

Class Details

1/8th Mile Track

Sportsman

- Run your own dial in time
 - .500 Full tree
 - Auto start on
 - Ladder by reaction time
 - Lane choice by reaction time
 - 2 qualifying rounds
 - Dial in time need to be visible on windshield for eliminations
 - See General driver requirements below
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Super Diesel (7.0 Index)

- Run the 7.0 index time without breaking out
 - .400 pro tree
 - Auto start on
 - Ladder by best qualifier
 - 2 qualifying rounds
 - Lane choice by better qualifier
 - See General driver requirements below
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Super Street (ET)

- Best End Time wins
- Oem steel body required
- .400 Pro tree
- 2 qualifying rounds
- Ladder by ET
- Lane choice by quickest ET
- Auto start on
- Functional headlights/tail lights/ signal lights
- Vehicle must be insured and registered
- Roll bar/cage required per Nhra guidelines
- All safety equipment required per Nhra
- Guttred interior and box permitted
- 4-link/back half permitted

- Tow vehicles prohibited unless broke
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Pro Street (ET)

- Best End time wins
 - Anything goes, if you think you're the fastest, run this class
 - Roll cages required per Nhra guidelines
 - .400 pro tree
 - Auto start on
 - All safety equipment required per Nhra
 - Tow vehicles permitted
 - 2 qualifying rounds
 - Ladder by ET
 - Lane choice by quickest ET
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Test & Tune / Grudge Racing

- Test & tune lane will be open all day
 - Don't want to compete in a class, or just want to race your buddy? This is the class for you.
 - Can not run in this class if your running in any of the competition classes. Unless your eliminated.
 - Depending on vehicle count, Competition classes will have priority.
 - See general driver requirements below
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Driver Requirements & Notes

- All drivers will need a valid driver's license
- A DOT/SNELL 2015 approved helmet, closed toe shoes, long sleeves shirt, and pants.
- Nhra rules will be followed for safety gear and equipment where applicable.
- Trucks running slicks will require driveshaft loops
- No mud/dirt/leaks on any race vehicles, clean vehicles only
- All vehicles will need to pass thru tech before racing
- Race vehicles need to be in good mechanical condition
- Batteries tied down
- No loose objects inside vehicle and box