

### Super Pro

8.49 & QUICKER 1/8<sup>th</sup> DOOR CARS, DRAGSTERS, ALTEREDS, ROADSTERS & MOTORCYCLES who leave on a button (DELAY BOXES PERMITTED (SEE "ELECTRONICS" FOR ITEMS THAT ARE PERMITTED/PROHIBITED))

### Pro

ALL RUN 1/8<sup>th</sup> DOOR CARS & LEFT-HAND STEER ROADSTERS AND MOTORCYCLES

FOOTBRAKE - NO ELECTRONICS (SEE "ELECTRONICS" FOR ITEMS THAT ARE PERMITTED/PROHIBITED)

### Sportsman

7.00 AND SLOWER DOOR CARS ONLY. No electronics permitted including throttle stops/delay

boxes/transbrakes. (See Electronics) Slicks permitted must have factory glass and functional mufflers.

### Motorcycle

10.00 & QUICKER 1/8<sup>th</sup> RUNS WITH Pro ET (Except bikes with delay box run with Super Pro) 2" ground clearance required, front & rear brakes required.

### Junior Dragster

HALFSCALE DRAGSTERS FOR DRIVERS AGES 6-17. AGES 6-7 LIMITED TO 13.90 & SLOWER, AGES 8-9 LIMITED TO 11.90 & SLOWER, AGES 10-12 LIMITED TO 8.90 & SLOWER, AGES 13-17 LIMITED TO 7.90 & SLOWER

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## I. GENERAL TRACK RULES

☑ **SAVING PIT SPACES:** Racers may only save one racer spot (two 12' spaces) for another racer. The space must be right beside the racer that is saving the space. **NO EXCEPTIONS!!**

☑ **WRISTBANDS:** On all events where wristbands are used, the wristbands must be on your wrist before entering the pits. There will be a checkpoint at the intersection when entering the pits to ensure compliance. Wristbands cannot be put on an article of clothing Anyone not willing to comply will be turned around and not permitted to enter the pits.

☑ **SUNDAY TECH CARDS & CREW:** We have noticed at the 2-day ET events, some racers have not been buying crew passes for Sunday. They will purchase a Saturday only tech card on Saturday and buy a 1-day pass for any crew, then stay overnight and go to the gate on Sunday morning and purchase a Sunday tech card, but not their crew's passes. This is blatantly STEALING FROM THE TRACK!!! This practice also causes additional work for the staff from the gates, tech, and tower. To allow this to continue is not fair to those that purchase 2-day tech cards and crew passes every weekend.

We now have a system to track 1-day tech card crew purchases and will know on Sunday how many crew came in on Saturday. It is unreasonable to purchase a Saturday-only tech card, spend the night and then go to the gate to purchase a Sunday tech card. We have a great system, with policies and procedures in place, if you break and cannot run on Sunday or if weather is an issue. If the weather cancels a race, your racer ticket that each racer is given at the gate will be full value at any future MIR event and they never expire. The ticket only has the value not the tech card. If you break and cannot run on Sunday and are leaving on Saturday, full credit for Sunday is given at the tower. If you are broke but want to stay, a full credit minus a pit pass will be given.

Starting with the 2022 season, any racer caught with crew not wearing a proper wristband may be disqualified from that day's race on the first offense. On a second offense, a racer will be disqualified from the event and lose all points for the year. If there is a third offense, the racer will be permanently banned from attending or participating in any MIR events.

☑ **RESTRICTED AREAS:** Due to insurance regulations, access to certain areas of the facility is restricted. These areas include behind the burn-out box, the starting line, the track, apron, and the return road. All drivers and crew must sign a waiver in the presence of a tech official. At that time, a wristband will be issued which must be put on in the presence of that track official. If you require a crew member on the starting line, they too must follow this procedure. Wristbands will be available in tech and in the tower. **No one under the age of 16 years is permitted in any restricted area.** Absolutely no one will be allowed in restricted areas without a wristband.

☐ **CHILDREN:** Parents are cautioned to keep children under supervision in the immediate area of their pit space and/or the enclosed playground area. The pit area is not a suitable place for children and kids to roam unattended – so please keep them in your sight and out of harm's way. The pit area is teeming with all kinds of motorized and pedestrian traffic, and a driver's ability to see is restricted by their hood scoops, helmets, shoulder harnesses, roll bars, window nets, etc. Allowing minor children into the pits is a privilege, not a right. Parents who let minor children roam the pits unattended will be asked to leave the pit area. Remember, you must have a driver's license to operate anything with wheels – this includes bicycles, roller skates, skateboards and similar toys are not permitted at any time.

☐ **MISCONDUCT:** Drivers are responsible for the behavior of their crew members, families, children, pets, and themselves at all times. Misconduct or recklessness is grounds for immediate disqualification.

☐ **PIT BIKES:** Golf Carts, motorized pit bikes, mini-bikes, and ATVs are ONLY permitted to be used for racer needs in the pit area and/or to tow race cars/motorcycles. They may also be used to assist in the mobility of handicapped persons. **ALL OPERATORS MUST HAVE A VALID STATE DRIVER'S LICENSE AS WELL AS THEIR CAR NUMBER PROMINENTLY DISPLAYED ON THE PIT BIKE.** "Joy riding" or unsafe operation anywhere on the premises by you or your crew members is grounds for immediate disqualification.

