



2019 Gateway Motorsports Park Dragstrip Rulebook

(Please Note: All 2019 NHRA Safety Requirements
Supersede this book)

These Rules are designed to provide for the orderly conduct of racing events and to establish standards for such events. By entering and participating in an event, participants are deemed to understand and accept these rules. NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF THESE RULES OR COMPLIANCE WITH THESE RULES. They are intended as a guide for conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official. These rules may be changed or amended from time to time by the management of the raceway. These are general guidelines for Gateway Motorsports Park in Madison, Illinois. Please check your class rules for any class specific amendments. Please refer to the NHRA Rulebook for complete rules listings. Any NHRA Safety Rules will supersede the rules in this book. For rules clarification, email info@gatewaymsp.com or visit www.nhraracer.com.

General Policies

- **Tech Inspection:**
 - Tech Inspection is located in Staging Lanes 1 & 2 (unless otherwise announced or directed)
 - All vehicles are required to park in the pits.
 - Unload your vehicle and report to tech inspection with all safety equipment, clothing and accessories required to race. Please completely fill out your tech card and be prepared to show your NHRA license if your vehicle runs 9.99 or quicker. For motorcycles, this includes bringing your Leathers to tech.
 - After passing inspection you may enter the lanes if the lanes are open for your class.
- **Double Entry:**
 - Car double entry is permitted at any ET Bracket Series event (double entries are defined as two drivers being alive in eliminations in the same car but NOT in the same class -or- same car and driver combination in two classes.).
 - Please be aware that no class will wait for driver change or extra cool down time for multiple class entries.
 - Racers are also permitted to drive two different cars.
 - Car must conform to ALL rules in each class.
 - Any electronics devices must be completely removed from the car if competing in both an electronic an non-electronic class
- **Buy Backs (Bracket Program and Gateway Events ONLY):**
 - A competitor who loses first round and wishes to buy back for second round may do so.
 - Once racer has bought back, he or she should return to class lanes when called.
 - All competitors will return to the lanes when round 2 is called (1st round winners and those who bought back)
 - A driver not present for first round may buy an entry and a buy back and will run second round with buy backs.
 - Buy back competitors will receive points only for rounds won. (i.e. they will receive 10 points less than a 1st round winner that lost the same round as them)
 - Buy backs for Rental Events will be at the decision of the event promoter.

STAGING, PAIRINGS, BYE RUNS & BURNOUTS

- **End of Round:**
 - All classes will be called to the lanes by the track announcer.
 - Listen to the radio station 107.1 FM. We will do our best to make sure you can hear the PA system but please also use FM radio.
- **Bye Runs:**
 - Potential bye runs are determined by best winning reaction time in the previous round.
 - To determine potential bye run for the first round of eliminations, a blind draw of cards will be used.
 - Bye Run will be selected and pulled aside. If class is odd paired at end, racer will fill in pair.
 - If bye run is not used, it WILL carry to next round (assuming the person who had the potential bye won the round). Driver pulled for Bye will fill in the odd position at end of class. Only a ladder bye has the option to choose if they want to run at the beginning or end of class.
 - Drivers can get only one bye per event unless all cars remaining have had a bye.
 - It is possible for a competitor to get both a “random” bye and a Ladder bye, even if all other competitors have NOT received a bye run. The Ladder bye is determined by the computer and cannot be changed.
 - Broke bye runs are awarded in the event that your opponent is unable to race. This occurs only after you have been paired at the FRONT of the Staging Lanes.
 - Broke byes are still eligible for regular bye runs.
 - Any bye run car that elects to just take the tree and back off the starting line must still go to the end of the line in the staging lane they choose.
 - Classes will be ladderied with 8 or fewer cars remaining based on reaction time from the previous round. (It is possible for a competitor to have a second bye by getting the computer generated bye after a random bye.)
- **Staging Lanes & Pairings:**
 - Never block the entrance of staging with your race car, trailer or pit vehicle.
 - Please stay with your car at all times while in the staging lanes. This staging lane & pairing policy applies to all classes
 - Once you have selected a lane to run in and have come to a complete stop in that lane, you cannot switch lanes or move in front of or behind a racer for any reason.
 - This is to keep cat and mouse games to minimum.
 - Once the bye run is pulled, cars will be paired side-by-side.
 - Please pull up in the lanes and do NOT hang back. If you hang back and refuse to move up at direction of a Staging Official, it will be assumed that you are broken and your competitor will be given a competition bye.
 - If we run out of cars in one lane, then they will be paired front to back with lane choice being determined by a coin flip.
 - Failure to listen to staging officials if told to move lanes due to an odd number of cars will result in disqualification.
 - Inability to run once paired constitutes a broke bye.
 - As you pull under the bridge to the ready line, make sure that you remain paired. It is impossible for the tower to determine who is paired until you are near the ready line.
 - In the event that you reach the ready line and are no longer paired correctly, grab

