



Revised 7.15.15

I-29 Dragway is a NHRA member track running under the NHRA 2015 rules and regulations. Any vehicle running on the race track must meet NHRA and applicable track rules.

Address: 19340 Jesup Ave, Pacific Junction, IA 51561 (off exit 35 on I-29)

Website: www.I29Dragway.com

PA Station: 90.1 FM

Follow us on Facebook and Twitter.

Disclaimer

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. They 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 or official. The Race Director shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that in his opinion does not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

Rules and Regulations

Gate

All racers and spectators entering the racing facility must sign a waiver at the gate upon purchasing your Tech Card or Spectator Pass. All drivers, crew and spectators will be issued an arm band which must be worn at all times while at the event. No Cash Refunds will be issued, only credit towards future race date.

For Spectators

If event is cancelled prior to the start of time trials on bracket races, full credit will be issued. Sorry, no refunds on Friday night program.

For Racers

If you break during time trials you will forfeit \$20.00 and your tech card will be put on hold for next race. When you use that tech card for the next race you will pay \$20.00, or, you get a refund less the \$20.00 TNT. In trophy only classes, a \$10 credit will be given. If you should break in 1st elimination round, no refund. If racing is cancelled after the first round of eliminations for your class, points will be awarded to that point in the race. Payout will be divided among the remaining racers and no Tech card fee credit will be issued.

If racing is cancelled during a round of your class's eliminations, applicable payouts or Tech card credits will be issued as if that class's round had not started.

At specialty events, if over 50% of the day's activities are completed, no credit will be given.

Start times vary by date and will be posted on the website under "Schedule".

Racer Etiquette

Use of any alcohol or drugs by any driver or crew member still participating in race day operations are grounds for removal from that day's event and will face possible suspension from the facility or track.

Any discrepancies during a race day/night shall be brought to the attention of the Race Director. No other member of the staff can make a ruling. Approach the Race Director in a calm and respectful manner with your issue. Provide prior time slips to help with the ruling. All decisions by the Race Director will be made based on the guidelines outlined in the Track Rules and Regulations, as well as the NHRA Rules.

I-29 Dragway Bracket Racing Classes

Class	Designation	Tree	ET (1/8 TH mile)	Notes
Super Pro	SP	.5 Full	4.40-7.50	Electronics, incl delay boxes, throttle stops, automatic shifters, and cross talk is on
Pro	PRO	.5 Full	5.50-8.60	Non Electronics, Transbrake, 2-step, and RPM activated shifter allowed. No Tow vehicles.
Sportsman	SPT	.5 Full	7.50 or slower	Non Electronics, Transbrake, 2-step, and RPM activated shifter (unless OEM) are PROHIBITED
High School	HS	.5 Full	7.50 or slower	Non Electronics, Transbrake, 2-step, and RPM activated shifter (unless OEM) are PROHIBITED
Trophy Slick	TS	.5 Full	5.00 or slower	Non Electronics, Transbrake, 2-step, and RPM activated shifter allowed
Trophy Street	TST	.5 Full	6.50 or slower	Non Electronics, Transbrake, 2-step, and RPM activated shifter allowed
Box	BOX	.5 Full	4.40 or slower	Electronics, incl delay box, throttle stop, automatic shifter, and cross talk is on
No Box	NB	.5 Full	5.50 or slower	Non Electronics, Transbrake, 2-step, and RPM activated shifter allowed
Super Street	SST	.5 Pro	6.90	Electronics, incl delay box, throttle stop, and automatic shifter allowed
Super Gas	SG	.4 Pro	6.30	Electronics, incl delay box, throttle stop, and automatic shifter allowed
Super Comp	SC	.4 Pro	5.70	Electronics, including delay box, throttle stop, and automatic shifter allowed
Pro Bike Box	MX/BOX	.5 Full	4.50-10.00*	Electronics, including delay box, automatic shifter, and cross talk is on
Pro Bike/No Box	MX/NB	.5 Full	4.50-10.00	Non Electronics, 2-steps and air shifters allowed
Quick 32	Q32	.5 Full	4.40-5.80	Electronics, including delay box, automatic shifter, and cross talk is on
Jr. Dragster (5)	JD	.5 Full	20.00	
Jr. Dragster (6-7)	JD	.5 Full	13.90	
Jr. Dragster (8-9)	JD	.5 Full	11.90	
Jr. Dragster (10-12)	JD	.5 Full	8.90	
Jr. Dragster (13-17)	JD	.5 Full	7.90	

Auto start is ON in all classes, except Jr Dragster (5-7 year olds) and Trophy Classes.