Absolutely no pit bikes are permitted off the asphalt by anyone, including the racers. These safety regulations are strongly enforced as they are not just for the protection of your property and crew but for the protection of others as well. Failure to comply with these rules may result in your immediate disqualification. Pit bikes are not permitted to park in the staging lanes, anywhere on the left past the ready line, winner circle, and/or any other area marked with no parking signs. **One hour after the last final goes down the track, all pit vehicles must be parked, which means foot traffic only past that point.**

❖ **Children are not permitted to operate pit vehicles of any kind. Must be a licensed driver.**

☐ **SPEED LIMIT AND/OR RECKLESS ENDANGERMENT:** The speed limit for all vehicles on the premises is 15 MPH. Any vehicle judged to be operating in an unsafe manner by track officials is eligible to have their team disqualified for the day on the first offense with no refund. Repeat offenses may result in a permanent ban from the facility. Burnouts anywhere other than the water box will not be tolerated in any way, and any driver caught doing so (even on the first offense) is subject to immediate eviction from the property with a permanent ban from MIR.

☐ **TOW VEHICLES:** Tow vehicles are permitted on non-streetcar events. **No tow vehicles are permitted to be on the racetrack surface.** All tow vehicles must travel down the outside wall of the racetrack to the bottom of the track. Do not turn on the first or second emergency opening of the racetrack for any reason. Proceed to the very end and only turn out when the track is clear. Both the race vehicle and the tow vehicle need to get off the track as quickly as possible. All crew members must be in the enclosed part of the vehicle and have daily armbands. Absolutely no one is allowed in the bed of a truck, standing on running boards, etc.

☐ **ALCOHOL POLICY:** No glass bottles are permitted anywhere on the MIR property and absolutely no alcoholic beverages are allowed in any restricted area of the facility. This includes the staging lanes, starting line, track and return road.

❖ Any driver determined of being under the influence of alcohol or found in any restricted area with an alcoholic beverage in their possession is subject to immediate disqualification. Any driver (prior to competition or still in competition) who enters the tower with an alcoholic beverage is subject to immediate disqualification. Any person found to be operating any vehicle while in possession of alcohol may be disqualified and/or ejected from the premises. Repeated offenses will result in a two-week suspension without points. As stated above, drivers are responsible for their crew members and if crew members have to be reminded repeatedly about this rule the driver may be disqualified. For both drivers and crew members, the definition of "repeatedly" is having to be told several times on any given day and/or having to be reminded on a weekly basis. It is to the advantage of the drivers to police themselves and their crew members. If you ask someone to leave a restricted area due to alcohol possession and they become belligerent, do not put yourself at risk. Please notify a security officer or track official.

## II. TECH INSPECTION, ELECTRONICS, TIME TRIALS, PAIRINGS & BYE RUNS

❑ **TECH INSPECTION:** Tech Inspection is located in staging lanes 10 & 11, behind the tower. All vehicles are required to park in the pits, unload your vehicle and report to tech inspection with all safety equipment, clothing and accessories required to race. Please fill out your tech card completely (with driver and crew signatures on back) and be prepared to show your NHRA license if your vehicle runs 6.39 or quicker. After passing inspection you may enter the lanes if they are open for your class. If not, please return to the pits and wait for your class to be called to the lanes.

- ❖ Double entry is not permitted on any E.T. Series points event (double entries are defined as two drivers being alive in eliminations in the same car and class or one driver with two entries in the same car and class). However, one driver is permitted to drive two different cars in the same class or the same car in two classes (provided it meets the rules for both classes). Racers are also permitted to drive two different cars in two different classes.
- ❖ The above statement goes for Junior Dragsters as well. A J/D racer cannot run two cars in J/D. A J/D racer can also run in a Super Pro, Pro ET or Sportsman if vehicle is legal to do so.

❑ **EXPRESS TECH:** You are required to go through an initial inspection of your car/motorcycle on the first points race entered. Again, this year, enrollment into the points program for all racers is FREE. So, on your first race of the year, simply register your number at Race Control in the tower before going to tech. You will receive a number registration card and then you are set in the points.

After you have passed this initial tech inspection, you do not need to bring your car/motorcycle through tech each week. All that is required is to bring your completely filled out tech card (with driver and crew signatures on back) to tech. The tech official will compare your car/bike number, name, and type of vehicle to your current number registration card. If all match, you will be issued a tech sticker for that event. If driving any vehicle other than what was presented on the initial inspection, you must bring that vehicle to tech along with the tech card.

- ❖ All drivers are subject to spot inspections at any time deemed necessary by a track official.

### ❑ **ELECTRONICS:**

- Super Pro (8.49 & quicker 1/8<sup>th</sup>). Electronics are permitted including delay boxes, trans brakes, two steps, dual line locks and air or electric shifters. Use of throttle controls/stops is prohibited, other than fixed mechanical
- Pro ET (all run 1/8<sup>th</sup>) No delay boxes are permitted. Permitted electronics include trans brakes, two steps dual line locks, and air or electric shifters. Use of throttle controls/stops is prohibited except for fixed mechanical.
- Sportsman (7.00 and slower 1/8<sup>th</sup>) No electronics permitted. Including delay boxes, trans brakes, two steps (except manual transmission) no rear wheel line locks, or air or electric shifters. Use of throttle controls/stops is prohibited.
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- ❖ Ignition limiters and/or any ignition controls used to excessively slow the car down are prohibited. In other words, any ignition device that would act like a throttle stop to excessively slow the ET of a vehicle is considered an illegal device. If you are unsure whether or not your set up is legal, please check with a tech official for confirmation.
- ❖ If a driver is caught using electronics (delay boxes, trans brakes, two steps, 4-wheel line locks, etc.) in a class that does not allow them during eliminations, then they will be disqualified immediately without refund. Additionally, if they are a points member, they will lose all points for the season. Even if a driver is caught during time runs then they are still subject to disqualification. Delay boxes must be removed, pill removed from two step and the trans brake button cannot be in the car (or the wires may be disconnected and exposed near button for other drivers to see clearly).
- ❖ **Attention Pro ET Racers:** No Delay boxes can be in the car at all.
- ❖ **Attention Motorcycle Racers:** Motorcycles will run in Pro ET except for Bikes that run a delay box, they will run with Super Pro.

