



2017 SOLO II “Auto-X” Points

In 2017, we will have an Overall Auto-X Champion and Class Champions for the following classes: Street, Street Touring, Street Prepared, Classic American Muscle (CAM), Prepared, Street Modified, Modified as well as our new regional supplemental class “Grand Touring”.

Overall Auto-X Championship winner.

OVERALL (all classes) PAX points will be awarded as follows:

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th+
10	8	7	6	5	4	3	2	1	0

Class Auto-X Championship points

Class points will be added together separately from overall points. Class PAX points will be awarded as follows:

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th+
10	8	7	6	5	4	3	2	1	0

Competitors must compete in a minimum of two events to be eligible for overall and/or class championships. If a competitor does not fulfill their minimum of two events, they will forfeit their points to the competitor that placed behind them for each event. All competitors that scored lower points than the competitor that did not fulfill the two minimum events required will assume the points of the competitor ahead of him/her.

If a competitor feels that there has been an error in the scoring of the points, that competitor may contact a member of the WKSCCA board to fix the issue. The competitor has until the next event or 30 days, whichever is least, to protest a scoring mistake. After that timeframe, the score is permanent.

For competitors who compete in every event, the worst event will be dropped.

The worst event is defined as your lowest placing in an event. If there is more than one ‘worst’ event, the highest PAX time will be dropped. There may be different ‘worst events’ for class points and overall points.

It is up to the competitor to double check that the right event has been dropped from the score. Competitors will have up to ten days to protest from the day class and overall champions are announced.

Tie Breakers

Overall Championship tiebreakers will be decided by who has won the most amount of events overall in PAX. If it is still a tie, fastest PAX times per event will be totaled with the lowest accumulative PAX time winning.

Class championship tiebreakers will be decided by whoever has won the highest total amount of events in their class by PAX. If it is still a tie, tiebreakers fastest PAX times per event will totaled with the lowest accumulative PAX time winning.