

Barbados Association of Dragsters and Drifters Drag Racing Rules and Regulations



1. General

1.1 All races will be single runs.

2. Threshold Times for Additional Safety Equipment

2.1 Any car that goes faster than the threshold time as stated in the Safety Regulations and does not conform to the stated regulations during qualifying, elimination, grudge or other run will be advised of the time achieved.

2.2 If this takes place in a qualifying run, and it is the first time for the meet that the threshold time has been exceeded, the car is given the opportunity to detune and be re-presented for qualifying again. All existing qualifying times shall be considered invalid and the new best qualifying time shall be used to classify the car. If it is the second time for the meet that the threshold time has been exceeded, or the car again exceeds the threshold time when re-qualifying, the car is excluded from all runs for the remainder of the race meet.

2.3 If this takes place during an elimination run and it is the first time for the meet that the threshold time has been exceeded, the result of the race stands. If it is the second time for the meet that the threshold time has been exceeded, the run is counted as a loss and the car is excluded from all runs for the remainder of the race meet.

2.4 If this takes place during a practice, grudge or other run, the car will be given the opportunity to detune before running again. If the threshold time is exceeded a second time, the car is excluded from all runs for the remainder of the race meet.

2.5 Notwithstanding the above, a car is only allowed to exceed the threshold time a maximum of three times in any calendar year, and the third instance will constitute immediate exclusion from not only the meet in which it occurs, but all subsequent events that take place in the calendar year, except that the car is fitted with the necessary safety equipment for the time achieved.

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3. Practice runs

- 3.1 Practice run times will not be used to classify cars.

4. Qualifying

- 4.1 There shall be at least 2 qualifying runs and the fastest time for each driver shall determine the bracket to which the driver will be assigned for the elimination runs. Wherever possible, competitors will be given the opportunity to make a pass in each lane.
- 4.2 Notwithstanding point 4.1, a competitor may choose to promote themselves into a higher group, by giving notice to the Race Director or Chief Timekeeper within 10 minutes of the official end of the qualifying rounds.
- 4.3 If a competitor is unable to obtain a qualifying time, but wishes to participate in Eliminations, they must inform the Chief Timekeeper of which bracket they wished to be placed in before the brackets are compiled. They will be given a nominal qualifying time at the bottom of the bracket.

5. Brackets

- 5.1 To make competition fair, all events will be time-bracketed events.
- 5.2 The brackets will be 1/2 second brackets.
e.g.
9.500 – 9.999 seconds
9.000 – 9.499 seconds
etc.

6. Merging of Brackets

- 6.1 If a bracket has less than 4 competitors, that bracket will be merged with the next lower or higher time bracket until there are at least 4 competitors, and a handicap system will be used for the cars in different time brackets.

7. Handicap Runs

- 7.1 In a handicap run the cars are started according to the time difference between their fastest respective qualifying times for the day. For example, if car X qualified at 7.4

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seconds and car Y at 8.2 seconds, in a handicap race car Y would start 0.8 seconds before car X.

8. Eliminations

8.1 Breaking-out

8.1.1 If a competitor runs a time faster than their bracket, that competitor will have deemed to have broken-out of the bracket and lost the run; this includes “bye” runs.

8.1.2 If both competitors break the bracket, the one breaking by the lesser time shall be declared the winner of that run.

8.2 False Starts

8.2.1 If a car leaves the starting line before the green light comes on, a red-light or false start is recorded and that car is automatically disqualified.

8.2.2 If both cars false start, the one that false started first loses the run.

8.2.3 A false start is worse than a break-out. If one car breaks-out and the other car false starts, the car that breaks-out wins the run.

8.2.4 A red light in a qualifying run does not affect the time recorded for that car and the time will be deemed a valid time for the purpose of determining a competitor’s time bracket.

8.3 Bye Runs

8.3.1 A bye is run if there are an odd number of competitors for a bracket. The fastest competitor in the bracket will be given a bye run.

8.3.2 Even though a competitor in a bye run does not have an opponent, it must be noted that they are still running in their time bracket and the break-out rule still applies.

8.3.3 If a competitor false starts in a bye run, but does not break-out, the run shall be deemed good.

8.4 DNF

8.4.1 If a car cannot complete a pass, it is considered a DNF.

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8.4.2 If a DNF occurs and the opponent either false starts or breaks out, then the winner of the run is the competitor who completes the run.

8.4.3 If both cars are DNF, then neither advances.

8.5 **Advancing**

8.5.1 In order to advance, competitors in brackets must win their run or complete their bye.

8.6 **Time Allowance**

8.6.1 When a pair is called to the start, both competitors have 2 minutes to get to the start line.

8.6.2 If by that time only one competitor has arrived, the second competitor is disqualified and the first competitor will be given a bye run.

8.6.3 If by that time neither competitor has arrived, then both are disqualified and neither advances.

9. **Runs**

9.1 A run is only considered complete when the vehicle has passed through both the start and finish.

9.2 The vehicle must finish in the same lane that it started in,

9.3 During a run, a car must compete under its own power.

10. **Championship**

10.1 The championship shall consist of the “Drag Racing” BADD events on the BMF calendar of events for that year. Scores from each round including qualifying points and any additional point-scoring opportunities as may be described in the ASR’s from time to time will be tallied for a final championship score.

10.2 Ties will be decided by the greatest number of final rounds scores and then by greatest number of semifinal rounds scores and so on. If there is still a tie, it will be decided by the greatest number of fastest qualifying point scores and then by second place qualifying point scores and so on. If still tied, then by fastest qualifying time in the last race of the season. If still tied, then by the toss of a coin.

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- 10.3 The championship will be based on points earned by each competitor regardless of class and therefore changes in class and/or car are authorized during the year except that no car change may take place within an event.
- 10.4 A competitor may enter more than one car in an event however only one car, which must be identified before the start of qualifying, can score points.

11. Championship Points

11.1 Points will be awarded in each bracket as follows:

11.1.1 Qualifying

Fastest time	8 points
2nd fastest	7 points
3rd fastest	6 points
4th fastest	5 points
5th fastest	4 points
6th fastest	3 points
7th fastest	2 points
8th fastest onwards	1 point

11.1.2 Eliminations

Winner	120 points
Runner up	100 points
Semifinal Loser	80 points
Quarterfinal Loser	60 points
2nd Round Loser	40 points
1st Round Loser	20 points

11.1.3 1 point will be deducted for arriving less than 1 hour prior to event start time.

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12. Start Area

12.1 Competition Numbers

12.1.1 These will be assigned by BADD and must be affixed to bikes/cars so that are easily visible from any side. Each number should not be less than 4” high and 2” wide, and must be in place prior to entering the competition area. Competitors entering the start area without these numbers will not be allowed to start and will be removed from the start area.

12.1.2 These numbers must be removed from the vehicles after each event.

12.2 Ready to Start

12.2.1 Competitors should not enter the start area unless they are ready to start. This includes:

Helmet on and fastened

Windows rolled up

Seatbelts on

Failing to meet these requirements will result in the competitor being removed from the start area.

13. Burn Out Zone

13.1 At Bushy Park Circuit, competitors are only allowed to use water in the burn out zone. If water is supplied by the organizers, then competitors must use the water provided. If water is not provided by the organizers, the competitors are free to use their own water in clear plastic containers. The contents of their containers may be subject to scrutiny by the Race Director or Event Stewards.

RULE BOOK DISCLAIMER

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator or official. The Race Director shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions that in his opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

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