📌 **TIME TRIALS:** If you wish to run the left lane of the track use odd numbered staging lanes, if you want the right lane of the track use even numbered staging lanes. On events when time is a factor, and we reach the end of a session, should there be 5 or more cars left in a single lane the second car of each pair will be moved over to the empty lane. If lane choice is important to you, make sure you do not end up at the end of a session.

- ❖ Staging lanes for all classes are: Super Pro, Pro ET and Sportsman 1-6, and Junior Dragster Lane 8. In an effort to minimize the amount of time spent waiting in the lanes, we will run time runs by class. Each class will be called to the lanes over the P.A. Only one run is allowed per "class" session. The computer has been programmed to flag cars that attempt more than one run per session. You will not receive a R/T or elapsed time on the second run.
- ❖ All points races are 1 time run and straight into 1<sup>st</sup> round on Saturdays, and Sunday will be straight into 1<sup>st</sup> round after new entries only time runs.
- ❖ Whether in Time Trials or Eliminations, the Starter Official **CANNOT** touch any Junior Dragster to assist with staging but will pullback a car that has completely over staged (deep staging by accident is not over staging)

📌 **TRACK CREDIT POLICY:** If a driver breaks prior to running first round at any event, they can receive a track credit (no cash refunds) that can be used at any future MIR event. The credit amount will be the entry fee paid minus the general admission for the day. You may also waive the credit and receive 20 points. If you cannot run and wish to receive the 20 entry points, you must notify Race Control before the tower closes that night.

📌 **STAGING LANES & PAIRINGS:** Never block the entrance of staging with your race car, trailer, or pit vehicle. Please stay with your car at all times while in the staging lanes. The staging lanes & pairing policy applies to all E.T. classes (Super Pro, Pro E.T., Sportsman & Junior Dragster). Once you have selected a lane to run in and have come to a complete stop in that lane, you cannot switch lanes or move in front of or behind a racer for any reason. A bye run will be pulled every round even if there is an even number of cars, this is to prevent cat and mouse games in the lanes. Once the bye run is pulled, cars will be paired side by side. If we run out of cars in one lane, then they will be run front to back with the front car having lane choice. Once single file pairing has begun, any cars entering the lanes for that class must get in at the back of the single file line. This pairing procedure will be used all the way up to, but not including the final. In the final, drivers will draw high card for lane choice (ace is low). You are considered a pair once your front tires enter or pass the pedestrian crosswalk in the staging lanes. Inability to run once paired constitutes a broke bye. As you pull around to the pad, make sure that you remain paired. It is impossible for the tower to determine who is paired until you enter the water. In the event that you reach the waterbox and are no longer paired correctly, do not start your burnout. Grab the attention of the waterbox personnel and tell them you are not paired correctly so that the issue can be resolved. If you stage, it is a race, there will be no re-runs for wrong pairings, even if both drivers agree. On events with large car counts, classes may be called in by odd numbers or even numbers first. On two-day events, the first day will be odd numbers and the second day will be even numbers.

- ❖ On all 2-Day events, the 1<sup>st</sup> round of each class on day 2 will be called to the lanes with racers that have not been down the track at all, first. Then, all new-entries or any racers that ran in completing Day 1 eliminations will be called to the lanes, next.

📌 **BYE RUNS:** Bye runs are determined by drawing cards; the bye run may not be declined. The first eight cars in each lane are eligible for the bye. Cards are shuffled and cut. The top card will determine which car has the bye. Left lane is represented by black cards, right lane is by red cards and the number on the card determines which car back in line receives the bye. That car will pull out of line and will receive the bye if there are an odd number of cars. Drivers can get only one bye per event unless all cars remaining have had a bye. Broke bye runs are awarded in the event that your opponent is unable to race. This occurs only after you have been paired. If it occurs prior pairing, which is in the lanes, no solo will be awarded. Broke byes are still eligible for regular bye runs.

- ❖ Any bye run car that chooses to take the tree and back off the starting line must still do a burnout or stage out of the groove towards the wall and go to the end of the line in the staging lane they choose.

### III. DIAL-INS, BURNOUTS, STAGING, RE-ENTRY, ROUND ROBIN & PROTEST

❑ **DIAL-INS:** Cars are required to display dial-ins on the right side of the windshield and the right-side window. If you do not have windows, you may use a scoop, rear wing, or some other part of the car on the right side that is visible from the tower when you are in the waterbox. Please make sure that both your number and your dial-in are clearly displayed. We will make every attempt to clarify what you have written, but please remember that visibility from the tower can be poor at times. Dial-ins must be written out to the hundredth of a second (including zeros) before you leave the head of the staging lanes.

- ❖ For Super Pro only, if you need to change your dial-in after you leave the head of staging, you must do so prior to entering the waterbox and you must notify a track official who will in turn notify your opponent. **THIS IS FOR THE SUPER PRO CLASS ONLY.**
- ❖ Failure to follow these rules is grounds for disqualification. A driver cannot change their dial-in once they or their opponent has entered the waterbox. The only exception to this is after a track clean-up or long delay, the pair in the waterbox may change their dial by first notifying a track official.

❑ **DIAL-IN BOARDS AND SCOREBOARDS:** You have two opportunities to verify that you and your opponent are dialed-in correctly. First is on the dial-in boards, do not start your burnout until they are correct. Notify a track official to correct them. If a correction is required, your corrected dial-in cannot be displayed on the dial-in board but will be displayed correctly on the scoreboards down track and the waterbox official will motion you to start your burnout. Secondly, you can verify your dial-ins on the scoreboards. Absolutely no re-runs for wrong dial-ins, even if both drivers agree.

