



2025 EVENT PACKET

The Big Bounty Tournament is a 64 max entry single elimination tournament that pairs drivers of similar skill levels against one another on a fast cageless infield layout. Drivers win their way through the bracket by picking up a cash bounty for each competitor they eliminate. Competitors keep all earned bounties even if they are eliminated early in the competition. Drivers that advance to the Top 16 will find themselves “in the money” earning some of the guaranteed prize money as well as bounties. Bounties continue to increase as the competition makes it way down to the final two competitors. The overall winner will take home \$3000, a \$600 certificate to Drift HQ, a \$500 certificate to RaceTreads, and all earned bounties.

The Big Bounty Tournament will be held at the DRIFTCON SEASON OPENER on April 19, 2025.

Car + Driver: \$150

Maximum of 64 Drivers

Any questions not addressed can be directed to kevin@evergreenspeedway.com or matt@driftcon.us.

Single Elimination Jaeger Style Brackets (see packet) to determine the Top 16. Odd-ranked competitors will fill one bracket. Even-ranked competitors will fill the other. Top 16 will be a standard single elimination NCAA style bracket.

RANKING

Drivers will be assigned a competitor number and ranked by a SINGLE non-tandem qualifying run on the Big Bounty Layout. The score is used internally for filling the brackets and will not be announced. Competitors that do not show up in time for their qualifying run/practice session will be randomly seeded at the back of the brackets.

BOUNTIES

Bounties are paid for every competitor eliminated up to the 1st and 2nd place battle. Bounties increase as a competitor gets deeper into the tournament. See the payout section for exact amounts. Bounties (Poker) Chips with the face value printed on them are dispersed at the line when a driver is awarded the win. The Bounty Chips can be redeemed for cash at the CASHIER at any time prior to Sunday April 20, 2025 at 6:00 pm. After this time, the chips will not have any cash value. Bounty Chips will be marked when redeemed and then may be kept.

JUDGING

The panel will consist of 3 Judges. Judges will not communicate with each other about the battle and will write their decision on the official scoring form and hand it to the Tournament Director. Judges may vote for Competitor A, Competitor B or One More Time. The Tournament Director will tally the votes and issue the call. One More Time battles will be issued when 2 or more Judges vote for it or 1 Judge votes for it and the other 2 Judges are a split vote between the 2 competitors. Judges' decisions are final and cannot be protested.

Judges:

Mitchell McGarvey

TBD

TBD

SEEDING THE BRACKETS

Judges will assign a score based on a **SINGLE non-tandem qualifying run** on the Big Bounty Layout prior to the first tandem practice session. Drivers will have ONE chance to put up their best score, but even drivers that receive a zero will be allowed to compete. Zero score drivers will be randomly seeded at the bottom of the bracket. Qualifying scores will be sorted from highest to lowest. Competitors with tied ranking scores will be sorted by the Judges based on their overall impression of the remaining practice session. The #1 ranked competitor will be seeded in the A 1 box of the odd numbered bracket. #3 ranked will go in the A 3 box and this pattern will be followed until all odd-ranked competitors are bracketed. #2 ranked will be seeded in the A 2 box of the even-numbered bracket. #4 ranked will go in the A 4 box and this pattern will be followed until all even ranked competitors are bracketed. Judge's decisions on rankings are final.

The first battle of the competition will be D15 vs C15, then D16 vs C16, Then D13 vs C13 then D14 vs C14 and will alternate in the same pattern until finished.

COMPETITION

Each Battle will consist of two runs. The higher ranked competitor will lead on the first run and be the chase driver for the second run. On the first run the lead car will be directed into the burnout box and will have 20 seconds to stage at the start line. The chase will then be released into the burnout box and will have 20 seconds to stage at the start line.

The starter will then make sure that both competitors are ready at the line and then trigger the start light sequence. The lead car cannot leave the line before the green light illuminates. The chase driver can leave the line any time after the yellow light illuminates but must not beat the lead car to the initiation zone. Judges will make all decisions at who is at fault when a start has been fouled. Any fouled starts will be recalled. The at-fault driver will be warned and multiple offenses by the same driver may be cause for disqualification.

At the completion of the first run. Drivers will return to the start line immediately with them swapping starting line positions. No crew may touch the car in between runs without approval from the Tournament Director.

