



Rules and Regulations

Last updated 1/23/20 → see Change History

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Event Timing

Pit Gates

Open at 9:00 am for day races; 2:00 pm for night races; 4:00 pm for test and tune events.

Tech Inspection

Day races 9:00 am-1:00 pm

Night races 2:00-6:00 pm

Test and tune 5:00-8:00 pm

Time Trials

Lanes open 11:00 am to 1:30 pm for days and 4:00 pm to 5:30 pm for nights

Eliminations

Begin at 2:00 pm for days and 6:00 pm for nights

Spectator Gate

Open 10:00 am for day races, 3:00 pm for night races.

Use pit gate at 4:00 pm for test and tune races.

Classes

General Info for All Classes

- Stutter boxes and timed down track throttle stops are prohibited.
- All vehicles running 9.99 or quicker must have chassis certification.
- Lower engine containment devices are required for all 9.99 and quicker entries.
- Seat belt certification may be extended up to 2 years by tech inspector approval in 10 second and slower cars.
- Helmets are required on all entries. 13.99 or quicker must meet NHRA safety requirements for the speed they run.
- Stickers for sponsored classes will be provided by the track. They are to be located on the right and left rear sides of entries to be eligible for points and/or payouts.

NHRA Rulebook

Alaska Raceway Park follows the rules and guidelines set forth by the current NHRA rulebook. Our classes do not always coincide with NHRA classes, so please refer to the Summit Racing Series E.T. Handicap Rules (Section 4) and the General Regulations.



Top Eliminator

Entry fee

\$75, car and two crew members plus \$25 for year-end points fund (total \$100).

Non-scheduled race event - \$25 test and tune, car and driver only. Non-scheduled race event with notice by the Wednesday A.M. preceding the event - \$0 test & tune; car & driver.

Indexes

Season Starting Index only****	Quarter / Eighth
Blown Nitro Dragsters, Funny Cars or Altered	5.70 / 3.65
Injected Nitro or Blown Alcohol Screw Blower Dragsters	6.00 / 3.84
Blown Alcohol Dragsters with Roots Blowers	6.20 / 3.97
Blown Alcohol Screw Blower or Injected Nitro Funny Cars	6.40 / 4.10
Blown Alcohol Funny Cars with Roots Blower	6.60 / 4.22
Open Body Altered with Screw Blower	6.60 / 4.22
Pro-Mod Type Door Cars, with Screw Blower	6.80 / 4.35
Open Body Altered with Roots Blower	6.80 / 4.35
Blown Big Block or Small Block Dragsters limited to a 10-71/14-71 Blower (Powerglide transmission and Torque converter on either gas or alcohol)	6.80 / 4.35
Pro-Mod Type Door Cars, with either Blown Alcohol, Turbos, or Nitrous engines	7.00 / 4.48
Naturally Aspirated Dragsters, Funny Cars, or Door Cars (NO Nitrous, Turbos, or Blowers allowed)	7.00 / 4.48
Blown Big Block or Small Block Dragsters limited to a 8-71 or smaller Blower (Powerglide transmission and Torque converter on either gas or alcohol)	7.00 / 4.48
Pro Mod Type Door Cars with naturally aspirated engine	7.00 / 4.48
Open Body Altered with Small Block Blown Roots	7.00 / 4.48

****Any Top Eliminator Entry that runs 2 tenths or more below his/her index twice in any event will have an individual index set for the remainder of the season. That index will be .10 slower than their quickest pass. That index can be reset if quicker passes are made during the season but will not be reset to a slower index.

Race Procedure (5 to 8 entries)

11:30 a.m. Optional Qualifying/Practice Round

2:00 p.m. all run



3:45 p.m. first-round winners plus fastest loser if there is an odd number of cars

6:30 p.m. final round

Ladder: Ladder will be drawn

If a competitor fails to show for a round, the ladder will not be altered, and points will be awarded accordingly.

Race Procedure (4 entries)

2:00 p.m. Mandatory qualifying session

3:45 p.m. First Round

5:30 p.m. Final round

Ladder

Top half of field will race the bottom half of the field, e.g., 1 vs. 4, 2 vs. 3. If a competitor fails to show for a round, the ladder will not be altered and points will be awarded accordingly, including ten (10) qualifying points.

In the event there is not a qualifying session to determine the ladder for first round, racers will draw numbers to determine ladder position. Ladder position and bye run determination will not be based on points standing.

If there is an odd-car field in the second round, the quickest first-round loser will be permitted back into competition against the competitor with the bye run. The competitor allowed back into competition under this provision is not eligible for 1st-round points and will not have lane choice in the second round. If the competitor allowed back into competition under this provision is successful in winning rounds, he or she will be eligible for points for those rounds.

