



## Batch Qualifying Rules

Batch Qualifying will consist of 4 cars on the track at the same time for 1½ minutes. Each lap will be recorded and the best lap time will be used as the qualifying time.

Transponders are required. If a car enters the track with no transponder, they will be given a No Time (NT). It is the HANDLER'S responsibility to make sure the transponder is charged and properly secured to the car. If the transponder is not charged, the car will receive a No Time (NT).

If there is a computer issue or a problem with a rented transponder this will be fixed. All cars will be stopped on the track to correct the problem

If mechanical problems occur while pushing the car off for qualifying, such as the chain falling off, loose wheel, muffler disconnected, etc., the driver will receive a No Time (NT). Once a car has been pushed off, turning the fuel on is the only allowable repair. If a driver enters the hot chute during the 1½ minute qualifying session, his/her qualifying session is over. No changes can be made to the car during the 1½ minutes qualifying run. If a driver receives 2 Dead on Track calls (DOTs), his/her qualifying session is over and the best lap time prior to the 2<sup>nd</sup> DOT will be used as the qualifying time.

No car will be allowed to enter the track after the green flag has dropped.

During yellow and/or red flag conditions, the clock will stop.

A Handler from each car will be required to corner work during the qualifying session.