



BRACKET RACING 101

**THE CRESTON VALLEY CRUISERS RESERVE THE RIGHT TO MAKE THE FINAL DECISION.
NO WARNINGS GIVEN!**

GENERAL RULES

- Respect the property and keep to the posted/requested speed limit!
- No alcohol, pets, or drugs. Smoking in designated areas only.
- Stunting will result immediate expulsion—**no** warning given. This includes donuts or spinning tires at the finish line.
- The race is finished after the 1/8 mile. Deciding to make it ¼ mile will result in immediate expulsion—**no** warning given.
- Do not spin tires on the white lines in the staging area.
- Always return to your assigned pit spot.

[Unspoken Rules of the Track](#)

TRACK RULES

- Don't removed your safety equipment until you're back in the pits.
- Left lane **always** exits first. Wait for the left lane driver to turn. Crossing over from the right lane will result in immediate expulsion.
- Rolling burnouts in the designated area only. You will be instructed as to what to do.
- Single file to the start line and in the pit area.
- Trans brakes are only to be used at the starting line.
- Driver's must be in their car if it's running/idling. No standing beside it.

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- Uses the handicap system.
- All cars and bike make two trial runs to get their fastest time.
- You post your fastest time on your car windows: 1) top right windshield, 2) left rear of driver's side, and 3) top left on rear window. Shoe polish works well if you don't have a wide enough marker.

For bikes, the time must be visible on the side the Tower is on.

Example:

1. The left lane posts an 8.50. The right lane a 7.50 (1 second difference).
2. The Tower enters the times into the timing system.
3. When the starter gives the signal, the timing system will begin the count down for the right lane first (larger handicap), giving the right lane a 1 second start.

The left lane must beat the right lane without running faster than it's posted time or it's called a "**breakout**" and is a loss.

The right lane must beat the left lane without breaking out.

In the case of a **double breakout**, the driver with the lesser breakout time wins. The system will notify the announcer who won.

A **red light** is an automatic loss and a win for the other driver.

In the case of a **double red light**, the driver with the lesser red light time wins. The system will notify the announcer who won.

[Drag Racing 101](#)

[Understanding Your Time Slip](#)