

# QUICK 16 / GAMBLER RULES

## QUICK 16

1. All cars must meet NHRA safety rules. Chassis ET certifications will be strictly monitored and enforced. It is the racers responsibility to know rules and limitations as it applies to your ET and MPH. There is NO minimum or maximum ET limit.
2. Qualifying runs are to be made when called by the tower only. No additional passes are allowed prior to or after the Quick 16 qualifying passes.
3. The Electronics / Super Pro rules will apply for the Quick 16.
4. All power adders (Turbo's, Blowers, Nitrous etc.) are allowed and encouraged to increase the racers ET to qualify and race in the Quick 16.
5. A 5 tenths "FULL TREE" and Cross Talk will be used for all Quick 16 races. Your Dial-In will be displayed on the dial in board during eliminations. Ensure that if you do NOT want cross talk display an "N" after your dial in. A "negative / - sign" will appear by your dial in if Cross Talk is NOT wanted. If your dial in is not correct and or your opponents do not stage and notify the starter immediately. Deep staging is allowed. (It is the drivers' responsibility to understand track rules for deep staging).
6. Due to the complicity of the timing system a Pro Tree will NOT be allowed in the Quick 16. The Pro Tree does not work with Cross Talk and this is the only reason why.
7. Ensure ET is written plainly and visibly to the towers view.
8. Lane choice will be awarded by reaction time in qualifying or the previous round and NOT to the faster car.
9. The Quick 16 will be laddered and NO random pairing will be used.
10. Driver may only dial .2 tenths slower than their quickest qualifying or elimination pass during the race event. Example: Racers fastest qualifying time is 5.20; the slowest you can dial your car is 5.40. A driver however may dial an unlimited quicker ET than your qualifying pass. Anyone deviating from this rule will be disqualified immediately and the opponent they were racing will be given the automatic win.
11. The entry fee for the quick 16 is \$125.
12. In the event a racer cannot make the first round of eliminations for any reason the next highest qualified competitor will be allowed to race as an alternate. The withdrawing racer will receive a \$75 refund but NOT the full \$125 refund and be allowed to enter the Gamblers race.
13. Racers that enter and do not qualify will be put into the "Gamblers" race and receive a \$75 refund.
14. If a driver loses in round one of the Quick 16 they may enter the Gamblers race for an additional \$20. The Quick 16 must then abide by the Gambler race rules.
15. All first round losers of the Gambler and Quick 16 will race in a one round loser's bracket with the winners of that round moving on to round two of the Gamblers race.

## GAMBLER

1. The rules for the Gambler race will be the same as our Friday Night Gambler and delay boxes are allowed. However "Cross Talk" will NOT be allowed and or used during any round of the Gambler race.
2. The Gambler race will be random pairing until a winner is determined. In the event of a bye round the bye will be random chosen. Once a bye round is given to a racer they may NOT have another bye round during that race. Lost Creek Raceway will do everything possible to give the bye round to the racer that had the best reaction time the round before. This however is not a guarantee.
3. Lane choice will be determined by which lane the driver pulls up in. If you want the left lane then pull up in the odd lanes, if you want the right lane pull up in the even lanes. In the event that all racers are in one lane then the flip of a coin by the staging lane person will determine lane choice.
4. First round losers of the Gambler will be paired with the first round losers of the Quick 16 for an addition \$20. The winners of this loser out round will advance to round two of the Gambler and be reinstated into the Gambler race.
5. Payouts will be awarded by using the Non Electronics payout procedure and will pay down according to car count.