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## Twin City Raceway General Park Rules

1. Helmets required for cars running 14 (8.75) and quicker.
2. All competitors must wear long pants, closed shoes, and shirt sleeves.
3. Passengers allowed in cars slower than 14 (8.75) both occupants must wear helmets and abide by rule 2.
4. Roll bar required in cars 11.49 and quicker over 135 mph.
5. Must have a working taillight.
6. Absolutely no consumption of drugs or alcohol.
7. Dial-ins cannot be changed past commitment line at front of staging lanes (prior to right turn into water box).
8. No deep staging allowed.
9. Pit vehicles must be operated by licensed drivers.
10. Must be minimum 16 years old to access starting line.
11. All calls made by track official are final.
12. No large grills or smokers.
13. All Alcohol must be obtained from liquor licensed concession stand.
14. No selling fuel, Nos, or anything without written permission from TCR

## Twin City Raceway Rules

1. Wheel speed or drive shaft sensors must be disconnected during eliminations & D4D. Also, the use of the MSD Grid box in conjunction with the ARC Module is not allowed.
2. Pit vehicles must be operated by a licensed driver. Speed limit in the pit is 10 MPH and no reckless driving will be tolerated.
3. Parents take full responsibility and liability for their children and those that may have come with them.
4. Parking is first come first serve for all non-reserved areas. If you are parked in a reserved area that is not yours, you can be asked to move at any time. Glass bottles are STRICKLY PROHIBITED.
5. Restricted Areas located directly beneath the control tower, staging lanes, short chute, track return road and top end are restricted areas. Spectator viewing is not allowed from these locations.
6. If you leave the track for any reason and plan to re-enter you must stop by the front gate.

7. Racetrack personnel is not responsible for driver hearing their call to the lane. (track radio 92.9)
8. Double tech cars are allowed. It is the responsibility of the racer to get back to the staging lane to prevent having to race himself. If last in lanes racer may have to eliminate one of his positions. Two drivers may not drive the same vehicle in one class at the same event.
9. No burnouts until previous racers have left the starting line.
10. Dial-ins on cars must be visible from the tower and be located on the right-side window and front windshield. Check you dial-ins before staging as it's your responsibility to make sure it is correct, because there will be no reruns due to errors.
11. Dial-ins cannot be changed after leaving the staging lanes. If there is an emergency delay or oil down, the racer may contact the staging lanes operator, their opponent, and the tower to discuss any changes.
12. Staging lane commitment line is the final white stripe before turning into the water box. Dial ins CANNOT be changed beyond this point.
13. Turning the wheel to find your spot in the beams before your opponent has pre-staged is okay.
14. If there is a clear staging duel and both racers have turned on the pre stage light, then turning the staging light on by turning the steering is okay.
15. Turning the wheel after both pre-stage lights have been turned on when there is no staging duel is not allowed.
16. All racers must have one working taillight to ensure we can see you at night.
17. If you break on the track after taking the tree with a green light and your opponent breaks-out or red lights, you will get the win, even if you do not cross the finish line.
18. Break Rule: Allowing your opponent from previous round to rejoin the bracket race if you cannot continue is NOT allowed during points races. However, it WILL be permitted during non-points awarding events. Pending race director approval
19. Break Rule Refund-if a driver breaks after they have taken a green light in any time trial session but before round 1 eliminations, that driver will get a refund of his tech card minus \$40. If a driver breaks before making any pass he will be refunded all of his tech card money.
20. If there is a computer or track malfunction and it is not a money paying round, then both racers will advance to the next round. If it happens during a money paying round, then there will be a rerun.
21. If any reruns are required, then dial-ins and lane assignments must be the same
22. Auto start is in effect and both cars must pre-stage before either one is allowed to stage. The starter will enforce courtesy staging. NO DEEP STAGING ALLOWED.
23. Vehicle changes are only allowed prior to 1<sup>st</sup> round eliminations. If your car breaks during time trials, the vehicle you take the beams with during 1<sup>st</sup> round of eliminations is your vehicle for the day. It is the racers responsibility to notify the track staff of any vehicle substitutions. Subject to race director's approval.
24. Once you pull into the lanes you are not allowed to swap lanes under any circumstances.
25. If you break after pulling into the lanes you will then have 2 minutes to get the care going. If after 2 minutes if you still are broken, then you opponent will get a competition bye-run.
26. The winner for Dial-for Dollars will be given the 1<sup>st</sup> "Wait and See Bye-Run" and after they use it or lose it, then it will go to the racer with the best reaction time during the previous round.