Ladders

Field	Run 1	Run 2	Run 3	Run 4
4-car field				
round 1	1 vs. 4	2 vs. 3	---	---
round 2	round 1 run 1 winner vs. round 1 run 2 winner	---	---	---
5-car field				
round 1	1 bye run	3 vs. 4	2 vs. 5	---
round 2	round 1 run 1 winner vs. round 1 run 2 winner	round 1 run 3 winner vs. quickest 1 st -round loser	---	---



Field	Run 1	Run 2	Run 3	Run 4
6-car field				
round 1	1 vs. 6	2 vs. 5	3 vs. 5	---
round 2	round 1 run 1 winner vs. quickest 1 st -round loser	round 1 run 2 winner vs. round 1 run 3 winner	---	---
7-car field				
round 1	1 bye run	4 vs. 5	2 vs. 7	3 vs. 6
round 2	round 1 run 1 winner vs. round 1 run 2 winner	round 1 run 3 winner vs. round 1 run 4 winner	---	---
8-car field				
round 1	1 vs. 8	4 vs. 5	2 vs. 7	3 vs. 6
round 2	round 1 run 1 winner vs. round 1 run 2 winner	round 1 run 3 winner vs. round 1 run 4 winner	---	---

Payout

A four (4)-car minimum constitutes a class. All legitimate passes [defined as one within two-tenths (0.2) of your index] will be paid:

- \$50 per legitimate pass in Qualifying/Practice and first round
- \$100 winners in first round. Legitimate pass required for payout
- \$50 for second-round passes, legitimate passes required for payout
- \$100 winners in second round; legitimate passes required for payout
- \$400 for runner-up finish in the final round
- \$600 for winner
- Trophies for winner and runner-up.

Bonus

- \$250 bonus for each record in Blown, Dragster, Pro Mod, Funny Car, or Naturally Aspirated Dragster
- \$500 bonus for Track Record

Fees

Oil downs costs are \$100, which doubles with each oil-down per event.

Points Registration

To be included in the Alaska Raceway Park Points calculations, a racer will have to register and pay the \$20 registration fee (Tesoro Series) prior to their first points race. A participant can register any time during the season; however, retroactive points will NOT be awarded for any races already completed.



Points and Season Payout

Points will be awarded per the Alaska Raceway Park points chart.

- End of the season awards are to the top five (5) finishers in each points class
- \$25 from each entry goes into the year-end payout. ARP will match each \$25 contribution from entry fees. Purse starts at \$1500 or the amount sponsored by a class sponsor.

Credentials

Must have valid NHRA competition credentials based on class requirements.

Safety

All NHRA rules apply, including Chassis Certification and Licensing. Blower restraints, transmission blanket/shield, engine diaper/bucket and clutch can must be current SFI following TE four (4)-year rotation. Rotation starts with: clutch can (2019), blower bag/restraints (2020), transmission blanket/shield (2021), engine diaper/bucket (2022) and so on. ARP reserves the right to inspect these at any time and require replacement if wear is observed.



Super Pro

Unlimited Bracket Class, Qualified Fields

One class, all run, qualification required; Ladder-based format

Dial

0-11.49, Handicap start

Qualification and Pairings

Qualified field; pairings in all classes will be based on best reaction time during qualification. Lane choice will go to the lowest qualified vehicle. Buybacks will only be permitted if round 1 has 8 or fewer entries.

Tree

5 tenths full tree with crosstalk

Entry Fee

\$60, car and driver only

Payback

Cash payback to top two in each field, 60/40 split

Electronics

Delay Box, Transbrakes, two steps and playback tachometers are allowed. Onboard computers that control car function during the run are prohibited; data recorders may only be used to record vehicle functions and must be activated by a separate switch and not activated by any triggered switch or timer during the run.

Points

Points will be kept, payout to top five (5) at season end; must register in the Tesoro Points Championship and display membership stickers on vehicle.

Year End Payout

\$10 from each entry fee goes to year-end purse. Purse starts at \$1,000.

Tow Vehicles

Only entries quicker than 9.99 can have tow vehicle. Limited to non-full size vehicles ONLY; must use return road to go to top end. Tow vehicles must have car number and ARP authorization sticker.

Qualifying Sessions

There will be two qualifying sessions. No Super Pro car will be allowed to make a pass after the second session. Entrants are not required to make both sessions but must run at least one.

Lanes

If qualifying during both sessions, alternate lanes must be used for each pass. Violators may be disqualified from the event. If a race official (lane director) puts you in the same lane as run before to keep then event moving, then it will not result in a DQ.

Credentials

Must have required NHRA competition credentials based on class requirements.



Pro

Dial

0-11.49, Handicap Start

Tree

5 tenths full

Delay Box

NOT Allowed. Transbrakes and two steps allowed

Entry Fee

\$60, car and driver only

Qualifications and Pairings

Qualified field; pairings in all classes will be based on best reaction time during qualification. Lane choice will go to the lowest qualified vehicle.

Payback

Cash payback to top two, 60/40 split

Points

Points will be kept with payout to top five (5) at season end; must be registered for Tesoro Points Series and have stickers on vehicle to compete for track points.