- the attention of the Ready Line Operator and tell them you are not paired correctly so that the issue can be resolved.
 - If you pass ready line, it is a race - there will be no re-runs for wrong pairings, even if both drivers agree.
 - All Dial-Ins MUST be on the car by the crossover and cannot be changed after that point (unless allowed by the Race Director)
- **Burnouts:**
 - Burnouts can be performed by any car.
 - Cars with slicks must pull through the water box.
 - Cars with street tires may go around the water box.
 - Crew members are prohibited from holding onto or touching a car while the car is performing a burnout.
- **Staging:**
 - When the first driver has fully staged and the second driver has pre-staged, the second driver has a set amount of time (see AutoStart Settings for your class) to fully stage or he will be disqualified in a foul.
 - In another situation, if a driver is ready to stage or has already staged and the second driver is having problems (i.e. mechanical failure, etc.), the starter will put that car on a clock (pushbacks & assistance from crew are permitted if done within reasonable time as deemed by the starter).
 - If the car still cannot stage after that time, the first driver will receive a single run.
 - By staging your vehicle, you have signaled to track officials that you find all conditions acceptable and you are ready to race. In addition to the situations described in the paragraphs above (pairings, dial-ins, and deep-staging), this includes any problems (i.e., overheating, cold tires, etc.) resulting from delays on the track. If there is a problem, DO NOT STAGE. Explain your problem to a starting line official and they will assist you.
 - Courtesy staging is not required and is not a disqualifiable issue.
- **Deep Staging:**
 - Deep staging is at your own risk! Failure for you to deep stage (or a “quick-tree”) is NOT grounds for protest or a re-run.
 - You should be deep-staged before your opponent is staged.
 - THE STARTER WILL NOT WAIT OR “HOLD THE TREE” FOR YOU, EVEN IF DEEP IS WRITTEN ON THE CAR.
 - Deep stages ARE NOT guaranteed AT ANY EVENT. The driver accepts all responsibility for when deep staging.
 - Since deep staging is permitted and Autostart is used, courtesy staging is not required and is not a disqualifiable issue.
- **Race Track Configuration:**
 - Gateway Motorsports Park is a right exit track.
 - There are three exits
 - First: (always closed, except for Jr. Dragsters and Emergency Situations)
 - Second: (always open) mid-shut down area, where fire truck and ambulance sits.
 - Third: End of race track, just before sand trap.
 - When exiting the track, right lane has right-of-way.
 - It is the driver’s responsibility to know where their opponent is before turning.
 - If in trouble, do not try to make turn off at a high rate of speed. Take the sand trap – it’s dirty, but avoids putting others at risk.
- **Round Robin: (once we get into later rounds of competition)**

- For most races, competitors will return to the pits after the first and second round of eliminations and wait to be called back to the lanes.
- It is essential that racers report back to the lanes immediately and cool down there once in Round Robin
- Please listen to the announcer for instructions and/or variations.
 - If you hear us calling for “All Winners”, this means we are at the Round Robin point.
- Racers who miss their round will be eliminated.
- Reruns or advancement will not be granted for missed lane calls or rounds.
- **Time Trials:**
 - To run the left lane of the track, use odd numbered staging lanes. To run the right lane of the track, use even numbered staging lanes.
 - When we reach the end of a session, should there more than five (5) cars left in a single lane, a coin toss will be used to determine pairs and lane choice. **If lane choice is important, do not end up at the end of a session.**
 - In an effort to minimize the amount of time spent waiting in the lanes, time runs will be run in “class” sessions.
 - Each class will be called to the lanes over the P.A.
 - Only one time run is allowed per “class” session.
 - The computer has been programmed to flag cars that attempt more than one run per session.
 - You will not receive a reaction time or elapsed time if attempting a second run during a single time trial session.

Rain-Out and Break Policy

- **Track Credit Policy:**
 - If you break before first round a track credit will be issued at the tower.
 - The credit will be the amount of the entry less the cost of that event’s crew admission.
 - Track credits will only be issued at Test & Tunes if the vehicle breaks prior to entering the water box for their first time trial. Credit will be the value of car & driver entry, less that day’s crew admission.
 - Credits must be claimed in Race Control by the end of the event, they WILL NOT be mailed after the event. Break Credits are non-transferable
 - To claim the break credit at a future event, you MUST present and surrender the form that you were issued in Race Control. If you lose the form, it becomes invalid.
- **Rain-Out Policy:**
 - In the event of rain during an event, eliminations will not be continued to another weekend (although they may be continued to another day [i.e. finish rounds on Sunday if Saturday encountered rain] of a multiple day event). This is up to the sole decision of the Race Director and Track Management. Points will be awarded per class through the last FULLY completed round.
 - If an event is canceled prior to gates opening, Gateway Motorsports Park will make every effort to re-schedule the event. If this cannot be done, then the event will count as a throw-out if part of a points event.
 - An event is defined as “COMPLETED” at the conclusion of first round in all classes (not including buy back).
 - If first round is not complete, a “Rain Out” Credit will be issued. ALL “Rain

Out” Credits will be Mailed to a competitor the week following the event. This credit must be presented and surrendered at a future event to receive the credit. If the form is lost, the credit is not valid. Credit only valid for entry into the same class and event that you were entered into. If your tech card is not completely filled out or is illedigable, you risk losing your “Rain Out” credit if issued. Gateway is NOT responsible if your tech card is incorrect.