27. Bye-runs will carry over to the next round until it is used or lost by the racer. Car must be brought to starting line & stage under their own power, failure to do so will result in a round loss. (Buy backs allowed where applicable...rounds 1&2 in Jr dragster, Street, No Box 1<sup>st</sup> OR 2<sup>nd</sup> in Super Pro.
28. If the weekend consists of multiple racers or multiple days of racing, then the previous race winner will get the "Wait & See Bye-Run "for the next race.
29. TCR is WDRA sanctioned, it is the racers responsibility to understand the guidelines set in place for their vehicles, as well as adhering to the TCR track/safety rules.
30. Rain out we make every effort to plan & work around rain. Once costs to prep the track have been incurred there will be no refunds for rain outs.
31. 4x4's or Vehicles with all terrain tires are not allowed to go down a prepped track, or vehicles with work equipment/tools in the back of vehicle.
32. All rules and regulations are subject to race director discretion.

### Twin City Raceway Class Rules SUPER-PRO

1. This class is reserved for cars and motorcycles running 8.99 and faster (1/8 mile)
2. The following devices are allowed: trans brake, 2 and 3 steps, delay boxes, throttle stops etc.
3. Buy-backs first or second rounds only.
4. Deep staging is not allowed, courtesy staging will be enforced.
5. Must follow all TCR and WDRA rules.

### NO-BOX

1. This class is reserved for cars and motorcycles running 5.0 or slower (1/8 mile)
2. Buy backs first and second rounds only.
3. Following devices are not allowed to aid in the launch of the vehicle: delay boxes, throttle stops, or any device designed to delay the launch of the vehicle.
4. Following devices are allowed: trans brake, line lock, 2 and 3 step rev limiters. All wiring for line lock and or trans brake device must be completely exposed at all times from the button to the solenoid. Quick disconnect wiring will be allowed. Delay boxes etc. on quick disconnects must be completely removed from vehicle during no-box competition.
5. Any device can be removed at any time by the race director or tech official. Any discovery of any device not removed from quick disconnect during no-box competition can result in DQ.

6. Deep staging is not allowed, courtesy staging will be enforced.
7. Must follow all TCR and WDRA rule.

### JUNIOR DRAGSTERS

1. Ages 6-17
2. 7-year-old limited to 12.9.
3. 8-9-year-old limited to 11.9.
4. 10-11-year-old limited to 8.9.
5. 12-17-year-old limited to 7.9 at 85mph.
6. 16-17-year-old possessing valid WDRA AA/JD license (with wing on car) limited to 7.5 at 90mph.
7. Warnings issued to drivers running 2 tenths under the age restricted ET ex: 8.70 when restricted to 8.9.
8. Running 4 tenths under may be DQ from event without warning. Ex 8.5 when restricted to 8.9.
9. AA/JD warnings issued at 7.4 or higher than 90mph. DQ and/or further action from WDRA at 7.3 at over 95mph.
10. Junior dragster, funny car and roadster chassis allowed.
11. All safety gear as required, helmet, neck collar/restraint, gloves, long pants, closed toed shoes, seat. Belts and arm restraints must be used at all times. Failure to do so is grounds for DQ.
12. All vehicles must have a body properly affixed to compete.
13. No deep staging.
14. No touching/adjusting the vehicle once the car is pre-staged. (Only one warning will be given subsequent infraction will be grounds for DQ.)
15. If driver roll through beams crew member/track official are allowed 1 pull back if attempt to stage again if tree has not been activated.
16. All calls/judgements made by competition director are final.
17. Buy backs first and second round only.
18. This is a class for the children. Have FUN.