Year End Payout

\$10 from each entry fee goes to year-end purse. Purse starts at \$1000

Tow Vehicles

Only entries quicker than 9.99 can have tow vehicle. Limited to non-full size vehicles ONLY; must use return road to go to top end. Tow vehicle must be registered with the track and display sticker and driver's car number.

Credentials

Must have required NHRA competition credentials based on class requirements.

Sportsman

Dial

11.50 and slower, Handicap Start

Tree

5 tenths full

Delay Box

NOT Allowed. Transbrakes and two steps allowed

Entry Fee

\$60, car and driver only

Qualifications and Pairings

Qualified field; pairings in all classes will be based on best reaction time during qualification. Lane choice will go to the lowest qualified vehicle.



Payback

Cash payback to top two, 60/40 split

Points

Points will be kept, payout to top five (5) at season end; must be registered for Tesoro Points Series and have stickers on vehicle to compete for track points.

Year End Payout

\$10 from each entry fee goes to year-end purse. Purse starts at \$1,000.

Tow Vehicles

Not permitted

Credentials

Must have NHRA competition license if competing for points.

Motorcycle (ET Bike/Snowmachine)

Vehicles

Motorcycles and Snowmachines

Dial

Open, Handicap Start

Tree

5 tenths full

Delay Box

NOT Allowed

Entry Fee

\$60, vehicle and driver only

Qualifications and Pairings

Qualified field; pairings in all classes will be based on best reaction time during qualification. Lane choice will go to the lowest qualified vehicle.

Payback

Cash payback to top two, 60/40 split

Points

Points will be kept, payout to top five (5) at season end; must be registered for Tesoro Points Series and have stickers on vehicle to compete for track points.

Year End Payout

\$10 from each entry fee goes to year-end purse. Purse starts at \$500.

Tow Vehicles

Not permitted



Credentials

Must have NHRA competition license if competing for points.

Trophy

Four (4) cars constitute a class

Dial

Any ET dial, handicap

Tree

5 tenths full tree

Payback

No cash payout, trophy only

Entry Fee

\$30, car and driver only

Qualifications and Pairings

Qualified field; pairings in all classes will be based on best reaction time during qualification. Lane choice will go to the lowest qualified vehicle.

Points

No Points

Credentials

Must have valid driver's license.

Jr. Dragster

Dial

Any ET dial, handicap

Entry Fee

\$15, car and driver only

Tree

5 tenths full tree

Time Trials

On T/E days, time trials will be open from 11:00am-12:00pm, followed by two additional time trial runs at per the daily event schedule. Eliminations will follow Motorcycle.

Qualifications and Pairings

Qualified field; pairings in all classes will be based on best reaction time during qualification. Lane choice will go to the lowest qualified vehicle.

Payback

No cash payout, trophies only



Points

Points will be kept, trophies to top five (5) at season end; must be registered for Tesoro Points Series and have stickers on vehicle to compete for track points.

Track Length

1/8-mile

Divisions

The NHRA Junior Dragster program is broken into six (6) divisions:

Trainee – age 5 restricted to 20.00 seconds or slower, single passes only

Youth – ages 6 & 7 restricted to 13.90 seconds or slower

Novice —ages 8 & 9 restricted to 11.90 seconds or slower

Intermediate —ages 10-12 restricted to 8.90 seconds or slower

Advanced —ages 13-18 restricted to 7.90 seconds or slower

Master – ages 18 and up restricted to 7.90 seconds or slower

Further rules and regulations available in NHRA Jr. Dragster Rule Book or online.

Credentials

- Must show NHRA competition license at tech each day.
- Must have completed parental permission form on file to race.
- Junior Dragsters are eligible to compete in NHRA Division 6 Finals).

NHRA Jr. Street

Entry Fee

\$15, vehicle and driver

Points/Payout

- Points will be kept
- Trophies will be awarded for the top two at each event and at season end

Rules

Below is a summary of the NHRA Jr. Street rules. Complete rules are listed in the current NHRA rulebook.

Driver

Drivers must be 13-16 years of age.

Drivers must go through the NHRA licensing procedures at the track and apply for and receive their NHRA Jr. Street license. Prior to licensing the driver must submit a certified birth certificate and notarized minor's release form to ARP tech.

Jr. Street drivers may not compete in any other class other than Jr. Dragster.

Drivers must have a minor's release form signed by their parents or legal guardian and on file.



Competition

1/8th Mile

9.00 seconds or slower

Co-Driver During Licensing

Must be the driver's parent, legal guardian or adult 25 years of age or older, with valid state driver's license. The Co-Driver must be seated in the passenger seat of the vehicle any time the Driver is in the driver's seat

The Co-Driver must drive the vehicle in the pits, into the staging lanes, and on the return road past the timeslip booth

On the teen's final pass, an ARP official must be the co-driver.