Lower engine containment device required for all vehicles running 6.39 or quicker.

Delay boxes are not allowed in vehicles competing in Non-Electronics.

Only vehicles without front brakes allowed to burnout past starting line.

NHRA specific rules apply to each class.

Any driver/vehicle running faster than 6.39 must have a certified chassis and competition license.

You cannot enter two drivers in the same vehicle in any one class. You may not switch vehicles or driver once eliminations have begun in that class. You must finish eliminations with the same vehicle and driver you started with in the 1st round. Points apply to the driver not the vehicle.

Payouts will be based on car count and class, and are posted on the website.

Pit Area

Speed Limit is 5 mph for any and all modes of transportation. Operators of pit vehicles must be a minimum 16 yrs of age and possess a valid driver license. All pit vehicles must have a current NHRA registration sticker. Registration numbers are available at the front gate. Please dispose of all trash in the barrels provided. Do not dump any oil or vehicle fluids on any of the facility grounds, nor in trash barrels. Please use the oil disposal station located on the south end of the racing facility. Any vehicle fluid spilled accidentally should be cleaned up and disposed of properly.

Tech Inspections

All vehicles must go through Tech before racing or show a current ETI card. Any car participating in a points series must have a permanent NHRA number or a vehicle number registered with the I-29 Dragway. The number should be a minimum 4" white vinyl decal or window paint and in the upper right hand corner of windshield. Your class designation should be identified below your competition number and also be 4" and white.

Warm-ups

The practice of transbrake testing, converter stalls, line lock testing, and/or transmission warming is prohibited in all areas except if the vehicle is on jack stands. Using the return road to warm up your vehicle is permitted before any time trials or eliminations have begun. This is for warm up only, not for testing the vehicle. Please obey the 5 mph or less speed limit. *Non-compliance = disqualification.*

Time Trials

Time trials will be called up by class. ~~Trophy Street, Trophy Slick and High School classes will get 3 time trials. All other classes will be allowed 2 time trials. 1st round potential bye shall be awarded to the first best reaction time in the 2nd time trial. A 3rd time trial will be offered for an additional \$10, where there will be a reaction time contest for the 1st round potential bye and 80% payout to the best reaction time. Third time trial will be divided into Box and No Box classes.~~ In the event of a tie, the first driver with the best time wins the potential bye. ~~but the payout will be split among the tied drivers.~~

Staging Lanes

From the time the first call is made for your class, you will have 5 minutes to get to the staging lanes before they are closed. During the 1st & 2nd rounds, racers will be paired up and assigned lanes by the ball draw. The bye in the 1st round will be determined by the best RT in the 2nd time trial and the bye in the 2nd round will be determined by the best RT of the winners in the 1st round. Starting with the 3rd round, racers will be ladderred by reaction time and lane choice will be determined by the better RT. After being paired up, you will immediately move into the advanced staging area.

Dial-ins

Do not pre-stage your vehicles until you check the dial-in on the scoreboard in your lane for the correct dial-in. By staging, you indicate your dial-in is correct and backing out after both vehicles are staged is not allowed. IF YOU STAGE ON AN INCORRECT DIAL-IN, YOU ACCEPT IT! In the upper right hand corner of your windshield should be your class, car number and your dial in. It should be white, legible and approximately 3"-4" in size or use a dial-in board. For dragsters, alteredds and motorcycles, please make an effort to have it visible on the left side.

Pre-Stage

Move forward until the top small yellow bulb (pre-stage) on the starting tree is lit. During eliminations check dial-in on the scoreboard before you pre-stage. If you see an error with your dial-in this will be your final chance to alert the starter.

Staging

Inch your vehicle forward until the second small yellow light (stage) on the starting tree is lit and prepare for the three amber-colored bulbs to count down to the green light. A Pro Start Tree is when all three amber bulbs come on at once and then goes green. They will stay on for .5 sec. for SST, and .4 sec. for SG and SC. On a Full Tree, the countdown between each of the three ambers will be .5 sec. With the auto start system there will be a delay of 1 to 1.5 seconds after the final stage bulb is lit and before the tree activates. This delay is random and is controlled by the computer. Courtesy Staging, which is allowing your competitor to pre-stage prior to your staging, is in effect for all pro tree classes, and, is requested, but not mandatory, in all other classes. *Please note: If you accidentally roll in too deep while pre-staging and light the stage bulb before the other car has pre-staged, it is recommended that you DO NOT back up. If*

you do back up after the other car has lit their pre-stage bulb, the system will automatically disqualify you and you will receive a "Red Light" start.