### STREET ¼ Mile

1. All vehicles must be street legal and have an inspection sticker, license plate with valid tags and insurance, tags, registration and insurance must be for the vehicle entered into race.
2. DOT stamped tires require. (cheater slicks, radials etc. are allowed)
3. 14:00 and quicker requires a helmet. Convertibles require a helmet regardless of speed.
4. A/C off
5. No trans brakes, two-steps, delay boxes or electronic throttle stops allowed (hard stops are OK)
6. Buy-backs first and second rounds only.
7. Deep staging is not allowed, courtesy staging will be enforced.
8. Must follow all TCR and WDRA Rule

## **POINTS RACE RULES 2024**

### **1 point earned for entering the race.**

(driver must be present, and break beams first round to receive entrance point.)

### **1 point earned for every round won.**

### **2 points earned for winning the event.**

(this includes 1 point for being in the final round & 1 point for winning the race).

Double entry will not count towards earning points. If you win a round using the wrong car number, it will not count towards points.

Points will be based off your car number, meaning you will need to run the same car number at each event.

One driver per class, per car.

Drivers may change cars prior to round but must let staff know of the change and use the number of the car your started with.

If your car breaks after first round of eliminations, you are done.

All Classes will follow TCR normal Bracket series rules. Except the “Break Rule” is not utilized in points races: If you win a round and are unable to continue, you opponent cannot be substituted into your place in the next round.

At the end of the points series, if two racers are tied in points, they will race a final round to decide on a winner. Only one winner per class.

There will be 6 points races for 2024. If there is a rain out, the next points race will be double points. We will not drop any races from points race season.

**1<sup>st</sup> place Points Champion in each class will receive their entry paid into the WDRA Finals.**

#### RULES 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 condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. **NO EXPRESSED 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.

The race director shall be empowered to permit reasonable and appropriate deviation from any of the specifications herein or impose any further restrictions that in his/her opinion does not alter the minimum acceptable requirements. **NO EXPRESSED OR IMPLIED WARRANTY OF**

**SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS.** Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

**Highlights:**

1. All competitors must wear long pants, closed shoes, and shirt sleeves.
2. Break Rule Refund-if a driver breaks after they have taken a green light in any time trial session but before round 1 eliminations, that driver will get a refund of his tech card minus \$40. If a driver breaks before making any pass he will be refunded all of his tech card money.
3. Auto start is in effect and both cars must pre-stage before either is allowed to stage. The starter will enforce courtesy staging. NO DEEP STAGING ALLOWED.
4. Vehicle changes are only allowed prior to 1<sup>st</sup> round eliminations. If your car breaks during time trials, the vehicle you take the beams with during 1<sup>st</sup> round of eliminations is your vehicle for the day. It is the racers responsibility to notify the track staff of any vehicle substitutions. Subject to race director's approval.
5. TCR is WDRA sanctioned, it is the racers responsibility to understand the guidelines set in place for their vehicles, as well as adhering to the TCR track/safety rules.

# Double Tech

1. Double tech cars are allowed. It is the responsibility of the racer to get back to the staging lane to prevent having to race himself. If last in lanes racer may have to eliminate one of his positions. Two drivers may not drive the same vehicle in one class at the same event. Tune into track radio 92.9 to hear announcements.
2. All competitors must wear long pants, closed shoes, and shirt sleeves.
3. Break Rule Refund-if a driver breaks after they have taken a green light in any time trial session but before round 1 eliminations, that driver will get a refund of his tech card minus \$40. If a driver breaks before making any pass he will be refunded all of his tech card money.
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