CONDUCT OF DRIVERS & PIT CREW

- **Restricted Areas:**
 - Due to insurance regulations, access to certain areas of the facility is restricted.
 - These areas include advanced staging, behind and inside the burn-out box, the starting line, the track itself and the return road.
 - All drivers and crew are required to sign a waiver in the presence of a track official.
 - At that time all driver or crew member will be issued a wristband that must be put on the wrist in the presence of that track official
 - Crew wrist bands are limited to three per team. This includes in front of the drag tower on golf carts.
 - No one under the age of 16 years is permitted in any restricted area. This includes in front of the tower on golf carts.
 - Absolutely no one will be allowed in restricted areas without a wristband.
 - An exception is allowed with minors in short shoot during junior dragsters, however, minors must remain in or on tow vehicle at all times.
- **Children:**
 - Parents are cautioned to keep children under supervision in the immediate area of their pit space.
 - The pit area is not an appropriate place for children to roam unattended, so please keep them in your sight and out of harm’s way.
 - The pit area is teeming with all kinds of motorized and pedestrian traffic and a driver’s ability to see is often restricted. Allowing minors into the pits is a privilege, not a right.
 - Parents who let minor children roam the pits unattended will be asked to leave the pit area.
 - Remember, you must have a driver’s license to operate anything motorized. Roller skates, skateboards, radio controlled vehicles and similar toys are not permitted whatsoever.
- **Misconduct:**
 - Drivers are responsible for the behavior of their crew members, families, children, pets, and themselves at all times. Misconduct or recklessness is grounds for immediate disqualification.
- **Pit Vehicles (Golf Carts, Scooters, Pit Bikes, Etc):**
 - Golf Carts, motorized pit bikes, mini-bikes, and ATV’s are ONLY permitted to be used for racer needs in the pit area to tow race cars.
 - They may also be used to assist in the mobility of handicapped persons.
 - ALL OPERATORS MUST HAVE A VALID STATE DRIVERS LICENSE AS WELL AS THEIR CAR NUMBER PROMINENTLY DISPLAYED ON THE PIT VEHICLE.
 - “Joy riding” or unsafe operation anywhere on the premises by you or your crew

- members is grounds for immediate disqualification.
 - Children are not permitted to operate pit vehicles of any kind.
 - These safety regulations are strongly enforced, as they are not just for the protection of your property and crew but for the protection of others as well.
 - Failure to comply with these rules may result in immediate disqualification.
 - If minor is caught driving pit vehicle or an adult caught driving in a reckless manor:
 - 1st offense, vehicle will be confiscated.
 - 2nd offense, points will be forfeited for that weekend with no reimbursement.
 - 3rd offense, you will be asked to leave the park with no reimbursement.
- **Speed Limit and/or Reckless Endangerment:**
 - The speed limit for all vehicles on the premises is 15 mph.
 - Any vehicle judged to be operated in an unsafe manner by track officials is eligible to have their team disqualified for the day on the first offense with no refund.
 - Repeat offenders may result in a permanent ban from the facility.
 - Burnouts anywhere but starting line will not be tolerated in any way and any driver caught doing so (even the first offense) is subject to immediate eviction from the property with a permanent ban from Gateway Motorsports Park.
- **Tow Vehicles:**
 - Tow vehicles are allowed in Super Pro, Super Pro Bike and Junior Dragsters only.
 - No tow vehicles are permitted to be on the race track surface. All tow vehicles must travel down the return road.
 - All crew members must be in the enclosed part of the vehicle and have restricted area wristbands.
 - Absolutely no one is allowed on tail gate of pickup. If passenger is in truck bed, they must sit on bed floor.
- **Alcohol Policy:**
 - No glass bottles are permitted anywhere on the Gateway Motorsports Park property and absolutely no alcoholic beverages are allowed in any restricted area of the facility.
 - This includes the staging lanes, starting line, track and return road.
 - Any driver determined to be intoxicated or found with an alcoholic beverage in their possession while still in competition will be disqualified immediately.
 - Any person found to be operating any vehicle while in possession of alcohol may be disqualified and/or ejected from the premises.
 - Repeated offenses will result in a two-week suspension without points. As stated above, drivers are responsible for their crew members and if crew members have to be reminded repeatedly about this rule, the driver may be disqualified.
 - It is to the advantage of the drivers to police themselves and their crew members.
 - If you ask someone to leave a restricted area due to alcohol possession and they become belligerent, do not put yourself at risk. Please notify a security officer or track official.
- **Waste Oil / Hazmat:**
 - Collection centers are provided throughout the pits. Waste oil must be dumped in these bins. Contaminated oil (contamination is any non-pure race oil, i.e., brake clean, carburetor cleaner, anti-freeze, etc...) must be taken with you when you leave. Safety-Kleen provides collection as a courtesy, please respect this service.
 - Do not leave anything on property that is not pure race oil.

