

Since 1964



Kearney Raceway

WWW.KRPI.COM

2017 Racers Handbook



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TRACK INFORMATION

Official Website: WWW.KRPI.COM

Track Phone: 308.750.2049

Track Manager: Al Simmons

Email: asimmons@krpi.com

Marketing: Mark Beatty

Email: MBeatty@blackdiamondmediaproductions.com

Track Photographer: Tim Sokoloski

Email: sok5@yahoo.com

Any vehicle participating in our drag racing events must be presentable at all times. Vehicles that are improperly prepared may be rejected by our Tech Officials. Any driver/rider or crew member or person associated with them who is considered to be under the influence of any drug, alcohol or any judgment impairing substance will be expelled from the race and escorted off the premises together with the entire crew and vehicle associated with the offender.

Alcoholic beverages of any kind are prohibited from being consumed by racers and crew members prior to the completion of their racing day.

Speed limit in the pit area is 10 MPH and 20 MPH on the return road or less if conditions dictate. No burnouts allowed anywhere except in the burnout box. Violators who are endangering others with reckless and inconsiderate driving habits whether it be in/on a race vehicle or pit vehicle will be expelled from the race facility with the entire crew and race vehicle(s). Upon entering the race, racers agree to abide by the aforesaid rules and that all interpretation of the rules, questions and protests are left up to the final discretion of the track manager. There may be changes if the situation warrants of such changes. In any event the track manager has the final word. Kearney Raceway Park is an NHRA Member Track.

Our tech inspectors follow the NHRA Rule Book. We recommend that you purchase a current NHRA Rule Book which contains complete rules. These rule books are available in the Pit Stop KRPI's official concession stand and online at NHRA.COM.

Kearney Raceway Park - Classes

CLASS	DESIGNATION	TREE	TIME BREAKS
Super Pro*	S/P	.5 Full	6.00-11.99***
Pro	PRO	.5 Full	6.00-13.99***
Sportsman	SPT	.5 Full	12.00 & Slower
Street Legal	S/L	.5 Full	No Time Breaks
Jr. Street	J/ST	.5 Full	12.00 or Slower****
Jr. Dragster (6-7)	J/D	.5 Full	13.90 or Slower**
Jr. Dragster (8-9)	J/D	.5 Full	12.90 or Slower**
Jr. Dragster (10-17)	J/D	.5 Full	8.90 or Slower**

* CompUlink Cross Talk in use

** Runs 1/8 Mile

*** Please note that any race vehicle that goes faster than 7.50 has to comply with all the rules applying to Advance ET

**** Jr. Street ??????

RACE PROCEDURES

Gate/Tech Card

Purchase your tech card at the gate (no refunds or exchanges) you will also be required to sign the liability waiver. Anyone entering this facility is required to sign the liability waiver. THERE ARE NO EXCEPTIONS!! All drivers, crew and spectators will be issued an arm band which must be worn at all times while at the event.

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NATIONAL OPEN



Once you have purchased your tech card you may proceed to a pit spot of your choosing, KRPI has an open pit policy. All race vehicles need to be race-ready upon entering the facility.

Pit Area

Go to the pit area, park and prepare your vehicle to race. Please help the track and fellow racers by allowing as many racers as possible to park in the pit area(s). You may picnic on the grass, but please do not damage or leave trash on it. We have trash barrels located around the facility, please use them. NO dumping of oil or any other vehicle fluids on the facility grounds. Please ask a track official for the proper place to dispose of used oil and fluids. Please do not park in any Handicapped areas unless you have the proper placards displayed. Speed limit in the pits is 10 MPH or less. PLEASE NOTE: No one under 16 years of age is allowed to operate a motorized vehicle while on the facility property! THERE ARE NO EXCEPTIONS!!

Pit area traffic flow

The traffic flow pattern in our pit area is counter-clockwise during eliminations and is recommended at all times. If you are pitted on the west side of the pits you must use the pit connect to go over to the East side to enter the staging lanes. Cars leaving the return road that pit on the East side must use the pit connect road to return to their pit spot.

