Barona Drag Strip - Renegade Series

1. The Renegade series consists of 4 races and includes the following classes: Electronics and Non-Electronics.
2. Delay boxes and cross-talk are allowed in Electronics but are not permitted in Non-Electronics
3. Non-Electronic cars may compete in Electronics. Such cars must place a "N" on the window
4. Dial ins will be locked in once the Driver passes the staging lane end line. Drivers may request correction of an erroneous dial in entered into the computer prior to pre-staging. Once pre-staged, dial-ins are accepted as-is
5. Potential bye run in Round 1 will be determined by the Race Director using a random draw, with the entire field eligible, and will be determined prior to any pairing
6. The potential bye from any previous round will carry over to the subsequent round(s) if that driver was opposed in their potential bye round. Otherwise, the potential bye will be assigned to the previous round winner who had the best reaction time in that Round, unless that driver had the potential bye and ran a single in that Round. In this case, the potential bye will be assigned to the second-best reaction time from a previous round winner. (Back-to-Back single runs due to a bye based on reaction time are not permitted)
7. In all rounds, cars will be brought up in two staging lanes and the pairings will be determined by how cars line up in the lanes, including lane choice, where such choice is not contested due to one lane being empty
8. In all rounds, a coin toss will be used to determine lane choice, if needed
9. One buy-back per competitor is permitted after a Round 1 loss, or a Round 2 loss, for $20
10. Round 2 will be contested between Round 1 winners and Round 1 losers who elect to buy back Round 2 losers who bought back from Round 1 will be eliminated
11. Round 3 will be contested between, Round 2 winners, and Round 1 winners that lose Round 2 and elect to buy back. All losers in Round 3 and subsequent are eliminated
12. Any decisions for anomalies are considered by the Race Director and any decision made by the Race Director is final

Points in each class are earned in the following manner:
- 50 points for Tech Card Purchase
- 100 points for all Round 1 competitors
- 0 Points for buy-back competitors in round 2
- 0 Points for buy-back competitors in round 3
- 100 points for participation in any non-buy back round after Round 1

Points Example 1: Win Round 1, win round 2, win round 3; 50 + 100 + 100 + 100 = 350 Pts and the opportunity to earn points in any subsequent round of competition
Points Example 2: Win Round 1, win Round 2, lose Round 3; 50 + 100 + 100 +100 = 350 Pts and no subsequent opportunity to earn points
Points Example 3: Win Round 1, lose Round 2, win Round 3; 50 + 100 + 100 +0 = 250 Pts and the opportunity to earn 100 points in any subsequent round of competition
Points Example 4: Win Round 1, lose Round 2, lose round 3; 50 + 100 + 100 + 0 = 250 Pts and no subsequent opportunity to earn points
Points Example 5: Lose Round 1, win Round 2, win round 3; 50 + 100 + 0 +100 = 250 Pts and the opportunity to earn 100 points in any subsequent round of competition
Points Example 6: Lose Round 1, lose Round 2; 50 + 100 + 0 = 150 Pts and no subsequent opportunity to earn points