- **Facility power:**
 - Competitors are not permitted to use electrical outlets without the permission of the Drag Strip Manager. Approval must be requested in advance. DO NOT expect power to be available. We suggest buying a generator. Anyone tampering with a Gateway outlet or power supply will be immediately ejected and face suspension.
- **After-Hours Policy:**
 - Quiet hours will go into effect 90 minutes after the final car goes down the track in competition. For events featuring overnight camping, this means that everyone must return to their respective pit area and all engines must be quiet 90 minutes after the conclusion of racing.
 - On the final day of racing for the weekend (most Saturday races, Sunday special events), all occupants must vacate the pit area 90 minutes following the completion of racing. Track security will do a final sweep 60 minutes after the conclusion of racing as a friendly reminder that the event has ended. The Madison, Illinois Police Department will do a final pit sweep 90 minutes after the event and secure the facility.
 - Facility secure times for Wide-Open Wednesday, Test 'n' Tunes and Midnight Madness events is 45 minutes following the completion of racing

COMPULINK CROSSTALK & TruSTART & AUTOSTART

- **Compulink CrossTalk:**
 - CrossTalk allows the tree to be fully shielded (all ambers) while giving several benefits. All racers have their own “clean” tree, with all ambers including the top amber facing directly towards them. CrossTalk functions in eliminations by firing the top amber in both lanes at the same time. This allows both cars a direct “hit” on the tree. The tree of the slower lane will continue counting down to the second and third amber as normal. The faster cars top amber will remain lit until the time comes for the second and third amber in that lane to cycle down. Note that CrossTalk function would only be run in “Super” classes in eliminations only. Footbrake classes would have a normal functioning tree.
 - A driver (if he is the quickest of the pair) may cancel the CrossTalk function by including the letter “N” after the last digit of their dial-in.
 - For example, a dial-in of 4.85N would cancel CrossTalk for that pair of cars if the 4.85 was the fastest dial-in. If you have the letter “N” after your dial to indicate you do not want Crosstalk activated in your lane, make sure you see the dash in front of your dial-in on the scoreboards before you stage.
 - If there is no dash in front of your dial-in on the scoreboards, then the clock operator did not see the “N” after your dial or you have it placed elsewhere on your window. In this case, DO NOT STAGE. Simply get the starter’s attention and point to the “N” on your window; he will call the tower by radio and have it corrected. The “N” is part of your dial-in. There will be NO Re-Run for a missed “N”. If it is not there, do not stage.
- **Compulink TruSTART:**
 - Compulink TruSTART will be used in ALL bracket classes. Super Pro, Pro, Motorcycle, Sportsman, Trophy, Jr. Dragsters, and High School.
 - TruSTART will be used at ALL Gateway Motorsports Park events (in all

applicable classes) unless specifically requested to NOT be used by the event promoter or their rules. Please consult with Event Promoters to find their policy on TruSTART

- Compulink TruSTART will display RED Lights for both competitors in Time Trials. In eliminations, the tree will always go GREEN when the first car leaves. The first leaving car will ALWAYS count down Amber, Amber, Amber, Green regardless of the actual status in order to hide a possible Red Light. After the 2nd car has left, the True GREEN/RED status of both cars will be displayed.
 - In Eliminations, the slower car will always count down Amber, Amber, Amber, Green in order to hide a possible Red Light to the faster car. When the faster car leaves, both sides of the tree will then display the actual Green/Red status of each lane. If two Red lights were to occur, then the LESSER of the two Red Lights will receive the instant WIN Light.
- **Compulink AutoStart:**
 - The AutoStart system is used at Gateway Motorsports Park in all classes at all events.
 - This system starts the tree automatically when the computer senses two fully staged vehicles so the starter can concentrate more on the track and conditions of the race.
 - Here's how it works: when the system sees both cars pre-staged and ONE of the cars staged, it starts a timer (actual length of timer is class specific, please inquire with the tower or go to the class rules and information). If the second car does not enter the staging beams within the timer's parameters, a red light is activated for that car. This red light will NOT be negotiated under any circumstance. Remember, the system needs to see three lights before it starts the timer - two pre-stages and a stage.
 - Don't try to burn down your opponent.
 - E.T. Bracket settings are the same as the NHRA Division 3 Finals.

