

RULES FOR SUMMIT CLASSIC XLIV (revised September 12, 2018)

- 1) **Radio Station** – Dial 88.5 on your FM radio to tune in to the track P.A. System.
- 2) **Racetrack** – The race will be contested on the 1/8th mile.
- 3) **Contingency Program** – You must display a decal for each product (1 per side) and run the product to be eligible for the Summit Motorsports Park contingency program. Anyone found to be “slapping” contingency decals would forfeit contingency payout! Decals must be displayed prior to the first round.
- 4) **Pit Vehicles Curfew/Control**
 - a) Speed limit for cars, bikes, quads, carts, etc. traveling in the pit area is 10 miles per hour.
 - b) Pit Vehicles MUST be driven in a safe and responsible manner.
 - c) Pit Vehicles MUST be driven by a licensed driver 16 years or older.
 - d) Pit Vehicles MUST yield to race vehicles at all times.
 - e) Racers may be held accountable for the conduct of their crew, per the NHRA Rulebook.
 - f) Beginning one (1) hour after racing ends, all motorized vehicles will be parked and foot traffic only is permitted.
- 5) **Entry Procedures**
 - a) Pre-entered racers will be permitted to pit park beginning Saturday, October 12th at 8:00 a.m.; based upon your pre-entry number.
 - b) No cars will be permitted into the pit area without a parking pass displayed on the windshield and all passengers having the appropriate wristband.
- 6) **Saving Pit Spaces**
 - a) Budweiser Side
 - i) NONE!
 - b) Summit Side
 - i) Trackside Motorhome - NONE
 - ii) Clubs and groups may save additional spaces in the North 40 (north of the family campgrounds).
- 7) **Entrance Gate Aprons**
 - a) In the interest of highway safety (*per the Ohio State Highway Patrol*), teams are not permitted to park on lot entrance aprons.
- 8) **Tent and Canopy Staking**
 - a) Staking is not permitted on the Budweiser Side of the Race Track.
 - i) We ask for everyone's cooperation regarding this manner. Fines may be administered.
- 9) **Campfires**
 - a) Budweiser Side
 - i) Fires must be contained in an elevated fire containment system to not harm the asphalt or grass.
 - ii) All unconsumed combustibles must be cleaned-up after event.
 - iii) No burning of trash; wood only.
 - b) Summit Side
 - i) Fire rings must be used on non-asphalt surfaces.
 - ii) All unconsumed combustibles must be cleaned-up after event.
 - iii) An elevated fire containment system must be used over asphalted areas.
 - iv) No burning of trash; wood only.
- 10) **Extension Cords**
 - a) Extension cords cannot be run across the roadways, nor can they be run overhead.
- 11) **Halloween Classic Race Classes include: TruSTART will be utilized in ALL CLASSES!**
 - Edelbrock Super Pro (SP): 0 – 7:99
 - Delay Boxes and Data Recorders Permitted. No computers. Crosstalk will be utilized.
 - Edelbrock Pro (P): 0 – 9:09
 - No Delay Boxes or computers
 - Edelbrock Sportsman Delivered On Time by TFC Transportation (SPT): 7.50 & Slower
 - No Electronics or computers
 - Edelbrock Stock (STK): Any Dial
 - Street Legal Cars
 - No Open Headers;
 - No Slicks
 - Wiseco/Cycle Tech Super Bike (SB): 0 – 13:99
 - Delay Boxes and Data Recorders Permitted. No computers. Crosstalk will be utilized.

- Thermo Tec Top Gun (TG):
 - Delay Boxes and Data Recorders Permitted. No computers. Crosstalk will be utilized.
 - Quickest 8 SP door cars vs 8 quickets SP open bodied cars
- Nostalgia Decals Frantic Four
 - Quickets 4 Full Bodied Cars
 - Run what ya brung; heads up; Pro Tree

12) General Class Rules:

- a) General Safety
 - i) Summit Motorsports Park follows the NHRA Rulebook closely.
 - ii) Any clarifications or additions to the NHRA Rulebook are listed below.
 - (1) All other General & Race Regulations will be directly referenced from the NHRA Rulebook.
 - iii) To further enhance your racing experience, take the time to read and understand these rules as well as the NHRA Rulebook.
 - iv) Summit Motorsports Park, where applicable will utilize Compulink Cross-Talk, StageLoc and TruSTART
 - v) As always, the Race Director's interpretation of all rules will be final.

