

V8SP10:

the v8supercar pick 10 competition

Internet V8Supercar Pick 10 tipping competition rules Version 2.21 (13 February 2001)

TABLE OF CONTENTS

1. CITATION	2
2. APPLICATION	2
3. ENTRIES	2
3.1 METHOD	2
3.2 FORMAT	2
3.4 CLOSING DATE	3
3.5 LATE ENTRIES	3
3.6. MULTIPLE ENTRIES	3
3.7. INCORRECT ENTRIES	3
3.8. CARRY OVERS	4
3.9. CHANGE OF CAR NUMBER	4
4.1. CALCULATION	4
4.2. BASIS OF SCORING	5
4.3. DOUBLE POINTS EVENTS	5
5. PLAYER NUMBERING SYSTEM	6
5.2. NUMBERS NOT TO BE ALLOCATED	6
5.3. DEFENDING CHAMPION	6
5.4. REQUEST OF RESERVED NUMBER	6
5.5. ON-GOING ELIGABILITY	6
6. PRIZE ELIGIBILITY	7

1. Citation

1.1 This statement may be cited as the Internet V8Supercar Pick 10 tipping competition rules version 2.21 (13 February 2001).

2. Application

2.1 These rules apply to the Internet V8Supercar Pick 10 (V8SP10) tipping competition from 13 February 2001 onwards.

3. Entries

3.1 Method

3.1.1 Entries in the V8SP10 must be submitted in either of two methods:

- Submission by form on the V8SP10 website; or
- Via V8SP10 electronic mail address.

3.1.1.1 The V8SP10 electronic mail address is pick10@conrod.com.au.

3.1.1.2 The V8SP10 website is <http://www.conrod.com.au/pick10>.

3.1.2 An electronic mail entry is submitted at the time it arrives at the V8SP10's electronic mail server.

3.1.3 A website form entry is considered submitted at the time it is logged on the V8SP10 server.

3.1.1.1 The website and electronic mail servers should use the time zone applicable to Victoria, Australia.

3.2 Format

3.2.1 Each V8SP10 entry must contain the following:

- A unique identifier for the player, that being the player's real name.
- The race for which the prediction (known as the pick) applies.
- A list indicating the predicted finishing top ten (10) positions. The entry should use car numbers.

3.2.2 Any entry not containing ten (10) predicted finishers is subject to section 3.7.

3.2.3 The "From:" field in the electronic mail header is sufficient as a unique identifier, if the name listed is a real name.

3.2.4 If no race is indicated, the entry can be assumed to be for the next scheduled event for which V8SP10 entries have not closed, at the discretion of the coordinator.

3.2.5 In the absence of car numbers in a pick, the coordinator may assume numbers as per the entry list available to the coordinator at the time of Pick 10 submission. If a driver or drivers selected in a pick does not uniquely identify a car, then the coordinator should assume that no car has been selected in the position or positions specified.

- 3.2.6 Any entry not in accordance with this section may not be included as a V8SP10 entry.
- 3.3 A player may enter races in advance of the next race by indicating the event for which the pick applies, using the V8SP10 race name (or other unique identifier) as specified on the V8SP10 web site.

3.4 Closing Date

- 3.4.1 The closing date for a V8SP10 event entry is the date specified on the V8SP10 web site.
- 3.4.2 The closing date shall be set so that no V8Supercar practice or qualifying for the race in question has been conducted up to that date. The date can be set after "Open Test Sessions" conducted before V8Supercar events.
- 3.4.3 Entries may be submitted up to and including the closing entry day.
- 3.4.4 Entries close at the end of the closing day (Victoria, Australia Time)

3.5 Late Entries

- 3.5.1 Subject to 3.5.2, entries submitted after the closing time shall not be included in the competition.
- 3.5.2 Late entries may be included in the competition at the discretion of the coordinator.
- 3.5.3 The following is to be taken into account when determining the inclusion of a late entry:
- Has the player gained an unfair advantage by picking later? (this may be due to a driver change, or other event).
 - Has any V8Supercar qualifying or practice occurred at the circuit at the time the entry was submitted? This includes 'privateer practice' even though it may not have influenced the entrant's pick or the race result.
 - Does the player already have an entry by virtue of the carry over system? (section 3.8)

3.6 Multiple Entries

- 3.6.1 A player may only enter once in the V8SP10. Players found in breach of this rule will have all but the player's first entry removed.
- 3.6.2 Only five (5) players can enter by one contactable electronic mail or snail mail address.
- 3.6.3 A player may change his current entry for a V8SP10 race, by re-entering the new predictions. The last entry that is submitted before the closing time is counted as the players prediction.

3.7 Incorrect Entries

- 3.7.1 Any entry with less than ten (10) selections will be scored for the cars selected, and will score zero for other placings.
- 3.7.2 If more than ten (10) cars are picked, cars picked in positions eleven (11) and higher will be ignored.

- 3.7.3 If a particular car is picked to finish in more than one position, the second instance of the picked car is to be ignored, and therefore will be ineligible to score points.
- 3.7.4 If eleven (11) cars are selected, and two cars are nominated for one position, then the second instance of the duplicated position is dropped to the next position.

3.8. Carry Overs

- 3.8.1 A pick, once submitted, is to be scored for two (2) consecutive events, starting from and including the event for which the pick was intended. A pick, which is scored for a race when the player has not lodged a specific race pick, is known as a "carried over" pick.
- 3.8.2 Carried over picks are not counted where the player submits a pick for the race where the original pick would have carried over.
- 3.8.3 Carried over picks from a previous season, are not eligible for races in the next season.

