

Policies and Procedures: Below are the rules for Bunker Hill Dragstrip. We are an IHRA sanctioned track and follow IHRA rules and regulations. These are not the rules in their entirety. Other rules may apply. Refer to the IHRA rule book. Rules are subject to change at the discretion of the race director.

1. Open: Weather Permitting- It is at the discretion of the track to cancel or stop a race due to weather.
 - a. If the forecast high is not at least 50 degrees, the track will not be open.
 - b. Rainouts: There will be no cash refunds. In the event of a blackout, rainout, or any other event that prevents racing from being completed, a rain check will be given if one full round of eliminations was unable to be completed. The raincheck must be used in the calendar year that it is given. If one full round of eliminations was completed, prize money will be divided among those racers left in competition. Points will be given for every round of eliminations that was completed per class.
2. Classes: Refer to the IHRA rule book for all applicable safety regulations for all classes.
 - a. Top ET/ Box ($\frac{1}{8}$ mile 0-9.00) Delay boxes, trans brakes, two steps, playback tachometers and nitrous are permitted. Air throttles, used as launch control devices, are permitted. Factory (OEM) installed computers will be permitted, but laptop computers are not allowed while in competition.
 - b. Modified ET/No Box (All Run) Delay boxes, air throttles and starting line enhancers are prohibited. Trans brakes, two steps, automated shifters and nitrous are permitted. Delay boxes are not allowed to remain in the vehicle. EV's permitted.
 - c. Sportsman ($\frac{1}{8}$ mile 7.50 and slower, Door Cars only) Delay boxes, air throttles, starting line enhancers, trans brakes, two steps, buttons on the steering wheel and nitrous are prohibited. Slicks and headers permitted. Line locks are only permitted in the burnout process. 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. A fixed stop under the carburetor or gas pedal is permitted. Automated Shifter prohibited unless OEM.
 - d. Junior Dragster (All Run) Dial ins must be on the vehicle. Tire covers may be removed after the water box. All IHRA junior rules apply per the competitors license level and as written in the IHRA rulebook.
 - Trainee- Age 5 only restricted to 19.90 seconds and slower: Single Passes only
 - Youth- Ages 6-7 restricted to 13.90 and slower
 - Novice - Ages 7-9 restricted to 11.90 & slower
 - Advanced- Ages 10-17 restricted to 8.90 & slower
 - Master- Ages 12-17 restricted to 7.90 & slower
 - Elite- Ages 16-17 restricted to 7.50 & slower
3. Tech: All tech cards must be filled out completely, signed and turned in at tech inspection, located at the base of the tower. All entries must pass through tech inspection before they are allowed to make any runs.

4. Competition Number: Competition numbers must be clearly visible from the tower on the right side of the vehicle. Any competitor who double enters their vehicle, must have two different competition numbers, one for each entry. The tower must be able to differentiate between double entry runs. It is the racer's responsibility to ensure the correct competition number is displayed for the run they are making.
5. Double Entries: Double entries of the same driver in the same class is allowed. The first pass down the track during round one eliminations will be the only car that will be qualified to earn points for the event, and that car must be the first pass in all remaining rounds. Two different car numbers must be used. Noncompliance will automatically forfeit points.
6. Gold cards: Gold cards are given to the track champion from the previous season. They are valid during the IHRA Summit Super Series points races in the earned class only.
7. Time Trials: Cars will be called to the lanes by their individual classes. Two time trials will be the standard, however, car count, oil downs, impending weather, and unforeseen circumstances may result in only 1 time trial and will be at the discretion of the race director.
8. Dialing for Dollars: Time dependent, we will have an optional time trial session called Dialing for Dollars. It is \$10 to enter and the money will be collected in the staging lanes. The winner for each class is determined by the best overall package and will receive $\frac{1}{2}$ of the money collected for their class. Only dialing for dollar entries are allowed to make this time trial run.
9. Bye Runs: First round bye runs will be awarded to the best reaction time during the second round of time trials. If there is only one time trial, it will be awarded to the best reaction time of that time trial. Bye runs for the second round and any round after, will be awarded based on the best winning reaction time from the previous round. In the event that competitors have identical reaction times, the competitor who had the better overall package will receive the bye run. Bye runs will not carry over. If there are an even amount of cars and the competitor does not utilize the bye run, they will get lane choice and will be eligible to earn another bye run. If a competitor uses the bye run, they will not be eligible for another bye run at the event until every other competitor has had a bye run.
10. Staging Lanes & Lane Assignments: Competitors must make their way to the lanes once their class has been called. There will be multiple calls over the PA system for each class to head to the lanes. Any competitor late to the lanes, will not be able to make the run. All safety equipment including helmets, fire safety equipment, and arm restraints must be in place before the car is allowed to proceed into the burnout box.
 - a. Time Runs: Lanes 1&3 will be designated for the left lane. Lanes 2 & 4 will be designated for the right lane. If remaining competitors want the same lane, the staging director will draw chips for lane choice. Refusal to make a time run in the assigned lane will result in forfeiture of that time run.
 - b. Eliminations: Lane choice will be determined by chip draw. The staging director will draw chips to pair the drivers, which include a back chip. The first chip drawn will receive lane choice. If the back chip is drawn first, a lane chip will then be drawn and both cars will be paired from the same lane with the second car in that

lane getting lane choice. Once cars have been paired they will be instructed to move forward to the advanced ready line.