Tech Inspections

After filling out your tech card, proceed with your vehicle to the Eldon Huso Memorial Tech Inspection Area, located on the west side of the staging lanes by the return road exit. Please do not come to tech until you have your tech card filled out completely. If the tech card is not filled out, you will be asked to return to your pit and fill it out. A tech inspector will check your vehicle and put your number on your vehicle if required. Dial in markers are available at the Pit Stop.

Substitute Car / Driver

Each car and driver are inspected as a team and neither can be



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substituted without going through tech first for re-inspection. If either the car or the driver is substituted and not re-inspected, both will be expelled from competition. Substitutions cannot be made once eliminations have started.

Warm-Ups

It is mandatory that a driver be seated in the car in the normal driving position any time the engine is running, unless the coupler or drive shaft is removed from the vehicle. The practice of transbrake testing, converter stalls, line lock testing and/or transmission warming is prohibited in all classes, in all areas of the event except the starting line approach areas beyond staging, unless the vehicle is on jack stands. Using the return road to warm up your vehicle is permitted before any time trials or eliminations have begun. This is for warm up only not for testing the vehicle. Please obey the 10MPH or less speed limit. Non-compliance = disqualification!

Staging Lanes

Listen to the Public Address system or track radio for your call to the lanes. Come to the lanes only when your class and assigned lane(s) are called. When your class is next, be ready to race - your helmet, seat belts on and fastened properly and windows up. Once you have entered the staging lanes, do not switch lanes, stay with your vehicle and keep your cell phone off. During eliminations, your dial-in must be on the vehicle and cannot be changed once you have left the staging lanes.

Water Box

Cars will be guided into this area by the water box personnel. Start your burnout only when starting line/water box staff instructs you to do so.

Burnouts

Burnouts are allowed in the burnout area only. Forward motion only. Vehicles doing motion burnouts are not allowed to be under power while crossing the starting line. As vehicles back up to the starting line area, vehicles must be at a minimal speed (especially those without the benefit of a crew to assist them).

Dial-In

Do not stage your vehicle until you check the dial-in on the scoreboard in your lane for the correct dial-in and crosstalk. By staging, you have indicated that your dial-in is correct and backing out after both vehicles are staged is not allowed. **IF YOU STAGE ON AN INCORRECT DIAL-IN/CROSSTALK, YOU ACCEPT IT!** CROSSTALK OFF is indicated by a MINUS sign on the scoreboard in front of your dial-in. Your dial-in **MUST** be located on the **DRIVERS SIDE** of the vehicle which faces the tower, such as the driver's window, rear tire or hood scoop. Please make sure that your dial-in will be legible from the tower by making it at least 6 inches high. Dial-in may be changed between rounds and on re-runs.

Pre-Stage

Move forward until the top small yellow bulb (Pre-Stage) on the starting tree is lit. During eliminations check dial-in on the scoreboard before you stage! If you see an error with your dial-in this will be your final chance to alert the starter.

Staging

Inch your vehicle forward until the second small yellow light (Stage) on the starting tree is lit and prepare for the three amber-colored LED bulbs to count down to the green light. This is known as a Full Tree Start. There is a .5 second delay between each of the amber lights and the green light. A Pro Start Tree is when all three amber bulbs come on at once and then goes green. They will stay on for .5 second for S/Street and .4 seconds for all other classes using a Pro Tree. With the auto start system there will be a delay of 1 to 1.5 seconds after the final stage bulb is lit before the tree "fires". This delay is random and is controlled by the computer. Courtesy Staging, which is allowing your competitor to pre-stage prior to your staging, is in effect for all Pro Tree classes and is requested but not mandatory in all other classes.

Please Note:

If you accidentally roll in too deep while pre-staging and light the stage bulb before the other car has pre-staged, it is

recommended that you DO NOT back up. If you do back up after the other car has lit their pre-stage bulb, the system will automatically disqualify you and you will receive a “Red Light” start.