Race Time

If your vehicle has problems during the run, pull over to the outside of your lane and stop in a safe manner. This will help shorten any clean up time that may be required by the track staff. If you "Red Light", which is an automatic loss during eliminations, DO NOT slow down, please finish the run and exit the track as normal. Please do not take your frustrations out on the next racers waiting to race. Violation can result in loss of racing privileges.

Oil downs or excessive fluid spills may be subject to a \$50 clean-up fee.

Finish Line

The finish line is marked by the large "FINISH" signs, not the scoreboards. Let off the accelerator, leave your vehicle in gear and brake to slow down. Exit the track to the left at the end of the guardrail. Please exit the track as quickly as possible allowing for safe exiting and to avoid collisions. Be alert when exiting the racing surface in the event your competitor would experience a problem and need to continue further down the track. Do not cut off your opponent when exiting the track. When exiting the track the left lane driver has the right of way. Drivers in the right lane must be certain that the left lane driver has turned and will not pose a collision hazard. Do not unbuckle or remove safety gear until you reach the ET Shack.

Time Slip

Pick up your time slip at ET Shack on the return road. This displays your reaction time, with .0000 being a perfect light. It also gives your 60', 330', 660' elapsed times and your 660' mph. Your time slip also gives you the same information about your competitor as well as which racer was the winner. MOV stands for Margin Of Victory.

If you do not receive a time slip and the tower does not have your run information, if time permits, you will be provided an additional time trial. Please ask the ET Shack employee to contact the tower to confirm if the time slip information is available.

Return Road

The speed limit on return road is 5 mph. **This is NOT optional, obey at all times.**

JR Dragsters are required to stop in designated JR pull off area after receiving their time slip. JR may not be driven beyond the bold yellow line on the return road. Violation may result in disqualification.

Buy Backs

Buy Backs are allowed for 1st round loss only and are \$20 for money classes and \$10 for trophy classes. Other special events may be higher. Please check website for that event. You will be placed into the 2nd round of eliminations. No points will be awarded after a 1st round loss.

Re-Runs

If a re-run is warranted by a track official, an announcement will be made over the PA system. Dial-ins and/or Lane choice can only be changed if both racers agree.

Cross Talk

If your class has Cross Talk, the top bulb on the starting tree will flash on in both lanes at the same time, then continue down in the slower vehicle's lane. The bulb will remain on for the quicker vehicle, then count down as normal.

CROSS TALK IS ALWAYS ON FOR ELECTRONICS CLASSES.

Points

Points are awarded as follows:

10 points for showing up to the race **and attempting to race**

~~10 points for each Round you lose~~

20 points for each Round you win

1 point bonus for Semi-Finals loser

3 points bonus to Runner Up

5 points bonus to Event Winner

Points stop counting for the night, once you lose in round one....

Example of a class with 6 rounds:

Lose in R1: 10

Lose in R2: 30 (10+20)

Lose in R3: 50 (10+20+20)

Lose in R4: 70 (10+20+20+20)

Lose in R5 (Semis): 91 (10+20+20+20+20...+1)

Lose in R6 (R/U in Finals): 113 (10+20+20+20+20+20...+3)

Winner in R6 (Finals): 135 (10+20+20+20+20+20+20...+5)

Summit Points

In order to qualify for ET Finals, you must register for points with the track and race at least 2 Summit Series events at I29 Dragway. You must register and pay by Summit Series Race #2 for your points to start counting from Race #1.

Otherwise, if you have not paid for points by Race #2, your points will not start counting until the night of your payment.

Points Registration for 2015 will be \$25. This does not include the cost of your banquet dinner.

2015 Racer Counts:

Super Pro: 20

Pro ET: 11

Sportsman: 5

High School: 4

Alternates: 2 *Alternates can race in the gamblers, and will be able to join the ET Finals race should a team racer not be able to compete.

The alternates will be determined by the next highest points total after the 36 have committed, no matter what class...it is the next 2 highest point totals.

The I29 Dragway ET Finals team will consist of 36 racers from the Super Pro, Pro and Sportsman classes plus an additional 4 racers from the High School class. The racers eligible for each class will be determined Labor Day weekend based on car count during the season and willing participants.

Passengers

A passenger is allowed to ride along in a 8.6 second or slower vehicle during time trials or test and tune only. They are required to wear a seat belt and helmet. Any passenger riding in the vehicle must be a minimum of 16 years of age. A track official must be notified before a passenger is approved to ride along with the racer. A NHRA Minor Waiver must be signed, if under 18.