At the completion of the second run, Drivers will stop at the designated area and await a decision from the tower. The winner will receive their bounty token and return to the staging area or return to their pit stall for Fuel, Adjustments etc. Winning drivers must be back to the staging area by their next battle. The losing driver should return to their pit stall. As we get deeper into the tournament and the time in between battles narrows, Officials will allow 10 minutes for competitors to fuel, change tires and/or cool down their cars. Drivers should bring enough crew and tools to be prepared for this.

The tournament will continue until there is a winner. The 3rd place position will be determined by pairing up the two eliminated drivers from the top 4 in a standard battle. The highest qualifier will lead first.

The top 3 will report to the front stretch at the conclusion of the event for the awards ceremony.

ELIMINATED DRIVER BATTLES

Eliminated drivers may start to stage at the rear of the staging area at the beginning of the top 16 bracket. Tournament Officials will call you to the line whenever we have an opening on the track in between battles. Two random cars will line up with the first one to the line taking the lead position and they will complete one run. These will be judged runs with the winner receiving a \$25 chip. These battles will only be staged as necessary and there isn't a guarantee on how many will be performed.

Side bets on battles are not permitted between competing drivers.

THE BIG BOUNTY LAYOUT



***CLIPPING POINTS AND OUTSIDE ZONES WILL BE SHARED BY THE JUDGES IN THE DRIVERS MEETING. THIS MAP SHOULD ONLY BE USED AS A GENERAL IDEA OF THE LAYOUT.**

GUARANTEED PAYOUT	
PLACE	AMOUNT
1	\$3,000*
2	\$1,500*
3	\$1,000*
4	\$500
5	\$250
6	\$250
7	\$250
8	\$250
9	\$150
10	\$150
11	\$150
12	\$150
13	\$150
14	\$150
15	\$150
16	\$150

***Additional Prizes:**

Drift HQ Gift Certificates

\$600 1st place, \$300 2nd place, \$150 3rd place

RaceTreads Tire Gift Certificates

\$500 1st place, \$250 2nd place, \$150 3rd place

BOUNTY PAYOUTS			
D	VS	C	\$30 EACH
C	VS	B	\$40 EACH
B	VS	A	\$50 EACH
16	THRU	8	\$75 EACH
8	THRU	4	\$100 EACH
4	THRU	2	\$150 EACH

BONUS BOUNTIES			
16	ELIMINATES	1	\$200
15	ELIMINATES	2	\$200
14	ELIMINATES	3	\$100
13	ELIMINATES	4	\$100
12	ELIMINATES	5	\$50
11	ELIMINATES	6	\$50
10	ELIMINATES	7	\$25
9	ELIMINATES	8	\$25

DRIFTCON SEASON OPENER EVENT SCHEDULE

Saturday – April 19, 2025 – MAIN GATES OPEN 1PM

9:00 – Back Gate Opens

10:00 – MANDATORY Drivers Meeting

10:30 – MEDIA Meeting

11:00 to 11:45 – #1 to #32 Qualifying / Tandem Practice #1

11:45 to 12:30 – #33 to #64 Qualifying / Tandem Practice #1

12:30 to 1:00 – #1 to #32 Tandem Practice #2 (Optional)

1:00 to 1:30 – #33 to #64 Tandem Practice #2 (Optional)

1:00 – Main Gates Open

1:30 to 2:30 – ODD Bracket Top 16 Competition (Battle to B Column – Determines Top 32)

2:30 to 3:30 – EVEN Bracket Top 16 Competition (Battle to B Column – Determines Top 32)

3:30 to 4:00 – ODD Bracket Top 8 Competition (Determines Top 16)

4:00 to 4:30 – EVEN Bracket Top 8 Competition (Determines Top 16)

4:30 to 5:00 – Intermission / Open Drift / Hot Lap

5:00 to 7:30 – Top 16 to Finish

7:45 to 8:00 – Drifting & Car Show Awards Ceremony

***It is the driver's responsibility to follow the schedule and stay on time. We will make constant announcements in the pits, so please stay alert to keep the show rolling. The most critical time to be ready will be the 1:30pm START of competition. Drivers that are numbered #33 to #63 who qualify into the ODD Bracket NEED to be ready to compete.**