Race Time

If your vehicle has problems during the run, pull over to the outside of your lane and stop in a safe manner. This will help shorten any clean up time that may be required by the track crew. If you “Red Light”, which is an automatic loss during eliminations, DO NOT slow down. Please finish the run and exit the track as normal. Please do not take your frustrations out on the next racers waiting to race. Violations can result in the loss of racing privileges.

Finish Line

Drive past the finish line, LEAVE YOUR VEHICLE IN GEAR and brake to slow down. Exit the track as quickly as possible allowing for safe exiting and to avoid collisions. Be alert when exiting the racing surface in the event your competitor would experience a problem and need to continue further down the track. Do not cut off your opponent when exiting the track. When exiting the track the left lane driver has the right of way. Drivers in the right lane must be certain that the left lane driver has turned and will not pose a collision hazard. Do not unbuckle or remove safety gear until you reach the base of the tower to collect your ET slip.

End of Track

If you are experiencing stopping problems, GO STRAIGHT. We have almost 3/4 of a mile past the finish line for shut down. Never attempt to turn left while traveling at high speed. Making a high speed turn is never recommended.

Time Slip

Pick up your time slip at the base of the tower unless told otherwise. This tells you what your reaction time was with .000 being a perfect light. It also gives your 60', 330', 660', 1000, 1320' elapsed times and your 660'/1320' MPH. Your time slip

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also gives you the same information about your competitor as well as which racer was the winner.

MOV stands for Margin Of Victory in seconds, it will also show which car crossed the finish line first.

Return Road

The speed limit is 20 MPH or less, follow the posted road signs and NO burnouts. Violators will be penalized, which could mean disqualifications. The safety director along with the track manager will determine the appropriate disciplinary measure necessary for blatant repeat offenders. Never stop on the return road. Please use extreme caution at all times! Please obey the stop sign at the end of the return road.

Eliminations

Go to your assigned lane when called on the P.A. System or Track Radio. For rounds 1 & 2 , vehicles will be pulled out of the staging lanes using random card draws. Starting with 3rd round, racers will be ladderred on a sportsman ladder based on closest to dial-in. If both drivers wish to use the same lane a coin flip will be used to resolve this issue. Ladder sheets will be with the staging lane official.

Trophy Class and other class winners

If you are running in a trophy class and win you will receive a ticket when you get your E.T. slip which will allow you to pickup a trophy in the Pit Stop Concession Stand. All monetary winnings will be handed out at the tower following the race. We will send a 1099 form to those wining \$600 or more during the racing season. All racers will be required to fill out a tax reporting form before they can receive their first winnings. Reporting amounts less that \$600 is the responsibility of the racer.

POLICIES & RULES

NO REFUNDS - All vehicles are assumed to be race-ready.

Competition Numbers

Your Competition Number needs to be at least 6" high by 1 ½" wide, with class designation 3" high by 1" wide. Numbers need to be located on the drivers side window.

Numbers and letters must be a light color and easily visible from the tower, white is suggested. The number is paired with the VEHICLE and DRIVER, any changes in either numbers or letters must be brought to the attention of the tech crew.

Crew Members and Pit Vehicles

Every one must sign the Release & Waiver of Liability form and must wear a wrist band. Once the vehicle is staged, crew members must stand BEHIND the yellow line. All 14 to 17 year old crew members need a Minor Release Waiver of Liability Form signed by a parent or guardian. Children under 14 years of age must remain INSIDE the tow vehicle when in the restricted area. Riders in the bed of pick-up trucks must be at least 14 years old wavered, and sitting down inside of the confines of the vehicle with the tailgate closed. Being on a pit bike, 4 wheeler or golf cart is not considered being in a tow vehicle. Only one crew member per participant is allowed beyond the burnout box. All pit vehicles MUST have the racer's number visible and be registered at the track. No number/registration = vehicle impound/confiscation.

