

Barona Drag Strip - Run for the Money

1. This is a single-run-per-car event which results in one winner who has the closest ET to their Dial In without going under that Dial in
2. In the event that two cars have identical differences between their ET and Dial In, the winner is the racer with the better reaction time
3. A red-light reaction time will cause disqualification of that racer from the competition
4. All competitors run in a single Run for the Money round
5. 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
6. Cars will be brought up in two staging lanes and the pairings will be determined by how cars line up in the lanes. Competitors will be allowed to run in their preferred lane, even if it requires single runs to do so
7. Any decisions for anomalies are considered by the Race Director and any decision made by the Race Director is final

Barona Drag Strip - Gambler

1. This is a non-points series race with all competitors entered into a single class
2. Gamblers will typically be run on a Series points race day and will be offered only to racers who have been eliminated from the Series points race after a predetermined round (exceptions exist for NHRA TV Challenge and King of the Track, when special entry rules are enacted)
3. Delay boxes are permitted but there will be no cross-talk allowed
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. 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
7. In all rounds, a coin toss will be used to determine lane choice, if needed
8. After Round 1, losing drivers may buy back into competition for \$20
9. Round 2 will be contested between Round 1 winners and Round 1 losers who elect to buy back
10. 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)
11. Round 2 will be run as Round 1, with two staging lanes and the pairings determined by how cars line up in the lanes, including lane choice, where such choice is not contested due to one lane being empty
12. All losers from Round 2 and subsequent Rounds will be eliminated from competition
13. Rounds 3 and subsequent will be run from two staging lanes and the pairings determined by how cars line up in the lanes, including lane choice, where such choice is not contested due to one lane being empty
14. Any decisions for anomalies are considered by the Race Director and any decision made by the Race Director is final