BIG BOUNTY PRACTICE DAY EVENT SCHEDULE

Friday – April 18, 2025

3:00 – Back Gate Opens

5:00 – Track Goes Hot

8:00 – Practice Day Ends

Big Bounty Tournament Brackets

	Winners Seeds odd side of top 16 bracket	A ←	Winner vs B	B ←	Winner D vs C	C ←	D ←
1		#1 Ranked Competitor		#17 Ranked Competitor		#33 Ranked Competitor	#49 Ranked Competitor
3		#3 Ranked Competitor		#19 Ranked Competitor		#35 Ranked Competitor	#51 Ranked Competitor
5		#5 Ranked Competitor		#21 Ranked Competitor		#37 Ranked Competitor	#53 Ranked Competitor
7		#7 Ranked Competitor		#23 Ranked Competitor		#39 Ranked Competitor	#55 Ranked Competitor
9		#9 Ranked Competitor		#25 Ranked Competitor		#41 Ranked Competitor	#57 Ranked Competitor
11		#11 Ranked Competitor		#27 Ranked Competitor		#43 Ranked Competitor	#59 Ranked Competitor
13		#13 Ranked Competitor		#29 Ranked Competitor		#45 Ranked Competitor	#61 Ranked Competitor
15		#15 Ranked Competitor		#31 Ranked Competitor		#47 Ranked Competitor	#63 Ranked Competitor
	Winners Seeds odd side of top 16 bracket	A ←	Winner ←	B ←	Winner ←	C ←	D ←

	Winners Seeds even side of top 16 bracket	A ←	Winner vs B	B ←	Winner D vs C	C ←	D ←
2		#2 Ranked Competitor		#18 Ranked Competitor		#34 Ranked Competitor	#50 Ranked Competitor
4		#4 Ranked Competitor		#20 Ranked Competitor		#36 Ranked Competitor	#52 Ranked Competitor
6		#6 Ranked Competitor		#22 Ranked Competitor		#38 Ranked Competitor	#54 Ranked Competitor
8		#8 Ranked Competitor		#24 Ranked Competitor		#40 Ranked Competitor	#56 Ranked Competitor
10		#10 Ranked Competitor		#26 Ranked Competitor		#42 Ranked Competitor	#58 Ranked Competitor
12		#12 Ranked Competitor		#28 Ranked Competitor		#44 Ranked Competitor	#60 Ranked Competitor
14		#14 Ranked Competitor		#30 Ranked Competitor		#46 Ranked Competitor	#62 Ranked Competitor
16		#16 Ranked Competitor		#32 Ranked Competitor		#48 Ranked Competitor	#64 Ranked Competitor
	Winners Seeds even side of top 16 bracket	A ←	Winner ←	B ←	Winner ←	C ←	D ←

RULES

1. Competing Models
 - a. Any rear-wheel drive production model car.
 - b. No kit car or karts will be permitted.
*Exceptions for other vehicles will be made by the tournament director on a case-by-case basis
2. Body/Glass/Mirrors
 - a. All body panels must be attached in a way that keeps them solidly mounted.
 - b. Cars are expected to have complete bodies including hoods at the start of the event.
 - c. Door, quarter, and rear window glass must be OEM or clear LEXAN if present (must be securely mounted).
 - d. Windshields are required and must not have any damage that impairs vision.
 - i. Windshields must be OEM glass or Lexan/polycarbonate replacement.
 - ii. Lexan/polycarbonate windshields must be a minimum thickness of .125-inch
 - iii. Lexan/polycarbonate windshields must be securely mounted and have a vertical brace. Brace must be centered in the windshield and be securely mounted to the top and bottom.
 - e. Interior
 - i. All non-essential and/or loose items must be removed.
3. Roll Cage/Driver Protection
 - a. A roll cage is not required for this tournament (except convertibles) but is Highly Recommended.
 - i. When a roll cage is utilized, it must be professional appearing and constructed from seamless SAE 1025 Mild Steel, DOM or Chromoly tubing. Any workmanship that appears questionable to EVD Officials will not be allowed to compete. Padding is highly recommended.
 - ii. Cars without a cage and door bars must have completely stock doors. No removal of inner door structure. Padding is Highly Recommended if factory door panel has been removed.
 - b. Convertibles
 - i. All convertible cars must have a minimum of a 4-point roll bar.
 - ii. The bar must be higher than the driver's helmet when normally seated.
 - iii. The main hoop must not be more than 6" behind the driver.
4. Engine, Transmission, Fuel, Chassis, Steering and Mechanical
 - a. Engine and Transmission Modifications
 - i. Engine, transmission, ECU and/or final drive modifications are free, but only the rear wheels may propel the vehicle.
 - b. Fluids
 - i. All fluid systems must be free of leaks.
 - ii. Catch tanks for the transmission and differential are strongly recommended.
 - c. Exhaust
 - i. Exhaust modifications are free but must meet the DB Rule of 90 db at 50 feet. Failure to meet this will result in not being allowed to compete.
 - d. Cooling System
 - i. Cooling system modifications are free.
 1. A one (1) pint minimum capacity sealed catch can is required.
 - e. Brake System
 - i. The primary braking system must operate all 4 wheels.
 - ii. Secondary brake systems are allowed.
 - f. Steering System
 - i. Steering modifications are free.
 - g. Wheels and Suspension
 - i. Wheel bearings, shocks, steering and suspension must all be in good operating condition with no excess play.
 - ii. No broken or missing lug studs or nuts are allowed.
 - iii. No damaged wheels that pose a safety hazard.
 - h. Electrical System and Battery