Animals

Racers with animals must keep them on a leash at all times in their pit area. Leashes cannot exceed 6 feet. You must clean up after the pets in your pit area or the racer may lose racing privileges. Bring your pet at your own risk.

Staging Lanes

When you are sent out from the staging lanes by the staging lane official you have 2 minutes to reach the water box from the time your opponent reaches the water box. If you cannot leave the lanes due to mechanical or other problems and cannot reach the water box in the 2 minutes allotted, you will be disqualified and your opponent will receive a mechanical bye.

Starting Line

Once you have reached the water box the starting line/water box officials have control of your race. They will indicate to you that it is ok to perform your burnout and the starter will indicate when to pull forward and stage your car. If for some reason you cannot pull forward when requested, the starter will allow you some time to correct the issue. The amount of time will be at the starter's discretion as to not impede the normal flow of the race. If the starter determines that your time has expired, he will then allow the other car to stage and will receive a mechanical bye. You will be instructed to back your car out of the burn out area to a spot clear of traffic.

Dial-Ins

During eliminations, your dial-in must be checked on the scoreboards before proceeding to the starting line. If you stage on an incorrect dial-in or Cross Talk, you accept the error and the race will not be re-run.

Re-Runs

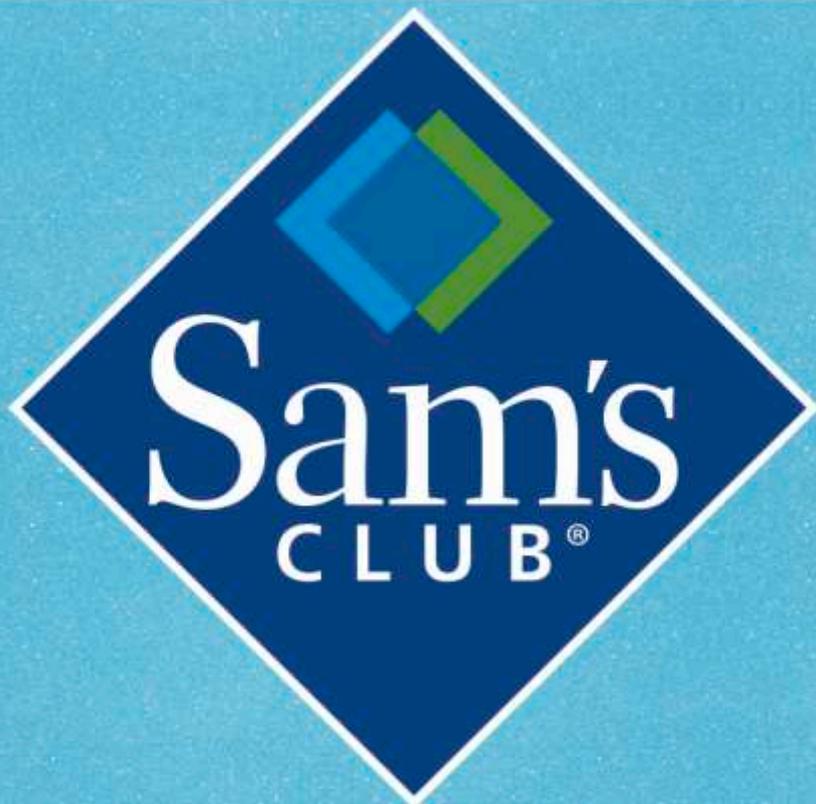
In case of re-runs, racers may not change lanes and may change dial-ins. Lanes can only be changed if both racers agree.

Lane Choice

During the 1st & 2nd rounds, vehicles will generally be assigned lanes by card draw. Staging manager may at his/her discretion change this method if conditions warrant. Starting with 3rd round, racers will be ladderred on a Sportsman ladder. Lane choice is up to the racers if they cannot agree then will be determined by the flip of a coin.

Passengers

One passenger is allowed in a 14.00 second or slower vehicle during time trials only. They are required to have a seat belt and if over 18 years of age, they must sign a release form at the gate. Any passenger riding in the car must be a minimum of 16 years of age. All passengers 16 or 17 years of age must have a current signed parental release form.