❑ **BURNOUTS:** Burnouts can be performed by any car/bike. Cars with slicks must pull through the waterbox. Cars with street tires may go around the waterbox but must spin the tires over to clear any debris collected on the tires to prevent tracking debris up on the starting line or stage completely out of the groove towards the wall. Crew members are prohibited from holding onto a car while the car is performing a burnout. Only vehicles without front brakes (dragsters & altered) or pro cars/Top Sportsman are permitted to do a burnout across the starting line. If a racer needs more water for their burnout, get the officials attention. Please do not have a crew member spray the water, as they tend to over spray and water gets tracked up to the starting line which can cause delays in the race.

❑ **STAGING:** When the first driver has fully staged and the second driver has pre-staged, the second driver has a set amount of time (see AutoStart Settings for your class) to fully stage or he/she will result in a foul. In another situation, if a driver is ready to stage or has already staged and the second driver is having problems (i.e., no reverse, car shutting off, any starting line difficulty, or carburetor fire, etc.), the starter will put that car on a 20-second clock once verified (pushbacks & assistance from crew are permitted if done so within the 20-seconds). If the car still cannot stage after that time, the first driver will receive a solo run.

- ❖ By fully staging your vehicle, you have signaled to the track officials that you find all conditions acceptable, and you are ready to race. This includes (in addition to the situations described in the paragraphs above), pairings, dial-ins, and deep-staging, or any other problems (i.e., overheating, cold tires, etc.) resulting from delays on the track. If there is a problem, **DO NOT STAGE**. Inform a starting line official of your problem and they will assist you to correct the situation. If you stage, you have agreed to every condition of the race and there will be no re-run, even if both drivers agree.
- ❖ **Attention J/D racers and parents:** To assist in keeping costs down by saving time and prevent entry fees from going up, all Juniors must start their burnouts when the pair on the starting line has all 4 stage lights on. If the pair at the line has left and you have not already started your burnout, you are holding up the race and costing time/dollars. This also means that parents and/or crew need to stand to the side and not behind the car when their car is staging. Many times, the cars in the water box are ready to start their burnouts but the parents/crew are standing in the way. Please make every effort to comply with this rule as those who blatantly disregard after being warned are subject to loss of a time run, point deductions or DQ from the event depending on severity of infractions. This is not to say that when someone is having an actual mechanical problem and is trying their best that they would be warned. But this will be up to the Race Director and the decision is final. Also, only one pushback is permitted after the burnout.
- ❖ Once a Junior Dragster has pre-staged, crew members **CANNOT** touch the car, disqualification may occur.
- ❖ Whether in Time Trials or Eliminations, the Starter Official **CANNOT** touch any Junior Dragster to assist with staging but will pullback a car that has completely over staged (deep staging by accident is not over staging)
- ❖ Courtesy Staging is recommended but not enforced in all E.T. classes.

📍 **DEEP STAGING:** Starters will honor Deep staging provided the racer is not taking unreasonable time staging. You should be fully deep staged before your opponent is fully staged. You must write "DEEP" on the front windshield and both side windows. You and/or your crew must also alert the waterbox that you intend to deep stage so they can radio the message to the starter.

📍 **END OF ROUND:** The official end of a round is defined as once the final pair of cars (or the single bye run) start their burnout. Any late entry that arrives at the head of staging prior to the start of the burnout of the final pair (or bye run) will be permitted to race. Any late entry that arrives once the burnouts have started will be turned away and eliminated.

📍 **RE-ENTRIES:** We will have first round re-entry on all points races. First round re-entry will be run with all re-entry cars paired and run together with the winners moving to second round. We will be separating J/D beginners in the reentry round to mirror how we run 1<sup>st</sup> and 2<sup>nd</sup> round.

If a car has been eliminated in the first round during any event regardless of class, and a second driver (who has not run first round) wishes to enter it back into first round or re-entry; they may do so as this is not considered a double entry (because it would still be only one driver active). The only requirement is that the driver techs and runs under a different car number than the original entry, and that it does not hold up the race.

📍 **ROUND ROBIN:** For most races, you will return to the pits after the first and second rounds of eliminations and wait to be called back to the lanes. Round Robin begins at the start of a round which has 16 or less cars remaining for all classes. This means that winners of that round and every round thereafter should report directly back to the lanes to cool down. It is essential that you report back to the lanes immediately and cool down there. Drivers/crew may bring fuel jugs, battery chargers, etc. to the lanes during Round Robin. Please listen to the announcer for instructions and/or variations. If you miss your round, you will be disqualified.

📍 **PROTESTING:** If you see a delay box or anything illegal, bring it to our attention and we will investigate it without a protest charge. However, you can officially protest another racer for a protest fee of \$200 for Super Pro / \$100 for all other classes. To do this, bring the funds to the Event Director and state which driver and what specific device you are protesting and why. If the protested driver is still in competition, the protest will be kept confidential until that driver is out of competition. That driver will be taken directly from the E.T. shack and escorted to a restricted inspection area. All inspections will be under the direct supervision of the Event Director. If no illegal electronic device is found, the protest fee will go to the protested driver. If the driver is found illegal, then the protest fee will be returned to the protester and the illegal driver will be disqualified and will lose all season points and any purse earned that day.

## IV. COMPULINK CROSSTALK, AUTOSTART, STAGELOK & EVENT DIRECTOR DECISION

❑ **COMPULINK CROSSTALK:** The CrossTalk Program solves the problem of the open vs. shielded top bulb controversy. CrossTalk allows the tree to be fully shielded (all ambers) while giving several benefits. All racers have their own "clean" tree, with all ambers including the top amber facing directly towards them. CrossTalk functions in eliminations by firing the top amber in both lanes at the same time. This allows both cars a direct "hit" on the tree. The tree of the slower lane will continue counting down to the second and third amber as normal. The faster cars top amber will remain lit until the time comes for the second and third amber in that lane to cycle. Note that CrossTalk function would only be run in "Box" classes in eliminations only. Footbrake or No Box classes would have a normal functioning tree.

