



BROOKLYN LARGE SCALE DRAG RACING CLUB RULES

This is a non for profit club; all proceeds are for the permits, track equipment, maintenance and repairs, supplies and materials associated with running the club, such as track conditioning materials, batteries, awards, trophies, safety equipment, etc....

1) Membership guide lines and rules

- A- All members will be issued a club and track membership ID card,
- B- Members must have ID card when racing, you will not be permitted to race without it !
- C- All visitors will be issued a 1 day visitors ID card, See club officials.
- D- No club members are allowed in the park using the track for any reason on days other than scheduled.
- E- Members caught violating any club rules by club officials or park police / Rangers are subject to Immediate suspension.
- F- Club members will be required to maintain and keep their area clean of any garbage,
- H- Club members must always be mindful of their language around children.

2) Vehicle Requirements

- A- All vehicles must resemble their full size model.
- B- Minimum weight requirement for all vehicles is 20 pounds without fuel
- C- Length is a minimum of 48 inches and a maximum of 62 inches for rails only.
- D- All vehicles racing for points must have a body. With the exception of the Baja class
- E- All vehicles must have an operating Failsafe.
- F- All Vehicles must have working brakes
- G- Foam Tires can only be treated with track bite ONLY!!! Anyone caught violating this rule will Forfeit all points any races and awards earned.

3) Single Engine Class Format and Engine regulations.

- A- Single Engine displacement limits 23cc to maximum 34cc
- 4) Twin and big block Engine regulation
 - A- Engine Displacement limits minimum 34cc to 90cc Big Block
 - B- Engine Displacement limits 46cc to 90cc Twin block

5) Practice

- A- Track opens at 9 am, practice will be allowed during that time and continue until track officials Start to clean and set up the tack and system.
- B- This is a one way track, ALL drivers must use extreme caution driving back to the starting line a Maximum speed of 5 miles per hour or slower is required in order to ensure the safety of others, Any persons caught violating this rule will be issued 1 warning any further violations of this rule Will result in a two week suspension.

6) Racing Format

Single Engine

- A- Displacement limits 23cc to maximum 34cc
 - B- This will be a heads up style format only
 - C- Single Engine race format is best 2 of 3 races
 - D- Must win 2 of a 3 races in order to advance to next round.
 - E- After completing each round of racing you must drive your car back to the starting line under its own power in order to advance to the next round.
 - F- If you're not able drive your car back for the next round of racing you will forfeit that next round.
- Example** 1st race left lane wins the race left lane must under its own power drive back to starting line. Please Note a losing car cannot lose 2 rounds in 1 race, if a car loses a race and breaks down, That driver or his crew member will be allowed 5 minutes to retrieve their car and without Making any Changes of any kind to the car (tuning, changing parts etc. etc.) Other than restarting the car will be allowed to race the next round. The only exception to this rule is the 3rd and final race, The Winning car does not have to drive back to the starting line.

Twin and Big Block engines

- A- Heads up style racing only
- B- Race format is 1 race and done
- C- Winning Car does not have to drive back after racing

7) Report to starting line

- A- When a racer is called to the starting line he or she will have 3 minutes to report to the line.
- B- After 1 racer has reported to the line the race official will start a clock counting down from 3 minutes, afterwards the official will stage the ready car and start a 30 second clock to commence the start of the race.
- C- If a driver is not able to make it to the starting line after their name has been called during a 2 of 3 format, he or she will be allowed to race the next round.

8) Staging

- A- Burnouts are allowed in the burnout box only, no burnouts allowed at the starting line.
- B- Racers will have 1 minute to burnout and stage. Track official will signal to start burnouts
- C- Once your car is staged and you remove your hand from the car, you are considered staged you must be ready at all times to race, Do not touch your car at that point.
- D- DO NOT TOUCH YOUR CAR If after you stage your car and it rolls back out of the stage beam do not touch your car only the track official can stop a race after both cars have staged.
- E- Track officials have the right to disqualify a racer if he or she determines a driver is trying to burn down another car or is playing staging games at the line. that decision will be final. !!!!!
- F- If in the event a car stalls before they are staged the track official will start a 30 second clock that driver will have that time to start and stage their car after the 30 seconds the lights on the timing system will drop and the ready car will be required to make a clean pass down the track.

9) Qualifying

- A- Drivers will be allowed to make 3 qualifying passes.
- B- Each pass will be recorded for ET, MPH,
- C- Your Qualifying times will determine your position for racing.
- D- Each attempt at making a pass weather you complete the pass or not will count towards your allowed 3 passes.
- E- During Qualifying the foul lines do not count.
- F- You must wait till all racers have made a pass before you can make your next pass.

10) Fouls

A-First or Worse

B- **Worse - Center line**

Crossing the center line is considered the worse of all fouls, even if the other driver commits a foul crossing the center will supersede any other fouls, crossing the center line will result in an Automatic Disqualification, in the event both drivers cross the center line the first to cross will be disqualified.

After crossing the center line the race is over stop your car.

C- First driver that commits a foul will automatically be disqualified.

If both drivers commit a foul the first driver to foul will be disqualified

D- Crossing the outer lines will result in a Automatic Disqualification

E- Red light

You can only foul if the track official has started a race,

Once the track official has started a race and your car rolls forward and triggers a red light

You will automatically be disqualified. The only exception to this rule is the center line.

F- If your car rolls forward but the track official has not started the race you have the right to pull your car back behind the starting line.

G- In the event your making a buy run and you commit a foul you will not be disqualified, but your time will not count for lane choice.

11) Repairs allowed during a race

A- Only repairs allowed during a race are the replacement the front tires only !!!!!

you will be allowed 3 minutes to change your front tires, no other adjustments or repairs can be made to the car during a race tire change only., Note If you lose a tire at the top of the track and you can't drive your car back to the starting line you will lose that next round of racing

B- If any tuning of the engine is required it must be done within the 30 seconds allowed for your burnout.

C- If a Car stalls during a burnout and the other car has staged track official will start a 30 second timer to start the race you must be ready and staged before the 30 seconds times out, during that time the driver staged has the option to pull his car back from the starting line and do another burnout.

D- Fuel Capacity.

Your car must be capable of making two complete passes on 1 fill up, so fill up before each race.

The only time you'll be allowed to refuel is if a 3rd. and final race is necessary.

12) Track officials

A- Only a track official can start a race.

B- Only a track official can stop a race,

C- In the event a malfunction with the system the Track Official has the final ruling over race results.