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Tow Vehicles

Are only allowed in Super Pro, Super Comp, Stick Shift, Snowmobile, Jr. Comp and Jr. Dragster. Any tow vehicle must have a competition number displayed on the left side window.

Motorized Pit Vehicle Policy

Racers must annually register motorized pit vehicles by paying a fee of \$10 per pit vehicle and signing a waiver assuming liability and responsibility for their pit vehicles. Vehicles must have a seat height of a least 22" and minimum of 13" wheel on 2-wheeled bikes. A colored decal containing the racers registered number will be issued and must be attached to vehicle for easy identifications. Drivers of all motorized vehicles must be sixteen(16) years of age and carry a valid drivers license. Any misuse of a pit vehicle will result in the racer losing their racing privileges for the day. A racer refusing to register their vehicle will be asked to put it away and if found still utilizing it will lose their racing privileges for the day. All vehicles must have taillights after dark. Kearney Raceway Park reserves the right to confiscate pit transportation of any violators. **NO skateboards, roller blades and no kids under 16 years of age on bicycles.** All pit vehicles must drive on the appropriate side of the road. Dusk and night time bring added concern for safety. Please be careful!

NHRA Competition Number and Membership

Are not required to compete at Kearney Raceway Park, but are required to compete in the NHRA/Summit E. T. Racing Series Finals. We recommend an NHRA competition number and membership for all racers.

NHRA Competition License

Competitors of vehicles running 9.99 and quicker or over 135 mph are required to have an NHRA competition license. Forms are available from Kearney Raceway Park track officials and at WWW.NHRA.COM. All license applicants must have their physical examination completed with the original NHRA forms filled out by a physician before making any qualified license runs. Contact a tech official about appropriate events to

complete license runs.

Points

Are awarded at Kearney Raceway Park to racers that have entered the appropriate points fund for the class that they race. Points are awarded as follows: Sunday round win = 20 points; Sunday round loss = 10 points; running Saturday Gamblers race = 5 points. If you lose first round you can buy back but will not receive any more points for that race. Our policy on calculating total points is as follows all points meets held minus 2. This includes both the Saturday bonus points and Sunday points. If we have a Sunday rain out the Saturday points will be counted and cannot qualify for one of the two that are thrown out. This is done to allow racers to be able to miss one or two races and not affect their point totals.

Byes

Will be chosen randomly out of the 1st 10 cars in the lanes by numbers drawn in the tower before eliminations for each class of 10 or more cars. The car receiving the bye will be pulled of its lane and will run last. If there is an even number of cars, the car with the bye will have lane choice. Please be aware that it is possible for one car to receive 2 byes during competition. If a car receives a bye 1st or 2nd round, they can also receive another bye after the cars are ladderred starting in the 3rd round. If the cars cannot be ladderred then you cannot receive another bye until all remaining cars have had one. Mechanical byes do not count as having a normal bye.

Mechanical Bye

Will occur when one of the competitors in a race either fails to make the call or breaks in the lanes or at the line. This is determined by the starter who will send the other car once it is determined they are disqualified (timed out) or unable to compete.

Buy Backs

Are allowed for 1st round loss only and are \$20. Some special

events will be higher. Please check appropriate flyer for that event. You will be placed in 2nd round of eliminations, no points will be awarded after a 1st round loss.

Broke before First Round

If your vehicle breaks before first round it is your responsibility to go to the tower and inform a tech official. You will be refunded your entry fee minus the \$25 test and tune fee, unless you did not run any time trials that day. If the round is laddered then that car's competitor will received a mechanical bye.

Ties

If a tie exists between two or more drivers participating in points for a particular class the following tie-breaker methods are used:
First-Tie-Breaker: Driver with most eliminations round wins.
Second-Tie-Breaker: Driver with most head-to-head elimination victories.

If a tie still exists we will award same place trophies and split any bonus money.