Vehicle

- Entries must be a full-bodied car, truck, van or SUV. Convertibles, Jeeps, motorcycles, snowmachines and racecars prohibited
- Vehicle must pass NHRA and track safety inspection.
- Mufflers and street tires mandatory. Racing slicks prohibited
- Vehicle must be street-legal and driven to the track
- Electronic devices of any kind prohibited

Summit King of the Track

Open to top 10 in each of the following points classes: Top Eliminator, Super Pro, Pro, Sportsman, Motorcycle

Entry Fee

FREE for car and driver

Payback

NHRA Wally trophy for the Champion

Dial

Maximum dial 15.00, handicap start

Entries

Must be bracket cars. IE: Motorcycle entries must race a car or truck

Credentials

Wristbands

Wristbands are to be worn always while on Alaska Raceway Park property. Anyone at any time while on Alaska Raceway Park property not wearing a valid wristband or seasons pass will be asked to leave.

Wristbands are to be worn by everyone: Drivers, Crew, Volunteers, Media, and Spectators.

Alterations

Wristbands that have been cut or altered will be considered null and void.



Sneak-ins

Sneak-ins or stowaways will NOT BE TOLERATED. Teams found to have a member without a valid wristband or individuals with them that did not pay as crew or spectators will LOSE ALL POINTS accumulated up to that point in the season. They will forfeit their race entry and will be disqualified from the event.

Placement

Wristbands are to be worn on wrist only. They are NOT TO BE WORN on hat, belt, belt loop, jacket, or anything else. This is necessary so track officials can quickly locate credentials on your person.

Parking Passes

Parking passes must be posted in the front windshield or dash. Vehicles that are required to have a pass but do not will be considered sneak-ins and will be handled as such.

Tow Vehicles, ATVs, and Scooters

Only vehicles running 9.99 or quicker can use a tow vehicle. Tow vehicles must have registration sticker and competition number clearly posted. Tow vehicles without these are not allowed on Alaska Raceway Park property.

Tow vehicles must immediately follow the race vehicle down the track for TE and exhibition vehicles only. The return road is to be used to retrieve the race vehicle if your tow vehicle is an ATV or scooter.

During tow back, tow vehicles will observe **all return road and pit speed limits and safety rules.**

Use of ATVs or scooters in the pits is prohibited, unless they are registered with the track for track use, tow back, or handicapped driver.

Only registered tow vehicles, ATVs and scooters will be allowed access on Alaska Raceway Park property. Operators of any registered vehicle must also be a listed person on registration card on file with Alaska Raceway Park.

If any irresponsible use or a non-registered operator on any ATV/scooter/etc. will have privileges revoked for the remainder of the season and possible loss of class points.

Tow vehicles must have competition number, class, and Alaska Raceway Park registration sticker on it.

The registered owner of tow vehicle is responsible for tow vehicle always while at Alaska Raceway Park and accepts any disciplinary actions taken by track officials for rule infractions with tow vehicle.

Registering Tow Vehicles, ATVs, Etc.

Registration stickers are to be requested when purchasing tech slips/entry for an event. You will be given a registration form, which is to be filled out and returned to the pit ticket booth. After registration is filled out and returned to ARP staff, a registration sticker will be issued.

Registration stickers for full size vehicles should be put on driver's side windshield. ATV and scooter registration stickers should be placed near competition number and in plain sight.



Alaska Raceway Park is under no obligation to grant use of an ATV or scooter if it is determined there is not a necessary or practical use for one. Registered operators should be limited to owner and crew.

*Any questions can be directed to the track manager at 355-7223.

Early Pit Access

Early pit access is a privilege which will only be available to racers who have paid their entry fee for the event, crew who are wearing their weekend wrist bands and season ticket holders with season parking pass. Spectators who have a season pass or weekend band are also eligible for early entry.

The spectator parking lot will be available for overnight parking to anyone not possessing these credentials.

Pit gates will be locked until the scheduled opening on the day of an event. If early access is requested, you will need to contact track management at 355-7223.

This policy is necessary to assure everyone purchases credentials, signs, and fills out any necessary forms to satisfy any guidelines regarding liabilities towards the track.

The pit gate entrance is locked at 10 p.m.; only persons and vehicles with appropriate credentials will be readmitted by security.

Safety

Restricted Areas

Any person under eighteen (18) years of age must have a Minor's release form signed by parent or legal guardian before they will be allowed in a restricted area. These forms are available at the Pit Entrance and the Tech Station. Restricted areas include

- Staging Lanes
- Water Box
- Drag Strip
- Shutdown Area
- Return Road

Minors

Minor's Release

Any person under eighteen (18) years of age **must** have a Minor's Release form signed by parents or legal guardians before they will be allowed to participate in any racing event, regardless of class. If a minor's release form is signed at the beginning of the season by both parents or legal guardians, it will be kept on file and a new one will not have to be filled out at each event.

Minors in Restricted Areas

Only Minors who have approved credentials are allowed in the staging lanes.

Off Limits Areas

The following areas are off limits to racers, crew, and spectators:

- The Spectator and Pit Entrance Booths
- The Base of the Tower
- The Top of the Tower



- The Storage Barn
- All ARP vehicles or track maintenance equipment
- Storage areas and back rooms of the lounge and snack bar

Lane Safety

Should your car get “loose” or “out of control”, get off the throttle and drive through. Crossing lane boundaries, show-boating, or driving in a manner deemed risky to other drivers, track crew, or spectators will not be tolerated. Any driver deemed unsafe will be given one verbal/written warning. If unsafe driving continues, their racing rights will be suspended.