3.9. Change of car number

- 3.9.1 Where a particular driver and car combination changes number during the course of a season, all picks (current race or carried over picks) may be adjusted to reflect the new racing number at the discretion of the coordinator.
- 3.9.2 <Removed (version 2.1)>
- 3.9.3 Rule 3.9.1 is not to be applied where a car changes number, due to a change of driver, or where a driver changes number due to a change of car.
- 3.9.4 Rule 3.9.1 is not to be applied simply because a driver changes to another car number, for an event where more than one driver per car is used.
- 3.9.5 It is expected that rule 3.9.1 will be implemented when there is uncertainty regarding a car number before entries close.

4. Scoring

4.1. Calculation

- 4.1.1 For the purposes of this section, "Points Position" means the worse position, between the picked position and the race result position, for a particular car.
- 4.1.2 The points calculation of a V8SP10 pick is as follows:
- 4.1.2.1 For each car number picked by the player, points are allocated on the basis of the points position, on the following basis: 1st - 20; 2nd - 16; 3rd - 14; 4th - 12; 5th - 10; 6th - 8; 7th - 6; 8th - 4; 9th - 2; 10th - 1; 11th or higher - 0.
- 4.1.2.2 The sum of the points allocated for each car number represents the total score for that player for that race.
- 4.1.3 In determining the championship or race ranking, the following, in order, are to be taken into account:
- Points scored; then

- The number of 1st place points positions; followed by
- Number of 2nd to 10th points positions, individually.

4.1.4 If any players are equal on the entire basis set out in rule 4.1.3, then a tie for that position is declared.

4.2. Basis of Scoring

4.2.1. Type of event

4.2.1.1 For V8Supercar Championship events, or events that are not listed in section 4.2.1., that involve a series of heats that allocate equal points to each race, the round results, or results of the accumulation of points for that event, shall be used to determine the race result positions.

4.2.1.2 For the Australian Grand Prix, and Gold Coast Indy support races, the result of the final race shall be used in determining the race result positions.

4.2.1.3 For events where there is a number of races, but one race has significance over another, that result of that race shall be used in determining the race result positions.

4.2.1.3.1 Where there is a conflict between 4.2.1.1 and 4.2.1.3, the basis for the race result can be determined at the discretion of the coordinator. It is expected that rule 4.2.1.3 will apply more often than 4.2.1.1.

4.2.1.4 For events where there is only one (1) race, the result of that race shall be used in determining the race result position.

4.2.1.5 The basis of scoring race results must be declared on the V8SP10 website before the start of the season.

4.2.2 Where the official race result is changed due to a CAMS, FIA or other post-race ruling, the V8SP10 race result should be changed and picks re-scored accordingly.

4.3. Double Points Events

4.3.1 Where a race is declared a double points event, the following shall occur:

- All pick scores should be, for the purposes of the total score, be multiplied by two (2).
-

5. Player Numbering System

- 5.1 At the end of a V8SP10 season, players are eligible for a V8SP10 reserved player number in the following circumstances and order:
- The top ten (10) players in the previous seasons final standing.
 - Any race winners from the previous season.
 - Any previous V8SP10 champions.
 - The top forty (40) players with the greatest number of points accumulated in previous V8Supercar Pick 10 competitions, that have scored at least one point in the previous year's competition.
- 5.1.1 If there are less than fifty (50) players that have been allocated numbers after the process in rule 5.1, then remaining players can be allocated a reserved player number, until the number of players allocated reserved player numbers equals fifty (50), at the discretion of the coordinator.

5.2. Numbers not to be allocated

- 5.2.1 Only integer numbers between two (2) and ninety nine (99) shall be allocated. Numbers with zero prefixes (eg. 01), will not be allowed.

5.3. Defending Champion

- 5.3.1 The defending champion (at their option) shall carry player number 1, designating them as the champion. No player shall reserve number 1.
- 5.3.2 While the champion may carry number 1, the champion shall remain eligible to order a regular number for succeeding seasons.

5.4. Request of reserved number

- 5.4.1 Number preferences for eligible players can be lodged on the V8SP10 website, the closing date for which will be ten (10) days before the closing date for the first race.
- 5.4.2 Between seasons, a player may change their number, to an unallocated number, providing that a higher ranked rule 5.1 player has not requested that number.
- 5.4.3 A player can request to reserve a number that has already been taken in the hope that the number requested becomes vacant. The player will only receive that number if the number becomes vacant, and it is not requested by a higher ranked player.
- 5.4.4 The player can enter as many preferences as they wish. The coordinator should allocate the highest preference that is available. If all preferences are already taken, then no number shall be allocated.

5.5. On-going eligibility

- 5.5.1 Once a player reserves a number, that number stays with the player until they do not satisfy the requirements of rule 5.1, or rule 5.4.2 applies.
- 5.5.2 New eligible players will be allocated a number, based on the order in rule 5.1.
- 5.5.3 Because a player ranks higher on the list in rule 5.1 than another player, does not mean that the higher ranked player can take the number of the lower

ranked, provided that the lower ranked player is still satisfies the requirements of rule 5.1.

- 5.6 After all numbers are allocated, other player numbers will be allocated, but not reserved, in ascending numeric order, by the date of entries received for the V8SP10 for the new season.
- 5.7 Players are eligible for reserved numbers shall have their number highlighted in the following years V8SP10 results to indicate their seeding.

6. Prize Eligibility

- 6.1 To be eligible for any prize awarded in relation to the V8SP10, the player must supply a valid real name, e-mail and snail mail address.
- 6.2 In the event of a tie, the prize or equivalent value will be awarded, in proportion, to the number of players involved in the tie.
- 6.3 No members of the Conrod Motorsport Communications development team are eligible to win any prize. Any finishing positions should be adjusted for prize giving purposes to remove any Conrod team member.