

2018 PCA Mardi Gras Cup - Australian Pursuit Race Rules

The Australian Pursuit is essentially a handicap race that allows each car to compete for the overall win regardless of the traditional PCA Classification system. You old timers will remember this as the Lunacy Race at Brainerd or the Top Gun Challenge at Putnam Park. It is possible that an SP1 944 could be the overall winner of this race even while competing against a 991 Cup Car. The grid is prepared by taking the best lap time of the Saturday sprint races and inverting the field. If sprint race times are not available for a particular car, then the best lap from all of the Friday sessions will be used. This will be considered your qualifying time. The slowest car will be gridded first and the fastest car last. Cars will be released from the grid for one warm-up lap and return immediately into the pit lane. The warm-up will not be quite a full lap as you will not pass the start/finish line. Everyone will start from the pit lane. Each car is released based upon the time differences between their qualifying times multiplied by the number of laps planned. 15 laps is the planned length of the race, however this could change at the discretion of the steward and will be announced at the Sunday Drivers Meeting. For example: if an SP1 car qualifies at a 2:00 lap and an SP3 car qualifies at 1:55 in a 15 lap race, the SP3 car will start 75 seconds behind the SP1 car. All other cars will be released in a similar fashion from the pits. Theoretically, all cars should be on the lead lap at the end of the race, each with a shot at the overall win.

The key to this race is to run consistent lap times close to your qualifying time. There will be no individual class awards but rather a podium for the top three overall finishers with trophies and champagne!