Motorcycle Wheelies/Stunts/Tricks

Wheelies on the track are permitted during test and tune single passes if officials have been notified. Excessive wheelies during a race or on any other area besides the quarter-mile race surface are not allowed and will be subject to disciplinary action. The first offense is subject to a warning; the second offense will be immediate removal from the ARP grounds and possible suspension for the season.

Jacks and Jack Stands

No work will be done on any vehicle while the vehicle is being supported by only one jack. Additional safety devices such as jack stands are required to provide protection in the event of a jack failure.

Race Procedure

Entrance Booths

You must pay your entry fee to receive your technical inspection sheet (Tech Slip). Entry fees paid allow entry for **one** race vehicle and if applicable **one** tow vehicle (the vehicle that tows the race vehicle to the track).

Reserved Pit Parking

Paved pit spots are reserved for the season. ARP management must have verbal or written release from reserved spot renter for someone else to use that spot. We will request that you move or be towed from the spot if necessary. The area reserved for snowmachines and bikes is located at the end of the staging lanes by the shop annex. Please do not park additional vehicles on that area.

Pit Parking

Pit Parking is reserved for race vehicles and their tow vehicles. All other vehicles will be required to pay an additional fee for entry to the pits. Reduced-rate passes can be purchased for multi-day events. Season pit parking passes are available at the pit ticket booth.

Tech Slips

Drivers will not be able to compete unless their tech slip is completely filled out. Make sure to have the correct mailing and contact information, as well as the information about your vehicle and sponsor info. Sponsor information can be provided on the back of your tech slip. Please also remember that sponsor info is limited to three lines of 80 characters each; so try to list your major sponsors only. Please include your email address.

Tech Inspection

All vehicles registered to run either Test & Tune or competition **MUST** be inspected by the ARP tech inspector. No race vehicle will be allowed in the staging lanes or the drag strip until tech has been satisfied. Before entering the tech station, please be certain that your tech sheet has been completely filled out, driver safety gear is in vehicle, and vehicle is race ready.



Staging Lanes

During time trials, please use lanes 1 and 2 for slower cars and reserve lanes 3 and 4 for quicker cars (10.00 or quicker). The lane boss will do everything possible to allow everyone equal time to run through. During eliminations, lanes 5 and 6 will be kept open for Test and Tune and Top Eliminator. Junior Dragsters will use the edge of lane one to line up in, and lanes 1 through 4 will be used for bracket classes. During eliminations, please keep in mind:

- Pro lanes one (1) and two (2); tow vehicles go down return road
- Super Pro lanes three (3) and four (4); tow vehicles go down the return road.
- Sportsman lanes one (1) and two (2)
- Trophy lanes three (3) and four (4)
- Motorcycle (Bikes & Sleds) lane one (1)
- Lanes five (5) and six (6) will always be reserved for Test and Tune and Top Eliminator.
- Jr. Dragsters have their own "lane". Please try to line up single file and as close to the fence as possible.

Water Box

Your vehicle will be guided into the water box by an ARP official or one of your crewmembers. **Burnouts** will be started when signaled to do so by the official ARP starter.

Burnouts

Vehicles running 9.99 or quicker are the only ones allowed to burn out across the start line. All other entries will be disqualified for burning out across the line. One crewmember is permitted in front of the vehicle for backing purposes for entries running 9.99 or quicker. All rolling burnouts must be started before the starting line.

Absolutely no holding a vehicle during a burnout.

Starting

The lights on the tree come down on either a .4 tenths Pro-Tree or a .5 tenths Full Tree, depending on class.

Competition

Driver's Meetings

Driver's meetings are held at the base of the tower before eliminations. Attendance is mandatory.

Qualifications and Pairings

Pairings in all classes will be based on best reaction time during qualification. Lane choice will go to the lowest qualified vehicle. Ladders will be printed & posted at the base of the tower. Find your opponent and pull into the lanes together in the lane you'll be running in (IE: lane 1 is left lane, lane 2 is right lane).

Breakage

If you break after qualifying but before eliminations, you have two options.

1. Stay on the ladder but no show for first round – you'll end up with 30 points for loosing that round.
2. Ask the tower to pull your slip and remove you from the ladder. You'll get a raincheck for the next race but no first round points. Super Pro & Pro must inform the tower no later than the drivers meeting to qualify for this option. **If you do not notify the tower you will not be removed from the ladder.**



Chip Pairings

Pairings will be determined in the lanes. There are no back-outs: you must race who you draw or lose the round. Chips will be used to determine who has lane choice and who your opponent is. EX: Super Pro has lanes 1 and 2. Two chips go in the head of staging's pouch. The first chip pulled (either 1 or 2) will have lane choice. The chips go back in the pouch. The next chip pulled is the opponent. Chips will be used for all unqualified classes.