- ❖ A driver (if he is the quicker of the pair) may cancel the CrossTalk function by including the letter "N" after the last digit of their dial-in. For example, a dial-in of 7.85N would cancel CrossTalk for that pair of cars if the 7.85 was the fastest dial-in. If you have the letter "N" after your dial to indicate you do not want Crosstalk activated in your lane, make sure you see the dash in front of your dial-in on the scoreboards before you stage. If there is no dash in front of your dial-in on the scoreboards, then the clock operator did not see the "N" after your dial, or you have it placed elsewhere on your window. In this case, DO NOT STAGE, simply get the starter's attention and point to the "N" on your window; he/she will call the tower by radio and have it corrected.

❑ **COMPULINK AUTOSTART:** The AutoStart system is used at MIR in ALL CLASSES AT ALL EVENTS, from Sportsman to Pro. This system starts the tree automatically when Compulink senses two fully staged vehicles so the starter can concentrate more on the track and conditions of the race. Here's how it works: when the system sees both cars pre-staged and ONE of the cars staged, it starts a timer (actual length of timer is class specific, please inquire with the tower or go to the class rules and information section on the MIR website for the timer length in your class). If the second car does not enter the staging beams within the timer's parameters, a red light is activated for that car, signaling a "Time Out". This red light will NOT be negotiated under any circumstance. Remember, the system needs to see three lights before it starts the timer: two pre-stages and a stage. Do not try to burn down your opponent.

❑ **COMPULINK STAGELOK:** The StageLok System is run in every class during every event. The long-standing "shallow-staged" red light problem is a thing of the past with this system. Before this system was designed, cars or bikes that were very lightly staged could easily vibrate or rock out of the staging beam. When that happened, the infrared beam reconnects causing what may "appear" as a false red-light foul. In many cases, the simple vibration would cause the foul for those who shallow staged, even without the rocking of the car or bike when the rpms were raised. In all cases of shallow-staged red-light fouls, it appeared that the car never moved. This is because the infrared staging beam measures 1/100 of an inch. So, for those who shallow-staged, it did not take much for that beam to reconnect for a vehicle that is not line-locked which rolls backwards, trans-brake slippage or simple unloading of the front tires caused by torque when the motor is "matted" against a trans-brake (generally the #1 cause of shallow-staged red lights).

- ❖ *The StageLok system was designed to prevent these "false" (yet legally binding) red lights fouls. Here is an inside look at how the system works. Prior to either car entering the Pre-Stage beam, the starter manually triggers a switch that tells the computer to arm the AutoStart system. The Timing System takes control of the run from that point on, eliminating the possibility of human error. Once both cars have satisfied the "Staged Minimum" time preset (usually .5 seconds, but varies from class to class), the StageLok sequence initiates before the tree is fired allowing the racer 1" of rearward travel before the stage beam will go out. This 1" allowance is active through the entire AutoStart System, until the algorithm has reached the green light; at which point a rearward movement will not result in a red-light foul.*

❑ **EVENT DIRECTOR DECISIONS:** Every effort has been made by MIR to promote fair and honest racing for all participants with the best timing equipment available in the industry. In the unlikely event of an electronic or equipment malfunction, the Event Director will decide the outcome of the race. The Event Director's decision is final and entry in the competition is acknowledgment that the participant accepts this ruling without recourse.

## V. POINTS PROGRAM

📍 **POINTS MEMBERSHIP:** Points membership is FREE. Simply purchase a tech card at any points race and you are automatically enrolled into the 1320 Fabrication ET Series Points Program.

📍 **NHRA SUMMIT RACING SERIES WORLD CHAMPIONSHIP:** All winners in all classes at the 8 NHRA Summit Racing Series Team Finals, will qualify to go to Las Vegas and run for a world championship. Information on this program can be found at NHRA.com.

📍 **NUMBER ASSIGNMENT:** We will hold all registered numbers from the previous year's points program until the end of April, after which they are open for anyone to use.

📍 **TIE BREAKERS:** To eliminate the need for runoffs between racers that are tied in the final points, tie breakers will be used to determine higher position. This system will ensure that all classes have a definitive Top 10 with no ties in points at the end of the year. This tie breaker system will also be used to establish position for all points fund payouts. When tie breakers are used, any drivers tied will be sorted in tie-breaker order, and those drivers will have a "TB" listed after their points.

OFFICIAL TIE BREAKER ORDER	
1 <sup>st</sup> - Driver with the	<b>MOST POINTS RACES WON</b> during the current season
2 <sup>nd</sup> - Driver with the	<b>MOST POINTS RACE RUNNER-UPS</b> during the current season
3 <sup>rd</sup> - Driver with the	<b>MOST SEMI-FINAL ROUND APPEARANCES</b> in points races during the current season
4 <sup>th</sup> - Driver who	<b>PLACED HIGHER POSITION IN REGULAR SEASON POINTS</b> during the previous season
5 <sup>th</sup> - Driver who is	<b>LISTED AT THE TOP OF THE TIE</b>
(The Compulink system lists drivers based on the order of who earned points first for the season.)	

THIS TIE BREAKER SYSTEM WILL ALSO BE USED TO ELIMINATE ANY TIES IN QUALIFYING FOR THE TEAM FINALS

📍 **POINTS AWARDED:** Points members will receive 20 points once their car is teched in and they have run first round (the purchase of a tech card without the car present to receive the 20 attendance points is prohibited). Thereafter, each round won will grant 10 additional points, and a bonus of 1 point for class win. In a 6-round race, for example, 1<sup>st</sup> round losers receive 20 points, 2nd round losers 30 points, 3rd round losers 40 points, 4th round losers 50 points, 5th round losers 60 points, runner-up 70 points and winner 81 points. In the event of breakage prior to first round, you can receive a credit (no points will be earned). You may also waive the credit and receive 20 points. If you cannot run and wish to receive the 20 attendance points, you must notify Race Control before the tower closes that night. Re-entry racers will continue to earn points the same as non-re-entry racers.

