



Revision – 6/25/2025

Adult Rules for Sand Drags

Registration requirements

1. Race entries (registration) will be purchased at the gate.
2. All vehicles must go through technical inspection, at every event. Your registration must be completed and turned in at tech before time trials.
3. Double entries are not permitted in the same class.
4. You must be registered and thru tech before time trials start or you will be unable to compete that day.

Driver requirements

1. Drivers under the age of 18 must have a signed waiver by a parent or legal guardian. The driver must also have a valid driver's license (except Adult Quad Class, which allows a fifteen-year-old to participate).
2. No illegal drugs or alcohol use are permitted by any driver at any time during a race. If a driver is deemed to have used either of these, he/she will be disqualified, and no refund will be given.
3. You are permitted to change classes before eliminations start, but you must inform the tower of any change.
4. ~~Once the race begins, you cannot change drivers. Drivers (substitute driver) can only be switched in eliminations if the original driver loses first round and the substitute driver buys back into the buyback round. The substitute driver must finish the race and cannot be switched.~~
5. ~~No driver changes.~~
6. If your vehicle breaks, you can transfer your entry to another vehicle. You must notify the tower of the change. This can only be done one time per day. If you do not transfer your entry, a refund of the difference from a race entry to a spectator pass will be given – only if you have not gone down the track that day.
7. All classes are required to wear long sleeved shirt (or Jacket) and long pants, shoes (no slip-ons, sandals, flip-flops), helmet and eye protection (face shield or goggles).
 - A. Any vehicle running 5.50 or faster must wear SFI approved jacket.
 - B. Any vehicle running alcohol or nitrous oxide must wear SFI approved jacket and pants.
8. No smoking while in vehicle in staging and/or going down the track.

Vehicle Requirements

1. Quads and 3 wheelers must have a working tether switch or safety shutoff.
2. All Pro and Super-Pro Class vehicles with manual transmissions must have a steel scatter shield 1/4" x 6" with 360-degree protection of the bell housing. All Pro and Super Pro Class vehicles with automatic transmissions must have an SFI approved safety blanket or shield.
3. All Pro and Super Pro Class vehicles must have a fully charged 2-1/2 lb. minimum dry chemical, Halon (with seal intact) or CO2 fire extinguisher with a dial gauge, available within drivers reach.
4. No delay boxes allowed in any class.

5. All vehicles must have one working tail-lamp
6. All Pro and Super Pro cars must have at least a 4 point harness
7. All Pro and Super Pro cars must have a full roll cage.

Running rules

1. Do not go to the staging lanes until your class is called.
2. Drivers must stay with their car in staging and be ready to race. If your engine is running, you must be in the seat.
3. If for some reason your car breaks or cannot start, you will be put on the clock for 3 minutes. If you are unable to run, you will be pushed out of the staging area and the next car pulled will take your place.
4. The head of staging will pull you onto the track – so please wait for their signal.
5. If a problem occurs during staging, and the track officials stop you or back you out of staging – the driver has the option to make that round or go to the end of the class.
6. The starter has the right to disqualify any driver that they deem unsafe.
7. No passengers are permitted to go down the track.
8. No mid-track shutdowns.
9. You are not permitted to lock up your brakes at the finish line.
10. When two cars go down the track, do not cut in front of the other car to get to the return lane. Use common sense!
11. Bye runs will be pulled out of a container for all cars in that round. You cannot turn down the bye run. The bye run car will be pulled off to the side and wait for the end of the class. If there is an even number of cars, the bye run car will have lane choice against the last car and be eligible to receive the bye run in a later round. Racers in each class are eligible for one bye run per day, unless all of the remaining drivers have already had bye runs.

Courtesy

1. All drivers and pit crew must conduct themselves in a sportsmanlike manner.
2. If you have an issue, stay calm and talk to an official. This means the driver only – not spouse, pit crew, friend, etc. – only the driver.
3. The workers are there to do a job and they do it well. If you have a problem, please see an official. There will be no cussing or yelling at any worker, for any reason whatsoever. This includes the tower workers.
4. Anyone causing any grief or attempting to disrupt the operation of the track, must not be enjoying the racing and will be asked to leave. We are here to enjoy the races!
5. The speed limit on the grounds is 5 mph. This includes the return lane and all roads.
6. Any and all disputes will be resolved by the event officials.

Test and Tune / Buy Backs

1. Test & tune is available at all races for the cost of \$10 – ONLY at the end of designated Class.
2. Buy backs
 - a. If you lose in the first round of Adult Quad, Pro, Sportsman or Super Pro, buybacks are available for \$10.
 - b. Buybacks must come to the staging lanes when called.
 - c. We will collect the Buyback fee in the staging lanes.
 - d. Buy back cars are not eligible to receive bye runs during the Buyback round but will be eligible in later rounds.

Track Bounty

1. Anyone who beats the current track record **during eliminations** is eligible to receive the Track Bounty – 2WD **or** 4WD.
2. The vehicle must complete two passes within 0.10 seconds of each other to be considered a new record.
3. The bounty increases \$50 each race to a maximum of \$250.