Bye Runs for Chip Pairings

First-round bye runs will be selected at random. After that, they will be awarded to the competitor closest to dial. On a solo pass, a driver who has the "bye" needs only to break the beams to receive the win. A bye is considered used if that driver was not paired in the staging lanes or paired due to breakage of another competitor. A driver who has the bye, races, and wins carries the bye to the next round. A driver may only have one bye per competition, unless all three in the semis have had a bye already; then the three will draw straws for the final bye.

Changing Vehicles or Classes

A driver may qualify a car and then withdraw from competition, and another driver may enter that car providing tech has not closed and the second driver qualifies the car in the next qualifying session, if one remains. The qualifying points go to the second driver if he qualifies the car. Contestants may not set records or qualify with one vehicle then compete in eliminations with another vehicle. If you need to change classes, contact the tech inspector and get a change form from the pit gate.

Dial-in

Dial-ins may be changed after every round during eliminations. Dial-ins may not be changed in the event of a re-run. Please make your dial-in large and legible. The tower will input the dial-in as they see it. Dial-ins will be displayed on the boards in the starting line.

If you stage your vehicle, you've accepted the tower's interpretation of your dial-in. It is your responsibility to make sure your dial-in is legible.

Pre-Staging

Once you've started your burnout, there is 1 minute to pre-stage. 9.99 or quicker vehicles have 2 minutes to pre-stage. Pre-staging involves moving your car forward to the starting line until the top light on the tree in your lane has been lit.

Courtesy Staging involves waiting until your opponent has pre-staged to inch forward and completely stage your vehicle. Racers who do not use courtesy-staging techniques shall be subject to disqualification in the Sportsman classes (SP, P, S).

Staging

ARP uses the TSI timing system with Auto Start.

- When the first racer completely stages, the computer will start a 20-second timer. The other racer has 20 seconds to completely stage his/her car. If the 2nd car is not completely staged in 20 seconds, the red light will come on in that lane and the tree will countdown to start the first racer.
- After both cars have completely staged, the tree will countdown after a selected random delay. Depending on the class, that delay will be between 1-1.5 seconds, 2-2.5 seconds, or 3-3.5 seconds.
- The pre-stage bulbs have no effect on the Auto Start.



- Deep staging is illegal in competition. Both the pre-stage and the stage lights must be lit when the tree countdown begins or a DS Foul will be committed and the red light will come on in that lane.
- *Note – DS Fouls do not occur in the Junior Dragster class*
- Backing out from being completely staged will result in your run being terminated.
- No crew person may be in front of the front wheel of the car during the staging process.

Dual Infractions/Breakage

In the event of dual infractions on a competitive run, the car making the worst infraction will be disqualified. If infractions are of equal rank, the first infraction shall be disqualified.

Breakouts

On any run of a handicap eliminator, if both cars breakout, the car breaking out the least will be declared the winner. If both cars breakout the same amount, the "first-to-finish" shall be declared the winner.

Black Flag Rule

Any points racer that makes a run causing an "interruption" during qualifying or eliminations will be penalized.

"Interruption" is defined as a cleanup "anywhere on the track" requiring the use of cleaning agents, oil absorbent, or mechanical support (i.e. sweeper), etc. to assist in the cleaning process.

PENALTY

Each "Interruption" will result in the loss of 15 points. There will be no monetary penalty or loss of run.

NOTE: Wiping up drops of liquid or removal of objects like blower belts or miscellaneous parts does not constitute an "Interruption." This penalty applies only to "interruptions" caused from engine contents (liquid, metal, etc.) and related systems. It does not apply to fuel, fire extinguishing systems, drive line parts, wheels, tires, brake systems, etc. An oil cleanup resulting from a crash will not result in a penalty unless the accident was a result of depositing oil on the track.

Penalties will not be assessed during test and tune.

Electronics

Delay boxes may be used, depending on class specs. No working throttle stops or any device that regulates speed will be allowed.

Brake Racing

Brake racing is not allowed.

Shut Down

When you've passed through the ET and MPH lights, begin your normal shutdown procedures. Please do not attempt to put the transmission into neutral. For safety reasons, an ARP official will be at the turnout area to direct racing traffic. Please pay close attention to his signals.

You **MUST** continue to wear all safety equipment until you have completely stopped in the turnout area. The ARP official will assist you with your gear and parachutes only at your request. If there is congestion at the first top end turnout, the top end official may wave you to the second exit. Be prepared to follow his direction.



Tow Vehicles

Only vehicles running 9.99 seconds or quicker can use a tow vehicle. All other classes must return to their pit area under their own power. Full-size tow vehicles permitted only for Top Eliminator entries; all other classes must use ATV-type tow rigs.

Tow vehicles must have the competition number on the vehicle and may wish to have the racers dial-in displayed for better legibility. Passengers must be completely inside the vehicle. Tow vehicles must immediately follow the race vehicle. ATV tow vehicles must use the return road to retrieve their race vehicle and should observe all return road speed limits and safety rules.