- i. A master electrical switch is highly recommended.
 - ii. Battery must be securely mounted. Subject to Tech approval.
 - iii. Batteries moved from the factory location must be enclosed in an approved battery box and vented properly.
 - iv. Positive battery terminal must be covered with an insulating material
 - i. Fuel System
 - i. Metal fuel filters are required
 - ii. No fuel lines may run through the driver's compartment
 - iii. A firewall must separate all fuel tanks and/or fuel system components from the driver's compartment
 - iv. Two (2) throttle return springs are required on all carbureted engines.
- 5. Tires
 - a. There are no limitations on size or treadwear of tires to be used for competition.
 - b. No restrictions for quantity of tires used in competition.
- 6. Occupant Safety Equipment
 - a. Helmets must be worn during all on track sessions & must meet the following criteria
 - i. DOT rated open or full-face style helmets are allowed.
 - ii. Must be free of any noticeable damage.
 - iii. Must cover temples and ears.
 - iv. Evergreen Drift Tech Officials decisions are final. If they are not comfortable with your helmet you will not be allowed to use it.
 - v. SA2010, SAH2010 or SA2015 or equivalent helmet Highly Recommended.
 - b. Clothing Requirements
 - i. Any occupant must wear full-length pants and a short-sleeved shirt at minimum. SFI rated fire rated driving suit is highly recommended.
 - ii. Closed toe shoes are required.
 - c. Seats
 - i. All seats must be securely mounted at all 4 points of contact.
 - d. Seat Belts
 - i. Seatbelts must be free from any cuts, tears or conditions that would affect their ability to protect you in an accident.
 - ii. Aftermarket harness when used must be DOT, SFI or FIA certified.
 - iii. All seat belt systems are to be mounted according to the manufacturer's instructions or to the SFI Guide for seat belt mounting.
 - e. Fire Suppression
 - i. All cars must be fitted with a minimum of a two (2) lb fire extinguishing bottle.
 - ii. Must be mounted in the driver's compartment within easy reach of the driver while fully belted in.
 - iii. Bracket must be securely mounted.
 - iv. The mounting bracket must be a quick release type.
 - v. Extinguisher must be rated at least 10 BC.

RULE BOOK DISCLAIMER

These rules and regulations are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern all events, and by participating in these events. All participants are deemed to be in compliance with these rules and regulations. All rules are subject to the interpretation of the track officials. Any equipment the officials consider exotic or not in the interest or intent of the rules will be considered not legal for competition.

NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.

These rules are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, official or others. The Technical Director shall be empowered to permit minor deviations from any of the specifications or impose further restrictions that, in his opinion, do not alter the minimum acceptable requirements.

NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATIONS OF SPECIFICATIONS.

Interpretation of, or deviation from these rules is left to the discretion of the Officials. Their decision is final. It's the responsibility of the driver to ensure their car confirms to all rules and regulations at all times.

It is the responsibility of the competitor to make sure they know how to properly install, maintain, and use their personal and vehicle safety gear.

SPECIAL NOTE

All participants are expected to take pride in being part of our entertainment. Racing entertainment is what we sell to the public and we will not tolerate anyone or anything that detracts from the show. Cars in the opinion of the Officials that lack in appearance or are deemed unsafe will not be allowed to compete until acceptable. All car construction rules will be decided by Evergreen Drift tech inspectors. Their decisions are final.