📍 **POINTS & PURSE POLICY FOR CURFEW OR WEATHER SHORTENED EVENTS:** An event is defined as "COMPLETED" at the conclusion of first round in all classes (not including re-entry). Purses are then divided between all active drivers still in competition. Points will also be awarded in each round for all classes. If the event would happen to be cancelled (due to weather or any other circumstance beyond our control) in the middle of a class, points and purse will then be awarded up until the last fully completed round of competition for that class. So, in any uncompleted round, the purse will be split evenly with all the drivers that started that round.

- ❖ If an event is shortened, the purse is **not** split and a future run-off is scheduled, points for those rounds will be awarded at the runoff event. No future run-off for points alone will be held.
- ❖ On all 2-Day ET events, after the completion of 3<sup>rd</sup> in all classes, if for any reason (such as curfew, weather, or long down-times from accidents or oil downs) the race is not completed, the race will be completed on Day 2. If completed on Day 2, the Day-1 race will be completed in its entirety before the Day-2 race is started.
  - ♦ On any Day 1 race being completed on Day 2, the original car and driver must be present for that entry to continue.
- ❖ Exceptions to this will be:
  - ♦ If Race Director deems the weather forecast is not favorable to complete the race on Day 2
  - ♦ If in any class there is a unanimous decision by all remaining drivers in that class to split the purse and not finish on Day 2. Any class without a unanimous agreement to split the race will be finished on Day 2.



## VI. DIAMOND POINTS

### DIAMOND POINTS PROGRAM OUTLINE:

- Program open to all Super Pro, Pro ET (includes Motorcycle) Sportsman and Junior Dragster racers on points races only.
- For a run to be eligible, it must be a bogey or elimination run at a race that earns points toward the 1320 Fabrication ET Series track championships. Any specialty race, such as Gamblers, Non-points earning races, Pit Bike Challenge etc. are not eligible to earn Diamond points.
- It will be the driver's responsibility to bring his/her time slip to the tower for confirmation of the perfect reaction or dial-in to receive a Diamond Point. This must be done the day of the race before the tower closes. Time slips **WILL NOT** be accepted on a later date. There are absolutely no exceptions to this deadline.
- Once a Diamond Point has been confirmed, an asterisk will be placed by the driver's name on the points sheet, so all racers can keep track of everyone's totals.
- The contest will run until a winner has been officially declared, regardless of time.
- A perfect reaction time and dead-on the dial does not have to happen on the same run to earn a Diamond Point. However, if a driver does make a perfect run with both a .000 reaction time and running dead-on the dial to the thousandth, he/she will earn two Diamond Points.
- Rick's Jewelers will also customize the ring with any type of setting, band, or additional stones at a discounted price.
- There is only one ring in this program (not a ring for each class). This ring will go to the first driver in any class who earns the six (6) Diamond Points required (the 6 points must be earned in ONE class).
- Should no one collect 6 Diamond Points in a class before the last points race of the season the ring will be awarded to the racer with the most Diamond Points in a class.
- If there is a tie with two or more with the most Diamond Points, then the points Tie Breaker system will be used to determine the winner.
- If a driver runs points multiple classes, diamond points cannot be combined.

## VII. WEEKLY SCHEDULE/PURSE, BLOWOUT PURSE & ENTRY FEES

### SATURDAY WEEKLY ET SCHEDULE

9:00 am - Gates Open  
10:00 am - Time Trials all classes (1 session)

### ELIMINATIONS IMMEDIATELY AFTER TIME TRIALS

Run Order –

JR (TT), JR (R1), Super Pro (TT), JR (RE), Pro ET (TT) Sportsman (TT)  
JR (R2), Super Pro (R1), Pro ET (R1) Sportsman (R1)  
JR (R3), Super Pro (RE), Pro ET (RE) Sportsman (RE)  
JR (R4), Super Pro (R2), Pro ET (R2) Sportsman (R2)  
JR (R5), Super Pro (R3), Pro ET (R3) Sportsman (R3)  
Continue run order through finals

### SUNDAY WEEKLY ET SCHEDULE

8:00 am - Gates Open  
9:30 am – New Entry Time Trials only  
10:00 am – Round 1 all classes

Run Order –

New Entry (TT)  
JR (R1), Super Pro (R1), JR (RE), Pro ET (R1) Sportsman (R1)  
JR (R2), Super Pro (RE), Pro ET (RE) Sportsman (RE)  
JR (R3), Super Pro (R2), Pro ET (R2) Sportsman (R2)  
JR (R4), Super Pro (R3), Pro ET (R3) Sportsman (R3)  
Continue run order through finals

### DAY-2 NEW ENTRY IS DEFINED AS

*An entry where the vehicle never made a run-in time trials or eliminations in any Day-1 class. Race Director can deny a new-entry time run to a driver that has two cars and is switching cars for the sole purpose of getting a time run.*

### SHOW / SPECIAL EVENT / BIG BUCK ET SCHEDULES

*Please refer to the schedule listed on the flyer or brochure for that event. Go to [GoRaceMIR.com](http://GoRaceMIR.com) and click "Event Flyers" to view all postings.*

