

Street Warz Weekends

General Rules & Regulations for Racing

All Drivers must have a Valid Driver's License, Current Registration & Insurance for the vehicle they are racing (excluding exhibition vehicles)

Tech

- All vehicles must pass safety tech inspection
- Tires
- Steering
- Brakes
- Muffler
- Battery tied down
- Antifreeze allowed if driven to track
- All vehicles must be clean and free of mud and debris including under carriages nothing loose in the box of trucks
- Grudge and exhibition muffler not required
- Top 10 and super street can run muffler cut out

Street Elite 10

- Slicks (bias or radial) limited to 11.5 wide as measured on car.
- DOT Radials limited to 12.5 as measured on car
- Height limit for any tire is 30"
- Wheel studs and drive shaft safety loop if running slicks
- Top 10 and super street can run muffler cut out

General

- All vehicles faster than 11.50 in the ¼ mile must follow W.D.R.A Rule Book
- OEM cars 2008 and newer don't require roll bars or roll cage until they are quicker than 9.00 in the ¼ mile.
- Roll Bars/Cages – follow W.D.R.A Rule Book

Driver gear

- SNELL Helmet 13.99 or faster (14.0 or slower only require DOT helmet)
- Long pants, No Shorts
- Closed toe shoes only; no open toed shoes
- T-shirt or long sleeve shirt, No tank tops
- If running quicker than 11.50 in the ¼ mile, all gear must meet W.D.R.A Rule Book
- Race Jacket 11.5 – 10.0 or faster, Race Pants and Shoes 10.0 and faster

Motorbikes

- SNELL Helmet 13.99 or faster (14.0 or slower only require DOT helmet)
- Riding Jacket, Full Leather Jacket or equivalent
- Boots or above the ankle shoes
- Gloves
- Full-length pants (jeans & chaps or riding pants) if quicker than 10.99 in the ¼ mile must have leather pants
- Tether kill or lay down switch required when running quicker than 10.99 in the ¼ mile

Diesels

- SNELL Helmet 13.99 or faster (14.0 or slower only require DOT helmet)
- No Nitrous
- Driver gear and General rules apply

STREET ELITE

Top 10 Rules

- Running a 400-pro tree
- Chip draw every round, Final round is flip for lanes
- Call out a broke opponent, they cannot buy back in that race day
- Pour your own prep
- All cars entered in the Street Elite will complete a cruise through “The Beaver Loop” as a group if time allows or 10 min idle period without overheating
- Only one crew member is allowed in the staging area and at start line
- Drivers must follow track staff directions in the staging and start line
- Everyone must follow track rules
- 140 MPH or faster a chute is required
- Top ET/Speed; 9.00 @150 MPH

STREET ELITE Top 10

How it works

- Four races over 2 weekends.1 race each day.
- Top 10 at the end of the year get the goods (Cash/prizes/paid-out positions to be determined).
 - \$100 entry per race \$40 to club for entry
 - \$30 will be in the daily race pot
 - \$30 goes into the year end points winner’s pot
- Call outs allowed 1st round. (\$50 call out fee)
- 1st round buyback is (\$50) 100% of that gets put in the daily pot

Street Classes - those not running in Street Elite

Class times

Super Street class	9.0 - 10.5	Registered and insured. NO TIRE RULE Note: Anything quicker than 9.0@150 1/4mile must run 1/8 mile or slow your roll
A	10.51 - 11.5	Top 5 (ET) in class will receive a plate
B	11.51 – 12.5	Top 5 (ET) in class will receive a plate
C	12.51 – 13.5	Quickest pass in class that day gets entry fee returned
D	13.51 – 14.5	Quickest pass in class that day gets entry fee returned
E	14.51- 15.5	Quickest pass in class that day gets entry fee returned
All Run	15.51 and slower	Quickest pass in class that day gets entry fee returned

But Wait!!!! There's More!!!

- **Top 100** list of fastest passes each weekend
- **Grudge Matches** – Run your buddy, run your non=buddy, run the guys you've always wanted to run.....betting not mandatory but encouraged
- **Exhibition** – Pro-Mod, Funny Car, Dragster, 2000-4000hp Streetcar (1/8th mile if you're faster than 150 mph in the quarter. Faster than 140 mph chute required).

Show it off, make some noise, and create some new fans for life.