DIAL-INS

- **Dial-Ins:**
 - Cars are required to display dial-ins on all 4 sides of the car. If you do not have windows you may use a scoop or some other part of the car on both sides that is visible from the tower when you are in the water box. Please Note: We sit directly above you when we are looking for your dial in. Please make sure that both your number and your dial-in are clearly displayed. We will make every attempt to clarify what you have written but please remember that visibility from the tower is poor at times. Dial- in must be written out to the hundredth of a second (including zeros) by the crossover.
 - You must have your dial in set when you cross the crossover. There will be a sign stating “cannot change dial past this point.”
 - Failure to follow these rules is grounds for disqualification.
 - The only exception to this is after a track clean-up or long delay, as the pair in the water box may change their dial at the competition director’s discretion.
- **Dial-In on Scoreboards:**
 - You have an opportunity to verify that you and your opponent are dialed-in correctly.
 - Your first opportunity to check your dial-in is the dial-in boards located in front of the waterbox. They should display the dial-in when the pair in front of you has pre-staged. If your dial-in is incorrect, please notify the waterbox attendant immediately.
 - If you did not verify your dial-in in the waterbox, verify your dial-in is correct on the

scoreboards. The dial-in on the scoreboard is final and once you pre-stage, you have accepted whatever is on the scoreboard.

- Absolutely no re-runs for wrong dial-ins, even if both drivers agree. Once pre-staged starter assumes they are correct.

ELECTRONICS & PROTEST PROCEDURES

- **Electronics per class:**
 - If a driver is caught using electronics (delay boxes, trans brakes, air shifters, two steps, 4 wheel line locks, etc.) in a class that does not allow them during eliminations, then they will be disqualified immediately without refund.
 - Additionally, if they are a point's member, they will lose all points for the season.
- **Protesting:**
 - If you see a delay box or anything illegal, bring it to our attention and we will investigate it without a protest charge.
 - However you can officially protest another racer for a protest fee of \$200 for Super Pro / \$100 for all other classes.
 - To do this, bring the funds to the Event Director and state which driver and what specific device you are protesting and why.
 - That driver will be escorted to a restricted inspection area.
 - All inspections will be under the direct supervision of the Competition Director.
 - If no illegal device is found, then 75% of the protest fee will go to the protested driver.
 - If the driver is found illegal then 75% of the protest fee will be returned to protester and the illegal driver will be disqualified and will lose all season points.
- **Rookie or Trophy Protest:**
 - If you feel that someone is in violation of criteria to be "Rookie Eligible" or a Trophy Class participant, please bring to the attention of the Race Director immediately.
- **Competition Director Decisions:**
 - Every effort has been made by Gateway Motorsports Park to promote fair and honest racing for all participants with the best timing equipment available in the industry. In the unlikely event of an electronic or equipment malfunction, the Competition Director will decide the outcome of the race.
 - The Competition Director's decision is final and entry in the competition is acknowledgment that the participant accepts this ruling without recourse.

BRACKET SERIES POINTS PROGRAM

- **Points Membership:**
 - Point's membership is \$50.00.
 - You may register at any Test and Tune or ET Bracket Series race.
 - You MUST sign up prior to 1st round of eliminations to be eligible for the "Points Bonus" and to receive points for that day.
 - You will only receive points counted towards your year end total AFTER you sign up for points. Points will not go retro-active.

- I.E. If you sign up for points at Race 5, you will have your points counted from Race 5 and beyond, any points earned in the first 4 races will be forfeited.
 - Points series will count the best 8 of 11 races. No make-up races will be held. In the case of a rainout, that event will be counted as a throwout for everyone.
 - In the event of rain during an event, eliminations will not be continued to another weekend (although they may be continued to another day [i.e. finish rounds on Sunday if Saturday encountered rain] of a multiple day event). This is up to the sole decision of the Race Director and Track Management. Points will be awarded per class through the last FULLY completed round.
- **Tie Breakers:**
 - To eliminate the need for runoffs between racers that are tied in points, tie breakers will be used to determine higher position. This system will ensure that all classes have a definitive Top 10 with no ties in points at the end of the year.
 - Tie breaker system will also be used to eliminate any ties in qualifying for the ET Finals.
 - 1st – Driver with the most points without throw-outs
 - 2nd - Driver with most races attended (Show Points)
 - 3rd - Driver with the MOST POINTS RACES WON during the current season
 - 4th - Driver with the MOST POINTS RACE RUNNER-UPS during the current season
 - 5th - Driver with the MOST SEMI-FINAL ROUND APPEARANCES in points races during the current season
 - 6th - Driver with fewest buyback rounds
- **Points Awarded (for ALL Gateway Points Programs):**
 - Points will be awarded through completion of season for points championship.
 - Points will be awarded to ALL competitors of an event. In the event of the driver not being able to make first round, they will receive 10 attendance points (the purchase of a tech card without the car present to receive the 10 attendance points is prohibited).
 - Points will be awarded for each event as follows (NHRA Standard):