13) Dial-In's and Dial-In Accuracy

- a) Dial-In's are to be placed on the right side of the windshield and the passenger's side window and may be changed between rounds, but you must stay within the limits of your class.
- b) Dial-In accuracy for both lanes is your responsibility! Dial-In's will be displayed on both the readout boards and scoreboards before you stage. Once you turn on the pre-stage beam you accept both dial-in's right or wrong!

14) Double Entry Policy

- a) One driver per vehicle during eliminations. No sharing (or changing) of vehicles once eliminations have begun.

15) Time Trials

- a) Will be pulled from lanes in the following manner:
 - i) Cars in lanes 1, 3, 5, 7 and 12 will time trial in the Summit Lane (left lane)
 - ii) Cars in lanes 2, 4, 6, 8 and 11 will time trial in the Budweiser Lane (right lane)

16) Random Pairings

- a) A track official will direct cars into the staging lanes. During eliminations, cars, under the Rear-Of-Staging Official's direction, may be ordered to alternate lanes to achieve random pairings.

17) Bye Runs

- a) Will be chosen based on the best (winning) reaction time from the prior round and announced over the P.A. prior to the start of each round.
- b) If an odd number of vehicles compete then that driver will receive the bye run. In the event of an event number, the chosen bye will NOT carry the bye into the next round of competition. (use it or Lose it)
- c) Once down to the round of 16 or fewer vehicles, a bye will only be chosen in the event of an odd number. In this event, the bye will continue to be based upon the same reaction time criteria as referenced above.

18) Laddering Cars/Bikes

- a) Once we enter the eighth-finals (the round of 9-16 remaining vehicles), cars/bikes will be numbered and paired (laddered) accordingly. Only in the event of a true odd number of vehicles will a bye be chosen. In the event there is an even number and a car in any given pari is a "no show", his or her other half will receive a competiion single.

19) Staging Lanes

- a) Should a car/bike enter the staging lanes for eliminations and experience a mechanical failure he or she will be permitted to pull out of the lanes and have until the end of the round to complete the necessary repair.

20) Driver Readiness

- a) The driver and vehicle must both be ready to fire and race when instructed to do so by a race official. If the vehicle or driver is not "ready" the official will give the driver thirty seconds to fire the vehicle. If the vehicle is unable to fire, a competition single will be awarded to the "other" driver and vehicle.

21) Backups

- a) Are not permitted by any car 8.00 or slower. A backup to align your car, or avoid questionable track conditions, is up to the Starter's discretion but NO REHEATING TIRES!
- b) Cars or bikes (0-7.99) are permitted one (1) backup.

22) Staging

- a) A reasonable amount of time will be permitted for drivers to stage.
- b) The time limit will be determined at the sole and absolute discretion of the official starter.
- c) Failure to stage upon the starter's instructions is possible grounds for disqualification.
- d) After proper staging and receiving the starter's signal to go, restaging for a second time is prohibited.
- e) Any driver leaving the starting line before the start system is activated, including a driver on a single run will have his or her time disqualified for the run.
- f) Auto-Start will be active in all classes.

23) Once the Vehicle is Stages

a) When the tree is cycling to green and a staged driver loses fire, he/she has thirty (30) seconds to restart the motor and break the stage beam under their own applied power. No external assistance is permitted. If a R/T is recorded the outcome of the run stands. If no R?T is recorded, the run is treated as a competition single for the "other" car.

24) Deep Staging

- a) When staging "Deep", do not stop your forward motion after the stage light comes on. Proceed to the deep position and be ready.
- b) Deep staging is a luxury; not a right.
- c) A "missed" deep stage by the starter is not grounds for a re-run.

