

2020

CROSSROADS DRAGWAY

VP Racing Fuels – Fast 33 at the 330'
Competitor Information



Welcome to the Fast 33 at the 330'. The events will be contested on 330 feet, (1/2 of the traditional 1/8th mile). Contestants are provided reaction times, 60', 165', 330' ET's, and 330' MPH times. **Data for 594' and 660' ET's or 1/8th MPH are NOT provided.** Please read the following information carefully and if you have any questions feel free to ask a member of the management team.

LICENSE/COMPETITION NUMBERS: All Fast 33 contestants, as required by NHRA rules, must have a current NHRA Class 7, 6, 4A, 4B, 3A or 3B license for the body-style driven and an NHRA ET competition number which must be properly displayed on the race car. NHRA membership and competition number is recommended but not required for 6.40 (1/8th) and slower.

TECHNICAL INFORMATION: The standard NHRA eliminator system will apply at all events. All technical information applying to the Fast 33 at the 330 may be found under the ET Section and the General Regulations Section of the 2020 NHRA Rulebook. Delay boxes permitted. Deep staging is not allowed and will result in a red light. Crosstalk and AutoStart will be ON. Refer to the track rules for more information on these two items. Vehicles running slower than 6.40 in an eighth must meet NHRA rules specific to the normal 1/8th mile ET. All entries quicker than 6.40 seconds (1/8th mile) required to have a valid chassis certification sticker affixed to the frame before participating.

QUALIFYING RUNS: There will be no more than **two** qualifying sessions. The track management reserves the right to eliminate one qualifying session. Each contestant is expected, but not required, to make one qualifying pass in each lane. If there is a qualifying tie to the thousandth, the first racer posting the time will take the precedent. ***A competitor may elect to make only one qualifying pass and use the other opportunities to make full 1/8th mile passes with super pro or pro.*** A competitor **must make at least one qualifying pass** in a qualifying session to qualify and participate in eliminations.

ALTERNATE VEHICLES: If a Fast 33 competitor's vehicle breaks before the start of the last round of qualifying, the competitor can qualify in another vehicle for no additional cost. The first run will be completely removed from the system and driver will forfeit any rewards (such as low qualifier) associated with that run. Only the time from the second session (the first with the replacement vehicle) will be used for qualifying.

BREAKAGE: should a qualified competitor break and notify the tower personnel before the ladder is set, the qualified competitor will be removed from the qualifying list and a new ladder created. Once the ladder is set, any breakage will result in competition singles.

QUALIFYING RUN ORDER: The run order for time trials, and qualifying will typically be Pro, Super Pro, Sportsman, Fast 33, Jr Dragster, High School/Junior Street. All Fast 33 competitors wishing to make a full 1/8th mile pass are encouraged to do so during one of the Super Pro time sessions. Fast 33 qualifiers must make at least one pass in one of the qualifying sessions.

ELIMINATIONS RUN ORDER: The run order will be: Fast 33, Jr. Dragster, Pro, Super Pro, Sportsman, High School/Junior Street.

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ELIMINATION PAIRINGS: A **qualified** field consists of the **33** fastest ET entrants. All 33 qualifiers receive qualifying points. The 33 and 32 qualifiers will run each other to see who will fill the final position in the 32 car field. The loser of this pair is considered a first round loser. This elimination run sets the 32 car field and is therefore considered as the start of eliminations. Pairings will be according to a standard NHRA *sportsman* ladder. If the qualified field consists of less than 32 vehicles, a progressive sportsman ladder will be used for the number of qualified entrants.

DIAL-INS: Fast 33 qualifiers may change dial-ins between rounds. Contestants may dial quicker than their qualifying time, **but not slower than two-tenths (.20) off their best qualifying run.** Each driver is responsible for placing their dial-in on the car in such a manner to be clearly visible by the caller.

LANE CHOICE: Lane choice for the first round will be determined by the lower numbered ET qualifier having lane choice. Lane choice for all remaining rounds will go to the **"FASTER" E.T. from the previous round.** If the computer cannot choose the lane choice due to a tie, a flip of the coin will determine lane choice.

NON-QUALIFIERS in the Fast 33 may receive one free buy-back for any other class previously entered, **good for that day only.**

FIRST ROUND LOSERS may enter the second round of any other class (for which the driver/vehicle will pass tech) for the standard cost of a buy-back for that class. Points will be given for every round win in the respective class.

SECOND ROUND LOSERS may enter the third round of any other class (for which the driver/vehicle will pass tech) for the standard cost of a buy-back for that class. Points will be given for every round win in the respective class.

All round win points stay with the class where they were earned.