# of Rounds	1 st Round Loser	2 nd round Loser	3 rd Round Loser	4 th Round Loser	5 th Round Loser	6 th Round Loser	7 th Round Loser	R/U	Win
2 or Less	33							64	85
3	32	43						64	85
4	31	42	53					64	85
5	30	41	52	63				74	95
6	30	40	51	62	73			84	105
7	30	40	50	61	72	83		94	105
8	30	40	50	60	71	82	93	104	115

- Bonus Points (not shown in above table) for Win, Runner Up and Semi-Final as follows, regardless of the # of rounds the race was:
 - Win – 5 Extra Points
 - Runner Up – 3 Extra Points
 - Semi-Final – 1 Extra Point
- If you lose 1st round and buyback, you will receive 10 less points than listed in the table above. (i.e. a 5 round race, 4th Round Loser who bought back will receive 53 points [10 less than 63])

- In the event of more than an 8 round race, points will continue to increase in the fashion listed above.
- In the event of breakage prior to first round, you can receive a credit (no points will be earned).
 - You may also waive the credit and receive 30 points (10 tech plus 20 first round). You will be treated as a 1st Round Loser.
 - If you cannot run and wish to receive the 30 breakage points, you must notify Race Control before the tower closes that night.
 - Buy Back Cars / Bikes will earn points only for rounds won.

Points & Purse Policy for Weather Shortened Events

- An event is defined as “COMPLETED” at the conclusion of first round in all classes (not including buy back).
 - If a class is not fully complete when the event is canceled, the round will be treated as if it never happened. If the round is complete, points and payouts will be issued up through the completed round.
 - Points will be issued for all rounds completed, all racers still in competition will receive points for the last round they won.
 - Purses are then divided between all active drivers still in competition. A check will be mailed the Tuesday following the event, a valid W-9 MUST be on file.
 - Points will also be awarded in each round for all classes.
 - If it is deemed necessary by the Competition Director to switch from 1/4-mile to 1/8-mile (Bikes and Sportsman) for safety concerns or weather related issues, points will still be counted the same.

PAYOUT

- **Payout Guarantee:**
 - Payout is guaranteed to be what is posted in each classes minimum car count per level of cars attending.
 - Payout is posted in the Bracket Series Program and VP Racing Lubricants Mid-America SuperCar Showdown Program information sheets; this will be followed unless noted on high dollar races.
 - In order to receive payout, competitor MUST win a round of competition in order to receive posted payout. No payout will be made to a competitor without winning at least 1 round of competition.
 - “Points Bonus” checks will be mailed the week following the event and NOT available for pick up same day.
 - You MUST be signed up for points prior to the start of first round of eliminations for your class or you will NOT be eligible for “Points Bonus” money that day.
- **Class Count Cut Offs:**
 - Car count is calculated by how many cars compete in first round.
- For any payout related questions or issues, please contact Taryn via email at taryn.bailey@gatewaymsp.com

NHRA Div. 3 SUMMIT RACING EQUIPMENT ET FINALS

- **Qualifying & “No Shows”:**

- You MUST compete in a **minimum of THREE (3) point’s races** to qualify for the D-3 Summit Racing Finals.
 - This is an NHRA Division 3 Rule, not Gateway Motorsports Park.
- The NHRA Summit Bracket Finals will be held at Lucas Oil Raceway from September 14-16, 2019.
- Drivers competing at NHRA Mello Yello Drag Racing Series events including the NHRA Summit Racing Series National Championships will be required to be 16 years of age or older.
- You MUST sign up for Team Gateway (\$50 Points Program) to be eligible to go to Indy. If you do NOT sign up for the points program, you will not be allowed to represent Gateway at the ET Finals.

- **High School Selection for ET Finals:**

- Two drivers will represent Gateway Motorsports Park in the High School class at the North Central Division Finals. High School class representatives must be enrolled in high school or be a 2019 graduate. The student and/or their car for competition may NOT be entered in any other class at the ET Finals.

Gateway Bracket Class Rules:

- **SUPER PRO (3.66-7.75) 1/8 MILE**

- Computer: Prohibited unless stock vehicle by new car manufacturer. See general regulations 9:1
- Data recorders: Permitted. See general regulations 9:2 & 9:10.
- Delay boxes: Permitted, All direct wiring must be clearly identifiable to the tech inspector. See general regulations 8:2 for more information.
- Trans-brake: Permitted.
- 4-wheel line lock: Permitted.
- Automated shifter: Permitted.
- Throttle Control: Permitted.
- Ignition: Stutter boxes prohibited. Starting line and or "high side" rev limiters permitted.
- Two steps, rev limiters or any other rpm limiting devices, legal unto themselves but altered or installed so as to function as a down-track rpm controller, prohibited.
- Switches & buttons: All switches and/or buttons must be standard mechanical connection type.
- Infrared laser, retinal scan, fingerprint, light source or any other non-mechanical type switch and/or button prohibited.
- NHRA license: Required if running 6.39 or quicker.
- Rules of the NHRA Rule book will be followed, NHRA Rule Book
<http://www.nhra.com/members/login.aspx>

- **PRO (5.40-8.99) 1/8 MILE**

- Computer: Prohibited unless stock vehicle by new car manufacture. See general regulations 9:1.
- Data recorders: Prohibited. See general regulations 9:2 & 9:10.
- Delay boxes: Prohibited.
- Trans-brake: Permitted.