Return Road

The speed limits on the return road are 30 mph until the first spectator seating area, 15 mph until the ET Booth, and 5 mph in the pits. If you experience technical problems, pull off the return road onto the grass and request assistance from an ARP official. Should you experience any problems from spectators or witness any spectator causing problems along the return road, please bring it to the attention of any ARP official. No vehicles may use the racetrack for return purposes without the race director's approval.

Time Between Rounds

The time allotted for each class between rounds of eliminations will be decided by the race director and may vary per conditions. Normal time for Top Eliminator will be 90 minutes. Super Pro and Pro will be approximately 20 minutes. Expect shorter times in the final rounds.

Record-Setting Procedures

Any records set must be backed up either the same day or, in the event of a multi-day event, during that same event. The backup run must be within 1% of the sub-record time.

Points

Registration

To be included in the Alaska Raceway Park Points calculations, a racer will have to register and pay the \$20 (online) or \$30 (in person) registration fee (Tesoro Points Series) prior to their first points race. A participant can register any time during the season; however, retroactive points will NOT be awarded for any races already completed.

- To compete in NHRA Division 6 Finals, a racer must be an NHRA member, be registered with the track and have competed in 3 or more races.
- To compete in the NHRA Division 6 Race of Champions, a racer must be an NHRA member, be registered with the track, and be in the top 6 in points for their class.
- Alaska Raceway Park points are calculated as follows:
 - Competition points will be totaled from your best finishes, with the two lowest scoring events dropped (ALL events in T/E)
 - Thirty-one (31) bonus attendance points will be awarded for entering all events; *and will be awarded at the end of the season*. Competing in the NHRA Division 6 finals will count towards your bonus attendance points.
 - Points will be awarded to the top five qualifiers, starting with 5 for top qualifier counting down to 1 for 5th qualifier.
 - Points will be deducted per the Black Flag Rule
 - End of the season awards are to the top five (5) finishers in each points class



- With the exception of Top Eliminator, up to two (2) points days can be transferred from one class to another. IE: your car breaks and you race a different vehicle in a different class for a day. Championship points will be totalled in the class a racer accumulates the most points in during the season.

COMPETITION POINTS						
Actual Field Size	1st Round	2nd Round	3rd Round	4th Round	Runner Up	Winner
4	30				52	75
5 to 8	30	40			62	85
9 to 16	30	40	50		62	85
17 to 32	30	40	50	60	72	95

Ties for any place will be broken as follows:

- Most event win points
- Most event runner up points
- Most rounds won
- Most races attended
- Head to head competition
- Furthest in competition at a single event

If it is still a tie, money and awards will be split equally.

NHRA JR. Street will be awarded competition points only.

Disqualification

The track management of Alaska Raceway Park reserves the right and authority to disqualify any organization, vehicle, or participant from any event conducted at Alaska Raceway Park.

Participant Conduct

Drivers are fully responsible for the actions of their crew. Anyone, driver, crew member, family member, or participant of a race team found to be acting in an unsportsmanlike manner, using improper language or conduct detrimental to racing -- including harassing, disturbing, becoming a nuisance to any track official or spectator, or refusing a request from a track official -- shall be immediately disqualified, with no refund for entry or admission for the remainder of the day including any test & tune passes.



A second offense shall be penalized by a 30-day suspension from ARP. The third offense will result in suspension for the current season. ARP reserves the right to call in law enforcement if necessary.

General

Radio/Speakers

Alaska Raceway Park broadcasts over FM station 95.1. If you are not parked next to a speaker, it is your responsibility to secure a radio so you can hear announcements.

Garbage

On multi-day events, feel free to ask for garbage bags for your trash. You can dispose of it in the dumpsters or securely tie it and place it next to a trash barrel, and track officials will pick it up for you. Please remember we can't dump the trash if you have it blocked in with your vehicles.

Waste Oil

Containers are provided by the shop for disposal of waste oil. Please notify ARP officials if any spillage has occurred so it can be cleaned immediately.

Fires

Please keep your campfire confined to a two-foot by three-foot (2' x 3') space, and please have water or an extinguisher handy in the event of an emergency. Weather permitting and with the advice of the Butte fire station, fires will be permitted.

Fireworks

Fireworks are **NEVER** allowed.

Noise

No race engines can fire up after 10pm or before 9am in the morning. NO OPEN HEADERS after 10:00 pm as well. Please help keep the noise down in consideration of our neighbors. All outside radios must be turned off at midnight.

Dogs/Pets

All dogs/pets must remain on a leash and preferably enclosed in your trailer or a kennel.

Children

In the interest of safety, children are not allowed to ride their bikes, roller blades, skates or skate boards, or scooters in the pits during an event. Parents are encouraged to keep a safe eye on their children.

No unlicensed drivers are allowed on ATVs. No riding on the racetrack at any time.

Alcoholic Beverages

All alcohol must be consumed in the lounge area or on the beer deck. **NO** alcohol will be allowed in the pits or restricted areas during an event.