WEEKLY ET EVENTS			
SUPER PRO 3K	PRO ET	SPORTSMAN	JUNIOR DRAGSTER
ENTRY: \$90 RE-ENTRY: \$60	ENTRY: \$55 RE-ENTRY: \$40	ENTRY: \$40 RE-ENTRY: \$30	ENTRY: \$30 RE-ENTRY: \$20
WINNER RECEIVES IRONTREE TROPHY			
<b>WINNER</b> \$3,000 <b>RUNNER-UP</b> \$1,000 <b>SEMI</b> \$400  <b>\$60 PER ROUND STARTING</b> <b>3<sup>RD</sup> ROUND LOSER</b>	<b>WINNER</b> \$1,500 <b>RUNNER-UP</b> \$500 <b>SEMI</b> \$200  <b>\$30 PER ROUND STARTING</b> <b>3<sup>RD</sup> ROUND LOSER</b>	<b>WINNER</b> \$500 <b>RUNNER-UP</b> \$150 <b>SEMI</b> \$50  <b>QUARTERS</b> \$25 IF OVER 32 CARS	<b>WINNER</b> \$250 <b>RUNNER-UP</b> \$100 <b>SEMI</b> \$50  <b>TROPHIES TO ALL</b> <b>3<sup>RD</sup> ROUND WINNERS</b>

BLOWOUT ET EVENTS			
SUPER PRO	PRO ET	SPORTSMAN	JUNIOR DRAGSTER
ENTRY: \$130 RE-ENTRY: \$80	ENTRY: \$65 RE-ENTRY: \$40	ENTRY: \$50 RE-ENTRY: \$40	ENTRY: \$45 RE-ENTRY: \$25
WINNER RECEIVES BIG CHECK			
<b>WINNER</b> \$5,000 <b>RUNNER-UP</b> \$1,500 <b>SEMI</b> \$750 <b>7<sup>TH</sup> RL</b> (IF 9 ROUNDS) \$500 <b>6<sup>TH</sup> RL</b> \$400 <b>5<sup>TH</sup> RL</b> \$300 <b>4<sup>TH</sup> RL</b> \$200	<b>WINNER</b> \$2,000 <b>RUNNER-UP</b> \$750 <b>SEMI</b> \$200  <b>\$50 PER ROUND STARTING</b> <b>4<sup>TH</sup> ROUND LOSER</b>	<b>WINNER</b> \$700 <b>RUNNER-UP</b> \$200 <b>SEMI</b> \$75  <b>QUARTERS</b> \$40 IF OVER 32 CARS	<b>WINNER</b> \$500 <b>RUNNER-UP</b> \$100 <b>SEMI</b> \$50 <b>QUARTERS</b> \$25  <b>TROPHIES TO ALL</b> <b>3<sup>RD</sup> ROUND WINNERS</b>

## VIII. THE 1320 FABRICATION ET SERIES CHAMPIONSHIP POINTS FUND

### \$9,600 CHAMPIONSHIP POINTS FUND

■ All 1st Place Finishers in Super Pro, Pro ET, Sportsman and Junior Dragster also receive a Championship Trophy, and a Season Car & Driver Entry for the class they won in.

■ The track championships in each class go to the best man/woman that wins the most rounds during the entire season. This is tracked by the driver with the highest season points total at the end of the 1320 Fabrication ET Series Points Calendar (view/print at [www.GoRaceMIR.com/et](http://www.GoRaceMIR.com/et))

	Super Pro	Pro	Sportsman	Jr Dragster
1 <sup>st</sup>	\$3,000	\$1,500	\$500	\$500
2 <sup>nd</sup>	\$1,000	\$500	\$200	\$200
3 <sup>rd</sup>	\$500	\$300	\$100	\$100
4 <sup>th</sup>	\$400	\$200	\$50	\$50
5 <sup>th</sup>	\$300	\$100	\$50	\$50
	<b>Total Payout</b> <b>\$5,200</b>	<b>Total Payout</b> <b>\$2,600</b>	<b>Total Payout</b> <b>\$900</b>	<b>Total Payout</b> <b>\$900</b>

## IX. IMPORTANT DATES

☐ **QUALIFYING FOR NHRA SUMMIT BRACKET FINALS:** The final race day for qualifying for the NHRA Summit Team Finals will be on Sunday, Aug. 9, 2026. The Team Finals will be held at Lebanon Valley Dragway on Aug. 27<sup>th</sup>- 29, 2026. The MIR Team will consist of the first 20 points leaders in Super Pro, the first 20 points leaders in Pro ET the first 10 in Sportsman and the first 10 points leaders in Junior Dragster. Motorcycles that qualify in Super Pro or Pro ET will run at the Team Finals in the Motorcycle Class. A minimum of 1 motorcycle must be included with the team

☐ **NHRA SUMMIT RACING SERIES WORLD CHAMPIONSHIP:** All winners in all classes at the 8 NHRA Summit Racing Series Team Finals, will qualify to go to Las Vegas and run for an NHRA world championship. Information on this program can be found at NHRA.com.

☐ **FINAL 1320 FABRICATION ET SERIES POINTS RACE:** The final 1320 Fabrication ET Series points race for all classes will be Sunday, Oct. 25, 2026. If there is a tie, the regular tie breaker system will be used to determine the winner.

## X. AND THE LAST AND MOST IMPORTANT RULE AT MIR...

**HAVE FUN. THAT'S WHAT IT'S ALL ABOUT.**

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**FULL JR DRAGSTER PROGRAM RULES ON NEXT PAGE**

# XI. COMPLETE JUNIOR DRAGSTER PROGRAM

# 2026

## HUBBLE MOTORSPORTS JUNIOR DRAGSTER PROGRAM

part of the NHRA Junior Dragster ET Series



Hubble Motorsports  
Junior Dragster Racing Engines  
Mechanicsville, MD  
(301) 742-2489  
hubblemotorsports@yahoo.com

### Weekly Entry Fee \$30.00

The Hubble Motorsports Junior Dragster Points Program will start in April (go to **GoRaceMIR.com/et** for the full season points schedule). MIR's Junior Dragster track champion will receive \$500, a championship trophy, and a season car & driver pass.

Juniors compete on a .500 full tree 1/8<sup>th</sup> mile all run bracket format. The winner each day will receive \$250, a championship trophy, and a high-res winner's circle photo that can be downloaded that same night at GoRaceMIR.com; the Runner-Up receives \$100; and the semi-finalist(s) receives \$50. The top 10 points earners will qualify to run at the NHRA Summit Bracket Finals.

