

**Gateway Motorsports Park
2017 Midnight Madness
Competition Procedures & Eligibility**

Eligible Vehicles

- Any full-bodied car and truck or any motorcycle
- NO DRAGSTERS or altereds of any kind
- All vehicles must be self-starting
- It is recommended that all competing vehicles be driven to the track. (It is not a requirement.)
- All vehicles should be clean of debris/mud and pass a basic safety inspection. Truck beds must be empty (or cargo secured) before competing. Cars that have excessive dirt/mud will not pass tech inspection.

Eligible Drivers

- Valid driver's license will be scanned at technical inspection. License must be valid to pass tech inspection.
- Drivers are required to wear long pants and closed toe shoes.
- Driver under the age of 18 must have a parental consent form on file with Gateway Motorsports Park prior to competition.
- All tech cards must be complete and legible with current address, cell phone number and contact information.

Basic Rules

- Car must meet NHRA safety guidelines for elapsed time and mile-per-hour.
- Only 1 passenger may accompany driver in the vehicle. (Maximum of 2 people in vehicle). No passengers are permitted on motorcycles. All occupants must wear seatbelts.
- No passengers under the age of 16 are permitted. Passengers 16 & 17 years of age must have a parental consent form on file with the track.
- All vehicles are subject to tech inspection at any point during the event.
- This is not a test session. That's why the event is only open to full-bodied cars and trucks (and eligible motorcycles) that are self-starting. This is not a "race car" test session. Dragsters, purpose-built drag bike and altered are not permitted at Midnight Madness.
- No switching of drivers after tech inspection. Only the driver who signs the tech card is allowed to drive the vehicle. A driver change will require another pass through tech inspection.
- No coolers are permitted in competing vehicles.
- No weapons, glass bottles or outside alcohol is allowed.
- All drivers, spectators and vehicles are subject to security inspection upon entry into the facility.
- Cars that are leaking, show excessive smoke or are deemed unsafe by the management will be given a refund for the event (less the spectator fee).
- We would like to place an emphasis on the fact that this is NOT A RACE CAR TEST 'N TUNE. This event is designed for street tired, street legal vehicles.
- The use of common sense is encouraged.

Midnight Madness Entry Instructions

- Gates will open at 6 p.m. for spring and fall events and 7 p.m. for summer events. Line-ups will not begin until 15 minutes prior to gate opening.
- All drivers and occupants will be required to sign release waivers at the time of entry. Tech cards will be issued at the credential trailer once the release waiver has been signed.
- Upon entering the facility, please proceed directly to lanes 0-1-2 for technical inspection. Please complete your tech card legibly and wait with your car until it has passed technical inspection.
- Please take your tech card to the tech shack in front of the staging lanes to sign the racer waiver and get your racer wristband on your left arm. You must show your racer wristband prior to each run down the track.
- Once you have completed tech and received your racer wristband, **DO NOT LEAVE STAGING LANES 0-1-2!** Remain with your car. Once cars have completed technical inspection the tech lanes will be given first priority to make their runs down the track. If you leave Lanes 0-1-2 without being directed by the staging lane staff, you will lose your first run priority privileges and will be required to return to lanes 3-8....where you will lose priority to the first pass drivers.
- After completing your first run of the evening, you can either immediately return to staging lanes 3-4-5-6-7-8 for your other runs or you can return to the pit area. **DO NOT RETURN** to 0-1-2 after making your first run of the night. Lanes 0-1-2 are reserved exclusively for first run participants.
- Please follow the instructions of the event staff and listen to the public address system for updates.
- Do not speed or do burnouts in the pit area or upon exit.
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Spring/Fall Nightly Schedule – Midnight Madness

6 p.m.	Gates Open/Tech Inspection begins
7 p.m.	Racing begins
8:30 p.m.	Midway activities/entertainment begin
11:30 p.m.	Tech Card Sales conclude
12:45 p.m.	Tech Inspection concludes
1 a.m.	Back of staging lanes close – wrap-up remaining runs
1:15 a.m.	Pit Sweep/Facility closes

Summer Nightly Schedule – Midnight Madness

7 p.m.	Gates Open/Tech Inspection begins
8 p.m.	Racing begins
8:30 p.m.	Midway activities/entertainment begin
11:30 p.m.	Tech Card Sales conclude
12:45 p.m.	Tech Inspection concludes
1 a.m.	Back of staging lanes close – wrap-up remaining runs
1:30 a.m.	Pit Sweep/Facility closes

Admission/Entry Fees

Racer/Drifter Tech Cards:	\$25 (Car and Driver)
Spectator/Crew:	\$15
Kids 12 and under:	Free

Any vehicle entering the pit area for a Midnight Madness event will be considered a participant and will be charged the racer fee. Free parking is located on the West Side of the facility for spectators walking into the facility.