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RULES REGARDING ELECTRONICS

Super Pro

Designated as “Electronics permitted” E. T. handicapped classes. Delay box/device permitted, attached to transbrake, line lock, clutch, shift timer or throttle stop. Any other attachment prohibited. Delay box may only show the delay amount dialed in, analog display permitted. Inspectors must be able to identify all direct wiring clearly.

Pro E. T.

Street Legal, Sportsman, High School, Jr. Street and Jr. Dragsters are designated as “non-electronics” E.T. handicapped classes. Permitted are Original Equipment Manufacturer (OEM) electronics, tachometer, single rev limiter, transbrake and line lock. Prohibited are timed automated shifters, throttle timers, drive wheel line locks and any aftermarket electronics such as a delay boxes or timers. RPM activated automated shifters ARE permitted. See NHRA.com for a list of accepted transmission brake buttons, automated shifters are allowed in Jr. Comp vehicles, per NHRA rules.

See the NHRA Rulebook General Rules & Regulations Section 8.2, for further details.

Any system that does not fit the description in General Regulation 8.2 is prohibited and must be corrected before the vehicle will be passed at technical inspection. Further discovery of delay devices, adjustable or non-adjustable or other prohibited electronic device at any time following technical inspection will be grounds for immediate disqualification from the event loss of points and/or loss of competition privileges at Kearney Raceway Park for six(6) months from the time of the infraction.

CompUlink Cross Talk Tree

If your class has Cross Talk Tree, the top bulb on the starting tree will flash on in both lanes at the same time. The tree will continue down in the slower vehicles lane. The bulb will remain

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on for the quicker vehicle, then count down as normal. If you DO NOT wish to have the tree in Cross Talk mode and you are the quicker vehicle, place an "N" behind your DIAL-IN to deactivate.

It is the driver's responsibility to watch for the "-" (minus sign) in front of the dial-in on the scoreboard indicating that Cross Talk is off. No re-runs, as the final responsibility is that of the racer to check the scoreboard for your Cross Talk request. Cross Talk only applies to Super Pro and NHRA classes it applies to.

Racing Series & Classes

Please consult the current NHRA Rule Book for the official rules on car and driver safety for all classes of competition.

Summit E.T. Series

This is the premier E.T. Racing series at Kearney Raceway Park. The Summit E.T. Series consists of a number of classes to fit most all bracket-style vehicles. Super Pro, Pro,



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Sponsor Jr. Dragster Challenge

Sportsman, Street Legal, High School, Jr. Street and Jr. Dragster make up the classes for all levels of cars and drivers, from novice to experienced racer.

Points in the E.T. Series will be awarded as follows: 20 points per round win and 10 points for round loss. If you run our Saturday Jackpot race you will receive 5 participation points.

All classes compete on a handicapped .500 full tree, dial-your-own elimination.

Saturday Racing

Gates Open at 1 p.m.

Time Trials will begin at 3 p.m.

Jackpot-Trophy-Trophy Motorcycle-Jr. Dragster eliminations begin at 6 p.m. Time only vehicles will be run after 2nd round. Payout will be determined by the schedule posted on the website.

Cars will be drawn out of the lanes by card draw for 1st & 2nd rounds.

Vehicles will be laddered beginning 3rd round based on closest to dial-in.

Lane choice will be determined by a coin flip if there is a lane conflict.

5 points will be awarded to drivers signed up in our points system.

Trophy

7.50 second and slower

Open-exhaust is permitted

Trans-brakes are NOT PERMITTED

Footte

Convenience Plaza

East Highway 30

Kearney, NE

(308)234-3770



**THE TRI-CITIES
COUNTRY LEADER**

DOT rated tires (street slicks) or race slicks
Seat belt mandatory
For cars going 13.99 and quicker helmet is MANDATORY
One working tail light
Must register at the tower before 1st round
Cars must pass NHRA based Tech inspection

