is awarded for maintaining regularity – the closer an actual lap time is to the competitor’s nominated lap time (without going quicker than the nominated time), the more bonus laps awarded. Bonus laps are awarded as per the following table

ACTUAL LAP TIME IS SLOWER THAN NOMINATED TIME BY...	BONUS LAPS AWARDED
0 – 0.5 seconds	10
0.5001 – 1.0 seconds	7
1.0001 – 1.5 seconds	5
1.5001 – 2.0 seconds	3
2.0001 – 2.5 seconds	1
2.5001 + seconds	0

• **PENALTY LAPS**

A sliding scale of Penalty Laps is imposed when a competitor completes a lap under their nominated lap time, or if a competitor crosses the start/finish control line more than 15 times in one stint. Laps under Safety Car conditions are counted towards a competitor’s total laps.

Penalty laps are imposed as per the following table

ACTUAL LAP TIME IS FASTER THAN NOMINATED TIME BY...	PENALTY LAPS IMPOSED
0.0001 – 0.5 seconds	1
0.5001 – 1.0 seconds	3
1.0001 – 1.5 seconds	5
1.5001 – 2.0 seconds	7
2.0001 + seconds	10
Crossing control line more than 15 times in a stint	1 per each line crossing in excess of 15

• **IMPOSED PENALTY LAPS**

Any penalties applied by the Clerk of Course or Stewards for breaches of the event regulations.

• **LAP SCORE**

The Lap Score for each team is calculated as follows

- 1) Obtain team total for each of Actual Laps, Lost Laps, Bonus Laps, Penalty Laps and Imposed Penalty Laps by summing the results for each driver.
- 2) Calculate the team's Lap Score as follows

$$\text{Lap Score} = \frac{(\text{Actual Laps} - \text{Lost Laps}) \times (\text{Bonus Laps} + 1)}{(\text{Penalty Laps} + \text{Imposed Penalty Laps} + 1)}$$

Example

A team achieves the following results at the end of the event

Driver #	Actual Laps	Bonus Laps	Penalty Laps	Lost Laps	Imposed Penalty Laps
1	17	48	11	0	0
2	17	14	73	0	0
3	17	0	21	0	0
4	25	0	0	5	0
5	17	0	0	0	0
6	34	0	0	0	0
TEAM TOTAL	127	62	105	5	0

This would lead to the calculation of a Lap Score as follows:

$$\text{Lap Score} = \frac{(127 - 5) \times (62 + 1)}{(105 + 0 + 1)}$$

$$(122 \times 63) / 106 = 72.51$$

• **THE RESULT**

The winning team will be the team still running at the end of 6 hours (i.e having a car cross the control line after the chequered flag has been displayed) and having the highest Lap Score.

The Lowest Lap time acceptable for this event is 1 min 55 seconds. If during the event any car consistently laps faster than this time it will be shown the Black Flag and may be excluded from further competition.