No alcohol may be consumed by any racer or crewmember until the final race event has been completed. All offenders risk loss of racing and/or admission privileges for the season.

Illegal Drugs

Defined as any substance defined and prohibited by state and/or federal laws. Possession, use, sale or intent to distribute any illegal drug substances, as defined above, is prohibited in any form, by any participant (driver, crewmember, spectator, etc.) at any race event, either on the drag race grounds or in any area considered to be used in the operation of Alaska Raceway Park. Any person found to be in the possession, under the influence of an illegal drug, or attempting to sell or distribute any type of illegal drug shall be immediately suspended from any further events conducted at Alaska Raceway Park for the entire season, and will be subject to local, state and federal penalties. All ARP officials have been directed to immediately contact track management and local law enforcement should they find anyone in violation of this drug policy. Should you witness the use of illegal substances, please contact an ARP official. Your information will be held in confidence.

Let's keep our track drug-free.

Refunds, Payouts, Trophies

Racer/Crew Rain Out Policy

If weather problems prevent the completion of a racing event

- No Cash Refunds
- If the cancellation is prior to test & tune/qualifications, full credit will be given towards any other event during the current racing season.
- If the cancellation is after test & tune but prior to eliminations, half credit will be given towards any other event during the current racing season.
- If the cancellation is during eliminations prior to finals, the final eliminations will be conducted on the next race event.
- Crew and spectators, please save your wristband and present at the gate for the next event; it is your rain check. Tech slips for cancelled events will be held at the Pit Entrance Booth for the next event for driver's entrance.

Racer Vehicle Breakage

Competitors

Should your vehicle become unable to make a test and tune pass after passing tech inspection or be unable to pass tech inspection, full credit will be applied to the next event in the **current season**. **Should you break after making a test and tune pass but prior to qualifications/eliminations, half credit will be applied to your next event.**

Test and Tune

If you are unable to pass tech inspection or make your first pass, full credit will be applied to the next event in the current season. **You must inform the tower that you are unable to continue, so they can pull your tech slip and return it to the pit gate where it will be held until you can race again.**

Payouts

No payouts will be awarded without a current W4 on file. Your winnings will be reported to the IRS, and you will receive a 1099 if you accumulate more than \$600 during the race season. Please notify ARP of any address changes.



Payout and Trophy Presentation

Will be held in the lounge after the final round of eliminations is run for that day. If you cannot attend, please notify ARP officials and we will make arrangements to get your awards to you.

Media

Photos/Video

By participating in events at Alaska Raceway Park, you release your rights to be photographed and videotaped. Those media may be used to promote Alaska Raceway Park's future events.

Disclaimer

Grounds/Security

Any vehicles left on the grounds of Alaska Raceway Park will be at the owner's risk. The property is fenced and locked, but we do **NOT** have security people at the track at all times and will not be held responsible for any theft or damage to property left at Alaska Raceway Park.

Disclaimer: The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the conduct of all events, and, by participating in the events, all participants are deemed to have complied with these rules.

No express or implied warranty of safety shall result from publications of or compliance with these rules and/or regulations. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official.

Only the track manager shall be empowered to permit minor deviations from any of the specifications herein or impose any further restrictions. No express or implied warranty of safety shall result from such alterations of specifications. Any interpretation or deviation of these rules is left to the discretion of ARP officials.

The Alaska Raceway Park official decision is final.



Change History

Date	Change
1/23/20	Rules updated to reflect changes due to NHRA conversion; Quick 8 and Street Class deleted; points updated to delete show up points and add qualifying points; Points series renamed
4/16/19	Top Eliminator rules updated per T/E meeting; Street Class rules added; classes updated to reflect new qualification procedures;
4/23/18	All changes are marked with track changes.
4/22/17	Updated King of the Street competition and added timing to Event Timing Deleted Pro-Nostalgia class Added Quick 8 class Changed Top Sportsman from Chicago-style to Ladder-style format
3/12/17	Moved the Change History Removed Truck Performance class Moved IHRA Rulebook to General Info for All Classes Moved the General section below Participant Conduct Remove Fuel Sales Under General Info for All Classes, deleted "points" from the sentence "Racers are only allowed to compete in one class per event" Under General Info for All Classes, added "Helmets are required on all entries. 13.99 or quicker must meet IHRA safety requirements for the speed they run" Changed year-end payout for Top Sportsman to start at \$1000 Changed entry fee to \$60 for Super ET Changed Super ET purse start to \$1000 Removed High School class Under IHRA Race of Champions, added Electronics Under Safety, added Minors in Restricted Areas Changed Bye Runs Amended Courtesy Staging paragraph Payouts changed to read, "No payouts will be awarded without a current W4 on file"
3/16/16	Removed Prices section (available on website for spectators); see individual Classes in this document for Entry Fees and Payouts
1/15/16	Updated Pro Nostalgia rules; removed Track Records
7/17/15	Formatting only, added table of contents
4/18/15	Content changes (unknown)