- 4-wheel line lock: Permitted.
- Automated shifter: Permitted.
- Throttle control: Throttle must be manually operated by the driver's foot. Electronics, pneumatics, hydraulics or any other device may in no way affect the throttle operation. Dead stop under carburetor or gas pedal are permitted. Throttle timers, staging controllers, counters prohibited.
- Ignition: Stutter boxes prohibited. Starting line and or "high side" rev limiters permitted. Two steps, rev limiters or any other rpm limiting devices, legal unto themselves but altered or installed so as to function as a down-track rpm controller, prohibited.
- Switches & buttons: See S/Pro #9 switches & buttons.
- Tow vehicles are prohibited in Pro E.T.
- Vehicles running 5.40 to 6.39 in the 1/8 mile must meet all applicable safety rules. See NHRA Rulebook.
- NHRA license: Required if running 6.39 or quicker. Rules of the NHRA Rule book will be followed, NHRA Rule Book <http://www.nhra.com/members/login.aspx>
- **PRO BIKE 7.50 - 15.99 (1/4 Mile)**
 - Computer: Prohibited unless stock vehicle by new bike manufacturer. See general regulations 9:1
 - Data recorders: Permitted. See general regulations 9:2 & 9:10.
 - Delay boxes: Permitted, All direct wiring must be clearly identifiable to the tech inspector. See general regulations 8:2 for more information.
 - Automated shifter: Permitted.
 - Throttle Control: Permitted.
 - Ignition: Stutter boxes prohibited. Starting line and or "high side" rev limiters permitted.
 - 2-steps, rev limiters or any other rpm limiting devices, legal unto themselves but altered or installed so as to function as a down-track rpm controller, prohibited.
 - Switches & buttons: All switches and/or buttons must be standard mechanical connection type.
 - Infrared laser, retinal scan, fingerprint, light source or any other non-mechanical type switch and/or button prohibited.
 - NHRA license: Required if running 9.99 or quicker.
 - Rules of the NHRA Rule book will be followed, NHRA Rule Book <http://www.nhra.com/members/login.aspx>
- **SPORTSMAN (12.00-19.99) 1/4 MILE (1/8 mile equivalent 7.68-12.50)**
 - Computer: Prohibited unless stock vehicle by new car manufacture. See general regulations 9:1.
 - Data recorders: Prohibited. See general regulations 9:2 & 9:10. iii) DelayBoxes, trans-brakes, 4-wheel line locks, Prohibited.
 - Automated shifter: Prohibited unless OEM.
 - Throttle control: Throttle must be manually operated by the driver's foot. Electronics, pneumatics, hydraulics or any other device may in no way affect the throttle operation. Dead stop under Carburetor or gas pedal are permitted. Throttle timers, staging controllers, counters prohibited.
 - Line lock: 2-wheel line locks permitted on non-drive wheels.\
 - OEM electronics, tachometer, single stage rev limiters: Permitted.
 - Ignition: Stutter boxes prohibited. Starting line or "high side" rev limiters permitted. One step rev limiter permitted, two or more step rev limiter prohibited, any other rpm limiting devices, legal unto themselves but altered or installed so as to function as a down-track

- rpm controller, prohibited.
- Switches & buttons: See S/Pro #9 switches & buttons.
- Tow vehicles: Tow vehicles are prohibited in Sportsman
- Rules of the NHRA Rule book will be followed, NHRA Rule Book <http://www.nhra.com/members/login.aspx>
- **TROPHY (12.00-slower) 1/4 MILE (1/8 mile equivalent 7.68-slower)**
 - Same Rules as Sportsman Apply
 - Designed for the Entry-Level Racer to get their feet wet and try racing.
 - For a racer to be eligible for Trophy, they must have won less than 2 races in the class. Once you have won 2 Trophy races, you may no longer compete in the class.