25) Prize Money

- a) Prize money is to be picked up by the end of each night.
- b) Photo ID is required!
- c) Prize Money is available at Budweiser Guest Services (North end of Quarter Mile Clothing Company).

26) Tail Lights

- a) All vehicles must have at least one working "high intensity" taillight.

27) Tow Vehicles

- a) Can utilize the concrete return road in front of the Budweiser Grandstands.

28) Re-Runs

- a) Re-runs are not racer discretionary; and are only authorized by the Race Director.

29) Scoreboards

- a) Are unofficial and for your convenience.
- b) The tower clocks are official and will be final, should a discrepancy occur.

30) Delay Boxes or any Delay Device

- a) Are allowed in Top Gun, Super Pro & Super Bike only. Delay Boxes are not allowed (in or on the vehicle) in Pro, Sportsman, Stock or any entry-level class.
- b) The Display of engine RPM is prohibited on all models.
- c) Wiring from the Tach to the Delay Box is also prohibited.
- d) In the future, certain multi-function delay boxes may be deemed illegal due to timer functions.
- e) Cross Talk will be utilized in Super Pro and Super Bike.

31) Traction Control

- a) Any type of traction-control device, electronic or mechanical, is prohibited.
 - i) A traction-control device is any unit or system that uses live data to control functions of the vehicle, such as tire slip, which are not controlled by the driver. These devices are, but not limited to, timing control based on wheel, driveline, or engine acceleration, braking control, throttle control, tire-shake meters, vertical acceleration meters, misfire control, stutter box, relays, time to location, GPS to location devices and/or rpm activated chips.

32) Data Recorders

- a) Data Recorders are permitted in Top Gun, Super Pro and Super Bike ONLY!

33) Throttle Stops & Air Throttles

- a) Throttle Stops & Air Throttles are allowed in Top Gun, Super Pro and Super Bike only as a Starting Line Launch Control and not as a "Down Track" Throttle Stop. Orifice control blocks in the pneumatic lines are permitted as long as the throttle moves to wide open, without hesitation, upon launch of the vehicle.
 - i) Are not allowed in Pro, Sportsman, Stock, or any "entry level" class.
- b) A fixed mechanical throttle stop, that cannot be adjusted or overridden, while the car is in motion, is allowed in all classes.
- c) Nitrous timers ARE permitted in Top Gun, Super Pro, & Super Bike.
 - i) May not use any other timers to control any other down track functions, in any class.

34) Trans Brakes, 2-Steps, Line Locks and Air / Electric Shifters

- a) Allowed in Top Gun, Super Pro, Pro, & Super Bike only!
- b) Not allowed in Sportsman, Stock, or any "entry level" classes.
- c) Pro class, Air / Electric shifters must utilize a preset RPM-activated switch – no timers allowed.
- a) RPM switch adjustment must be out of driver's reach when racing.
- b) Shifting on time is permitted in Super Pro and Top Gun.

35) Line Loc

- a) Allowed in Top Gun, Super Pro, Super Bike, Pro and Sportsman
 - i) A single line loc may be used on non-drive wheel; only in Sportsman.

36) Ignition

- a) Ignitions that have timing event recording capabilities are only allowed in Top Gun and Super Pro.
- b) Ignitions used in Pro that have timing event recording capabilities must have the memory chip (card) removed from assembly and the ignition box must be out of the drivers reach.
- c) If an ignition has a built in Tattle Tale lighting system, the LED light MUST work. If light is not functional during a spot check, official will rule box as an electronics policy infraction.
- d) MSD 7761 is not legal in any Halloween Classic Class.
- e) All CAN-Bus hubs and ignition system input peripherals, leads, and wires must be out of drivers reach.

37) Digital Dashes

- a) Allowed in Top Gun, Super Pro and Super Bike only!
- b) Not allowed in Pro, Sportsman, Stock or any "entry level" class.

WILLFUL VIOLATION of any "Electronics" rule will result in a LIFETIME SUSPENSION from Summit Motorsports Park!