❑ **ATTENTION J/D RACERS AND PARENTS:** To assist in keeping costs down by saving time and prevent entry fees from going up, all Juniors must start their burnouts when the pair on the starting line has all 4 stage lights on. If the pair at the line has left and you have not already started your burnout you are holding up the race and costing time/dollars. This also means that parents and/or crew need to stand to the side and not behind the car when their car is staging. Many times, the cars in the water box are ready to start their burnouts but the parents/crew are standing in the way. Please make every effort to comply with this rule as those who blatantly disregard after being warned are subject to loss of a time run, point deductions or DQ from the event depending on severity of infractions. This is not to say that when someone is having an actual mechanical problem and is trying their best that they would be warned. But this will be up to the Race Director and the decision is final. Also, only one pushback is permitted after the burnout.

- ❖ **Jr Dragster drivers may only drive one car in the Jr Dragster class per race.** A Jr Racer would still be eligible to run a car in Super Pro or Pro ET or Sportsman.
- ❖ JR Dragster license holders may compete through their 18<sup>th</sup> birthday calendar year.
- ❖ Courtesy Staging is recommended but not enforced.

The Junior Dragster program is designed to allow youth, as young as 6 years of age and up to 17, the opportunity to race against their peers in near replicas of the models that the Pros drive. Juniors may compete through the calendar year of their 18th birthday. (Jan 1 to Dec 31)

- ❖ **For ANY age group, at ANY event/race, the driver MUST compete in the age group based on their age THAT DAY.**

NHRA Junior Dragsters are restricted to competition in half-scale cars over a distance of 1/8<sup>th</sup> mile. The competition structure is designed to be conducted on an ET dial-your-own format. Functional taillight mandatory on all entries. A photocopy of every competitor's birth certificate must accompany all new license applications. Competitors must make 6 passes to obtain or upgrade NHRA license. Which consists of 3 half-track (330') and 3 full passes (660'- 1/8<sup>th</sup> mile) within the ET range for respective license.

It is the responsibility of the team/parent to not dial-in or run under the ET breaks for the age groups listed below at all NHRA sanctioned events. This includes ET series points races, special events, and Team finals events. If the competitor does this a second time they will be disqualified.

❑ **E.T. RESTRICTIONS:** Ages 6-7 limited to 13.90 & Slower, Ages 8-9 limited to 11.90 & Slower, Ages 10-12 Limited to 8.90 & Slower, Ages 13-17 Limited to 7.90 & Slower. (see NHRA rule book). Consult the tower for additional info or License Forms.

❑ **SAFETY REQUIREMENTS:** Refer to the NHRA rulebook for the full list of Junior Dragster safety rules and requirements.

📌 **TOW VEHICLES:** J/D must be towed or pushed to the staging lanes. Under no circumstances may a junior dragster be driven anywhere on the track property other than the track itself. J/D if towed must be towed by a golf cart, three or four-wheeler or other pit bikes driven by a licensed Adult. Under no circumstances can a street driven vehicle tow a J/D.

📌 **JUNIOR DRAGSTER PAIRINGS:** Once you have selected a lane to run in and have come to a complete stop in that lane, you cannot switch lanes or move in front of or behind a racer for any reason. A bye run will be pulled every round even if there is an even number of cars, this is to prevent cat and mouse games in the lanes. Once the bye run is pulled cars will be paired side by side. If we run out of cars in one lane, then they will be run front to back with the front car having lane choice. This pairing procedure will be used all the way to the final. You are considered a pair once your front tires enter or pass the pedestrian crosswalk in the staging lanes. Inability to run once paired constitutes a broke bye. As you pull around to the starting pad make sure that you remain paired. It is impossible for the tower to determine who is paired until you enter the water. In the event that when you reach the waterbox and you are no longer paired correctly, do not start your burnout. Get the attention of the waterbox personnel and explain the situation. No re-runs for wrong pairings, even if both drivers agree. We will be separating J/D beginners in the reentry round to mirror how we run 1<sup>st</sup> and 2<sup>nd</sup> round.

📌 **AUTOSTART/STAGING:** Junior Dragster will be on the Compulink AutoStart System, with no pullbacks permitted. If a driver accidentally deep stages, they must stay and race. If a driver total over stages and does not stay in the stage beam long enough to activate AutoStart (AutoStart settings are posted under class rules and info on GoRaceMIR.com), the starter and starter only will pull back the car once to restage. An over stage on the second try will result in a red light start. Starters will honor Deep staging provided the racer is not taking unreasonable time staging. You should be fully deep staged before your opponent is fully staged. You must write "DEEP" on the front windshield and both side windows. You and/or your crew must also alert the waterbox that you intend to deep stage so they can radio the message to the starter. Once a Junior Dragster has pre-staged, crew members can not touch the car – Disqualification may occur.

- ❖ Whether in Time Trials or Eliminations, the Starter Official **CANNOT** touch any Junior Dragster to assist with staging but will pullback a car that has completely over staged (deep staging by accident is not over staging)

📌 **6-9 YEAR OLDS BEGINNERS:** 6-9-year-olds will be allowed to line up in a separate lane from the rest of the class for first, re-entry, and second round pairings. This does not mean that you will be guaranteed to be paired against another 6-9-year-old. Once pairings start, any late 6-9-year-old that comes to the lanes must pull into the back of the class. Any Juniors aged 6-9 that dial quicker than their age group will be disqualified and will receive no points for the day.

- ❖ The 6-9-year-old that goes farthest in eliminations will get a trophy and a winner's circle photo. If all remaining 6-9-year-olds go out in the same round; the trophy and photo will go to the 6-9 driver with the best reaction time.