



2021 SFG Promotions Race Procedures and Rules

New Entry Time Runs:

A New Entry is a Car/Vehicle or Driver that has not been down the track during the course of the event.

Re-Entry:

A competitor who loses first round may purchase an entry to the Re-Entry Round. Re-Entry is available at Registration (or other identified location). Re-Entries run a separate round between rounds 1 & 2 of the race. To compete in round 2, an entry needs to win either round 1 or the re-entry round. **Note:** An entry which was not present for round 1 can compete in the re-entry round if they have purchased an entry and a buyback for that race. However, the car or driver may only go down the track twice per round. The driver of the entry in the re-entry round must be the same as the driver of the entry in round 1.

Classes:

No Box: Full bodied cars, left hand steer roadsters, and motorcycles with no delay box or the delay box removed from the vehicle

Door Car: Full bodied cars, left hand steer roadsters, and motorcycles

Dragster: Dragsters and center steer cars

General Rules:

Engine diapers are highly recommended and encouraged. Throttle stops are permitted.

Stutter boxes, slew rate controllers, or other similar devices are PROHIBITED. Random tech inspections may be conducted at any point by SFG staff or SFG appointed representative. Finalists may be subject to teardown and polygraph test before prize money is awarded. Failure to allow inspection will be treated the same as a tech inspection failure. If a competitor or vehicle fails inspection, any fees paid or earnings owed are forfeited by that competitor and vehicle.

Excessive Braking: One warning for sliding tires/tire smoke. Second offense disqualifies the competitor from that race.

In the event that two of the three primary races are finished, the event will be considered complete. No Gold Cards. Drivers earn money for the last round won ONLY. In the event of a rainout, or other

extenuating circumstance that prevents the completion of a race, the purse will be split among remaining competitors based on the last fully completed round.

Falsification of any information provided on tech cards or other documents provided to SFG, will result in forfeiture of any earnings and competition privileges for that event, without refund.

Call to Staging Lanes:

All classes will be called to the lanes by the announcer over the track PA system and radio station. Text alerts will also be utilized at the events. No Box will be called to the lanes separate from the Door Car Category until only one No Box competitor remains and will then join in the Door Car group. Door Cars and Dragsters will be run separately until there is only one remaining competitor a class at which point they will be combined into a single class. At 16 or less total competitors remaining, competitors will be placed on separate Pro Ladders based on reaction time. If a competitor is still double entered in the ladder rounds, there is the potential to have those entries be matched up and the competitor must determine which entry to run and advance to the next round. The ladder is recalculated each round and carried byes are awarded the #1 position.

No Box competitors cannot switch between No Box and Door Car at will. The category you choose to run for round 1 must be maintained for that entry. For example, if you run your entry in Door Car round 1 and win you cannot run round 2 in the No Box category, and vice versa.

Staging Lanes:

Standard Run Order: No Box, Door Car, Dragster. Please stay with your car once in the staging lanes. Please follow the instruction of the SFG personnel in the staging lanes and be aware of which lane you are selecting. Once you pull into the staging lanes, remain in the selected lane. Do not change lanes or move in front of/behind another entry for any reason unless directed by an SFG team member. Cars will be paired side-by-side. If only a single lane of cars remain, cars will be paired front-to-back with the front car getting lane choice. Once front-to-back pairing has started, all entries will be directed to the end of the single file line. Lane choice in the final round is awarded to the best reaction from the previous round and follows the same tie breaker strategy as the bye run.

When you enter the staging lanes you have indicated that you and your vehicle are ready for competition. Once you have presented your vehicle in the staging lanes that entry cannot leave the lanes. Any competitor vehicle leaving the lanes is forfeiting that entry for that round and will not be readmitted for that race.

Bye Runs:

While separated the No Box, Door Car, and Dragster categories will each have a separate potential bye run each round.

Bye runs are determined by best green reaction time from the previous round. Tiebreakers are: 1. Green/Non-breakout package, 2. First to do it.

First round bye runs are determined by random draw for warm-up races and the first main race of the event. Subsequent race day's first round bye will be offered to the last remaining competitor from the previous race.

If there is an even number of cars, the bye run will be paired with the last remaining car and the bye car receives lane choice. If the bye run has to run another competitor and is not used it will carry to the next round.

An entry can only get one bye run per race unless all remaining entries have had a bye run. A bye run car may elect to just take the tree and back off the starting line after notification to the Race Director.

