

NHRA Summit Series at Barona Dragstrip

1. The Summit series consists of 10 races and includes the following classes: Super Pro, Pro, Sportsman, and Motorcycle (see Motorcycle addendum for unique rules for this class)
2. Any single vehicle will be allowed entry into no more than two classes and must meet the NHRA Summit series criteria for each class entered
3. 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
4. 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.
5. Cars will be brought up in three staging lanes where the Race Director will establish race pairing by random draw.
6. In all rounds, a coin toss will be used to determine lane choice, if needed.
7. After Round 1, losing drivers may buy back into a separate round (Buy Back Round) for \$20
8. The Buy-Back Round will be contested between Round 1 losers who elect to buy-back. The potential bye in this Round will be assigned to the Round 2 loser with the best reaction time.
9. Winners from the Buy-Back round will re-enter competition in Round 2 with the Round 1 winners
10. Round 2 will be run as Round 1, with three staging lanes and random pairing determined by the Race Director. The Round 1 potential bye will carry over to Round 2 if that driver was opposed in Round 1. Otherwise, the potential bye will be assigned to the Round 1 winner who had the best reaction time in Round 1, unless that driver had the random potential bye and ran a single in Round 1. In this case, the potential bye will be assigned to the second-best reaction time from a Round 1 winner
11. The Round 3 pairings will be established on a single elimination ladder, with seeding based on Round 2 reaction times
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 Rounds in which a competitor participates, except for the Buy Back Round in which no points are earned
- Round 3 Qualifying Bonus Points will be awarded based on round 2 reaction times. Points calculated as follows:
 - Total Car Count = TCC
 - Top Qualifier points = TCC
 - Second Qualifier points = TCC – 1
 - Third Qualifier points = TCC – 2
 - Continues up to the Last Qualifier where points = 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 (plus Qualifying Bonus Points based on reaction time seeding)

Points Example 2: Lose Round 1, lose Buy Back Round; $50 + 100 + 0 = 150$ Pts and no subsequent opportunity to earn points

Points Example 3: Lose Round 1, win Buy Back Round, win Round 3; $50 + 100 + 0 + 100 = 250$ Pts and the opportunity to earn 100 points in any subsequent round of competition (plus Qualifying Bonus Points based on reaction time seeding)