11. Dial In: It is the driver's responsibility to make sure that the dial in posted on the dial in board is accurate prior to staging. The dial in must be on the right side of the vehicle visible for the tower personnel to read. We are not responsible for Dial In numbers that can not be read by the tower personnel. Once staged, the driver has accepted their dial in.
12. Staging: Auto Start will be used in all classes during an event. Once both cars are pre staged and the 1st car stages, the 2nd car has 10 seconds (Jr. Dragsters have 15 seconds) to stage before the tree automatically fires. If the 2nd car fails to stage, it will be timed out and the red light will come on.
13. Deep Staging: Deep staging is allowed but not guaranteed. It is up to the racer to get in deep as soon as possible. Anyone planning to deep stage, must clearly mark "Deep" on all sides of their vehicle.
14. Re-Runs: All runs will stand, except interruptions caused by electrical failure or weather. Incremental and speed variances have no bearing in determining an electrical interruption. The decision to re-run is up to the race director. Lane choice will remain the same.
15. Single Runs: On a single or "bye" run, the only way a racer can be disqualified is if he/she crosses the lane boundaries, which include touching the guardrail and or the center line. To be a legitimate round winner, the racer must stage the vehicle under its own power. Once the car is staged and the tree is activated, it is considered a legitimate round win.
16. Dual Infractions: In the case of dual infractions on a competitive run, the car making the worst infraction will be disqualified. If the infractions are of equal rank, the first infraction shall be disqualified.
17. Buy Backs: Buy Backs will be offered for first round losers unless otherwise stated by track management. Buy Back entry is handled at the gate. Competitors who buy back in will not receive any points for the remainder of the event.
18. Refunds: There will be no refund of the car and crew at any event. A credit in the amount of the tech card fee will be given if an entry breaks before going down the track. The credit must be used during the same calendar year that it is given. If the racer chooses to stay but not race, they will be charged the price of the spectator entry fee.
19. Children: Children are the responsibility of the parents/adults and should remain under close supervision. No children under the age of 16 and without a valid state driver's license will be allowed to operate any vehicle in the pits, this includes bicycles, scooters etc.
20. Alcohol: We have a ZERO tolerance policy for all racers. No racer in competition is to consume any alcoholic beverage. Any racer found to be doing so will be disqualified, and any points and winnings will be forfeited. The racer may be subject to further penalties including suspension. No glass bottles allowed at any time.
21. Conduct: Unruly, violent, disruptive or threatening activity of any kind will not be tolerated. Acts such as threats, intimidation, verbal or physical abuse, display or use of

weapons or destruction of property will result in immediate ejection from the property and possible criminal and civil action.

22. Points: We run the IHRA Summit Super Series and points will be awarded at all Summit Super Series bracket races for racers that have elected to join the points program.
 - a. Racers can sign up for points at any time during the season with a minimum of 4 races needed to qualify for team finals or world championship.
 - b. Racers must have a valid IHRA racing license to race for points.
 - c. Points will be calculated from the date the racer signs up.
 - d. When calculating the end of season points standings, each racer's worst two points races will be dropped. Keep this in mind when viewing the points standings throughout the season, as the standings may change once the worst 2 races are dropped.
 - e. Racers will be awarded 5 points for every race entered and 10 points for every round win excluding rounds won after buying back in.
 - f. Bracket team finals participants will be calculated based on the points standings after the last points race that occurs prior to the bracket team finals.
 - g. Should there be a tie at the end of the season, a scheduled runoff will be held.
23. Jr. Dragster Rules: All Jr. Dragster competitors must possess a valid IHRA Jr. Dragster competition license.
 - a. Cars must self stage. Crew members are not allowed to touch the car during staging. In the event that a racer has trouble staging they should raise their hands so that a track official can assist in staging.
 - b. Jr. Dragsters race all run. If there are 6 or more competitors combined in the Novice and Youth Class, they will be paired first round only.
 - c. No Jr. Dragsters are to be driven under their own power throughout the race facility.
 - d. See the IHRA rulebook for all rules in the Jr. Dragster class
24. MISC
 - a. If the car being raced has air conditioning, the air conditioning must be turned off while racing. It is the driver's responsibility to make sure the air conditioner is turned off.
 - b. Every race car must have one working tail light on once the track lights are turned on.
 - c. At a minimum, racers must wear long pants, shirts with sleeves, and closed toed shoes, unless other requirements are specified in the IHRA rule book for your class.
 - d. Racers pitted near the staging lanes should keep staging lane number 5 open.