Competition Single Bye Runs:

Competition bye runs are awarded in the event that your opponent is not able to race. Competition bye runs remain eligible for regular bye runs. Competitors are considered paired when directed past the ready line at the head of staging. A competitor will be given 2 minutes after being directed past the ready line, to start their vehicle and proceed to the water box. Past the ready line, a 30 second rule will be utilized.

Staging/Starting Line:

By pre-staging your vehicle, you have indicated that all conditions of the race are acceptable, and you are ready to race. This includes your dial-in, your opponent's dial-in, etc. If there is a problem, **DO NOT PRE-STAGE** and explain your issue to the starting line official. If you pre-stage, you have agreed to all conditions of the race and there will be no re-runs, regardless if both drivers agree.

When the first driver has fully staged and the second driver has pre-staged, the second driver has 10 seconds to fully stage or they will be timed out and disqualified in a foul per AutoStart settings. In addition, if a driver has pre-staged and the second driver is having problems (i.e. mechanical failure, etc.) the starter will put that car on a 30 second clock. If the car cannot pre-stage after that time, the first driver may receive a competition bye run at the discretion of the Race Director and/or Starter.

Competitors are expected to stage in a timely manner. Excessive time to stage may result in the competitors being backed off of the starting line at the Race Directors discretion and held to run until later in the round.

Notes:

- Deep Staging is allowed but not guaranteed. It is recommended to write “DEEP” on the front and both side windows and to deep-stage before your opponent is staged.
- Courtesy Staging is encouraged but not enforced. It is recommended to courtesy stage, but cars will not be forced to back out.

Cross Talk, Autostart, Worst Red Light, Stage Lock:

Cross Talk will be on for all classes except No Box. If you DO NOT wish to have cross talk enabled on your lane when you are the quicker vehicle, plan an “N” with a circle near your dial-in. Please make sure it is easily visible with your dial-in.

Autostart will be used for all classes with the following tree settings:

Tracks w/ Stage Lock: Stage Minimum – 0.6 sec, Stage to Start – 0.9 sec, and Timeout – 10 sec

Tracks w/o Stage Lock: Stage Minimum – 0.7 sec, Stage to Start – 0.9 sec, and Timeout – 10 sec

Worst Red Light (i.e. TruSTART) will **NOT** be used at SFG events.

Stage Lock will be in use at tracks where it is available. Note: Not all tracks have Stage Lock capabilities so make sure you are fully staged. There will be no re-runs due to issues with shallow staging.

Time Between rounds (64-cars or less remaining):

10 minutes from the final pair of cars in a round until all competitors need to be in the lanes for the following round. Expectation is that racers are in the lanes and ready for racing/pairing ten minutes after the final pair of their class from the round before.

Time Between runs, double entries:

Vehicles remaining in competition which are double entered (2 drivers, 1 Car OR 1 driver in same car) will be provided 10 minutes from the first pass of vehicle in the round until the car needs to be in the lanes ready for the second entry. Once the 10 minutes has expired, a two-minute timer will then be started for the driver to present their vehicle as fully ready to race (i.e. ready for the burnout, etc.)

Broke car changes:

Driver may change vehicles due to breakage while in competition with approval from the Race Director. Once the vehicle has entered the staging lanes for the round, a broke car change is NOT permitted in that round for that entry. Once in the staging lanes that vehicle must be used for that entry.

Once a vehicle is considered broken it can no longer be used in competition for that race. A vehicle may be repaired and used in future races at that event or future events.

When changing vehicles, the vehicle must match the class in which the previous round was won.

Allowed Examples:

- Races Dragster round 1, wins, but breaks: switch to a different Dragster for round 2 and beyond
- Races Dragster round 1, wins, breaks, but wants to switch to Door Car: must run Door Car Re-Entry (at no charge) and then stay in the Door Car category for the remainder of the race
- Races Door Car round 1, loses, and breaks: can run re-entry with either Door Car or Dragster but must stay in that category for the remainder of the race
- Races Door Car Round 2+, wins, but breaks: switch to a different Door Car for the remaining rounds

Refunds after the event has started:

Refunds may be allowed for vehicle breakage or other extenuating circumstances if you need to withdraw from the event after it has started. You must discuss your potential refund with SFG Management prior to approval.

Refunds for the final race of the event will not be provided. When a refund is authorized, the refund will be the entry fee paid minus the sum of single day race entry fees in which the entry competed.

You are also able to transfer your entry to another driver with SFG Management approval.

Last Revised: 6/7/2021