Midnight Madness Rules:

- **General Guidelines:**
 - When you arrive, proceed to Lanes 1 and 2 for Tech. Please have your tech card filled out COMPLETELY prior to reaching the tech official. After you have been through Tech, you will get your first run out of lanes 1 and 2. Follow the instructions of any Tech/Staging official.
 - After you have made for first pass, you may return to the staging lanes for another one in Lanes 3 and 4 (Lanes 3, 4, 5 or 6, if Necessary). Please follow the directions of signage and officials as these lanes may change depending on car count. There is NO Guarantee as to how many runs you will get on a Midnight Madness event above 1, it is all dependant on car count and other extenuating circumstances.
 - Everyone MUST wait in the staging lanes to get their pass.
 - Motorcycles can opt to wait in Lane 8, which will be run in approximate rotation with the rest of the cars. Bike and rider MUST wait together in the lanes, and there is no saving spots. Once the 1st Bike is pulled out of the lanes, anyone NOT in the lanes will have to wait for the next time. This is designed so that bikes do not have to wait in line with the cars, if it is abused, Gateway Motorsports Park reserves the right to take away this lane at any time.
 - The only cars that do NOT wait in the staging lanes are Sharks of the Strip competitors, who will enter off the Side Pit Gate. Sharks of the Strip run at designated times and will line up off to the side of staging accordingly at the direction of their leader.
- We follow all NHRA ET Guideline and Safety Rules, as can be found in the 2019 NHRA Rulebook. A full copy can be found at www.nhraracer.com.
 - All participants going down track must wear LONG Pants and have a shirt with sleeves.
 - Helmet (Snell 2010 or newer) required at 13.99 and faster
 - If you need a helmet, you are too fast to have a passenger. Passengers only permitted 14.00 and slower. 1 passenger per car ONLY, must have also signed waiver and have proper wristband.
- You can only drive the car that you completed technical inspection with. If you want to drive 2 different cars, you must have 2 tech cards. If you and your buddy want to drive each other's car, you both MUST have a tech card for each vehicle you will be driving. Drivers will be assigned to a specific car number when they pass technical inspection and sign off on the waver.
- Motorcycle Safety Guidelines:
 - Helmet Full-face Snell M2010, M2015, SA2010, or SA2015 helmet mandatory; shield mandatory (goggles prohibited). Full all-leathers or SFI Spec 40.1/2 suit mandatory on motorcycles running **120 mph or faster**. Two-piece suits must be joined together with a

metal 360-degree zipper at the waist. SFI Spec 40.1/1 or 40.1/2 suit or leather jacket, leather boots/shoes above the ankle, and leather gloves are mandatory on ALL motorcycles. Gloves must be Kevlar-lined or equipped with slide buttons.

- **General Nightly Schedule (SUBJECT TO CHAGNE):**

Gates Open:	7:00 PM
Tech Inspection:	7:15 PM Lanes 1 & 2
Sharks of the Strip:	7:15 PM (Shakedown Pass)
Sharks Round 1:	7:45 PM
Track Open:	8:00 PM
Sharks Round 2:	9:00 PM
10 O'Clock T-Shirt Toss:	10:00 PM
Sharks Round 3:	10:10 PM
Sharks Final:	11:00 PM
Last Call to Lanes:	12:45 AM
Secure:	1:00 AM
Pits Clear:	2:00 AM

Wide Open Wednesday Rules:

- WOW is designed as a test and tune night. There is no minimum number of guaranteed runs, it is dependant on car count and other circumstances. All racers will receive a .500 Full Tree, ¼ mile time, unless they designate a different tree where the tower can see on their car (see Dial-In Locations). All times will be ¼ mile, except for Jr. Dragsters. If you only want an 1/8th Mile time, just look at those numbers on your slip. All NHRA rules apply. See www.nhraracer.com for full list of all safety requirements.
- Proceed to Lanes 1 and 2 for Tech Inspection once the lanes are open for Tech. You MUST bring you Car/Bike and all appropriate safety equipment to tech. After passing tech, you have 2 options, you can either wait in the lanes for the track to open or go back to your pit. Getting people their first run will be a priority over people who have already had a run. After you have made your first pass, you can come back to lanes 3 and 4 when you are ready for another one. The number of runs that you get is up to you and how fast you return to the lanes.
- All Cars and Bikes MUST wait their turn in their lanes and run in order as designated by Staging Officials.
- **Lane Designations for all W.O.W. Events (Subject to Change):**
 - Lanes 1&2 – Tech Inspection/1st Time Run
 - Lanes 3&4 – W.O.W. Time Runs
 - Lanes 5&6 – High School Class
 - Lane 7 – Junior Street (New for 2019)
 - Lane 8 – Jr. Dragster (TECH AND TIME RUNS)
- High School will be contested on the following dates (subject to change):
 - May 1, May 8, May 22, May 29, June 5, June 26, July 3, July 17, July 24, August 14, September 4
 - See www.gatewaymsp.com or contact Paul Hagen for more information about the High School Program
- **General Nightly Schedule (Subject to Change):**

Gates Open:	5:00 PM	
Tech Inspection:	5:30 PM	Lanes 1 and 2
Track Opens:	6:00 PM	
Last Call:	10:45 PM	
Secure:	11:00 PM	
Pit Sweep:	12:00 AM	

VP Racing Lubricants Mid-America SuperCar Showdown

- Please see www.gatewaymsp.com or contact Steve Boing for more information.