

1. Round #1 Bye runs will be decided on reaction time from your qualifying time run.
2. Bye run rolls over until you use it or lose it
3. Bye run from round 2 and throughout the race will be the best reaction time from the round the previous one was used or lost in.
4. In the event there are 2 matching reaction times, the racer who hit the reaction time first will be awarded the bye.
5. Once a racer makes a bye, he is not eligible again until everyone else in the class has made a bye run. Note: If the racer selected for a bye is mistakenly missed and runs in competition, the run will stand regardless of the outcome.
6. Bye run holder receives lane choice except final. Final round: coin toss; first driver in the lane calls the toss.
7. Staging: Lane choice; First come, first serve. Once you go single file every other car will have lane choice.
8. Once in lane, do not change lanes until directed by official.
9. Starting Line: Once directed to the water box, driver will have one minute to fire. After burnout if restart is necessary, driver has 30 seconds.
10. Courtesy Staging: First one in the beams is supposed to pre-stage. Second car will pre-stage after the first car stages. The second car has 10 seconds to stage. If driver does not...will be red lighted.
11. Deep staging: Please be aware! Deep staging is allowed, but not guaranteed. Courtesy staging is still in effect and it is up to the racer to get in deep as soon as possible. It is NOT the responsibility of the starter.
12. Out of bounds is an automatic loss. (cross center line or tag wall)
13. Finish Line— NO locking up brakes!
14. Dial in and car number MUST be on WINDSHEILD and DRIVERS SIDE.
15. Dial in can be changed up to 3 cars from burnout box.
16. DO NOT BURNOUT until your correct dial is on the score board.
17. If Driver stages with the wrong dial on the board, the run will stand regardless of the outcome.
18. Once you are paired; if your competition breaks, you will get a competition solo pass.
(Do Not Repair)
19. Box Cars running no Box Class must remove Box.