Trophy Motorcycle

7.50 and slower
No Auto Shifters unless OEM
Trans-brakes are NOT PERMITTED
Wheelie-bars are NOT PERMITTED
DOT rated tires or race slicks
Full Face Helmet MANDATORY
Full Leather or SFI Spec 40.1/2 suit MANDATORY on
motorcycles running 120 MPH or FASTER
One working tail light
Motorcycle must pass NHRA based Tech inspection
Must register at the tower before 1st round

Gamblers/Jackpot

6.00 and slower
Electronics Permitted in the Box Class
Box and No Box vehicles will be run in separate classes
Entry fee is \$30 with a \$20 buy back 1st round only
Payout will be determined by the payout schedule on the
website
Payout will be collected at the tower

Sunday Summit E.T. Series Race Classes

Gates open at 8 a.m. session-style time trials begin at 9:30 a.m.
Eliminations for all classes will begin at 1:30 a.m.
Classes: Jr. Dragster - High School - Jr. Street - High School -
Street Legal - Sportsman - Super Pro - Pro

Cars will be pulled from the lanes by card draw in 1st and 2nd
rounds. Starting 3rd round cars will be laddered on a sportsman
ladder. Based on closest to dial-in from 2nd round without
breaking out. Trophies will be awarded for the winner and

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runner-up in Jr. Dragster - High School - Jr. Street - Street Legal and Sportsman. Monetary payout for the winner - determined by car count on the schedule posted on the website. Points will be awarded for racers who have bought in to our point system to determine the class champions in each class.

Super Pro	6.00 to 11.99, Electronics & Cross Talk Tree
Pro	6.00 to 13.99 NO Electronics
Sportsman	12.00 & Slower
Street Legal	No time breaks
Jr. Street & High School	12.00 & Slower

Jr. Dragster Racing Series

Registration is not required to compete, but is necessary to earn points in these classes:

JD1	Ages 6-7	13.90 & Slower
JD2	Ages 8-9	12.90 & Slower
JD3	Ages 10-17	7.90 & Slower

Driver must be the minimum age for the age group class. Likewise a driver can compete in a lower age group class if his or her birthday falls after Jan. 1st of the current year. If the racers age changes during the race season, the racer may.

- 1.) Race in the class that they began the season, and may only run as quick as their age allows.
- 2.) Change classes after their birthday.

All classes are handicapped using a .500 full tree, dial-your-own eliminations. Break out rules apply. Current NHRA Jr. Drag Racing League Rule Book guidelines, rules and compliance enforced.

Registered racers may qualify to compete at the NHRA Western Conference Finals.

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Points will be awarded

Class is qualified by reaction time in time trials and laddered for round one using a sportsman ladder.

Trophies to Winner, Runner-up and Semi-Finalists

RAIN OUT POLICY

NO REFUNDS

If rain or other occurrence halts racing ANY time before the completion of the first round of eliminations for your class, racers will receive their entry fee minus \$25 test & tune charge.

If rain or other occurrence halts racing after the first round of eliminations for your class. Points will be awarded to that point in the race. Payout will be divided among the remaining racers and no entry fee credit will be issued. In trophy only classes, trophies will be divided if racing ends in a trophy round.

If rain or other occurrence halts racing during a round of your class eliminations, applicable payout and entry fee credits will be issued as if that classes round has not started.

At specialty events, if over 50% of the days activities are completed. The event will be considered completed and not credit will be given.

If weather or other occurrence halts races prior to the start of Time Trials, purchased tickets maybe redeemed for an amount up to their purchase value at the entry gate. If weather or other occurrence halts races after Time Trials or Eliminations have begun no refunds will be issued.

GOLD CARD PRIVILEGES AND RULES

Kearney Raceway Park Gold Cards are valid for one race participant. Gold Cards are not transferable once season has started. Gold Cards won by participants are valid for racing

entry fees only in the class it was won during the previous season. If participant wishes to move to a higher entry fee class then they will be required to pay the difference between the two fees. Gold Cards are only valid for entry in our points classes. They are not valid for events were points will not be awarded.

RACER HANDBOOK 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. They are intended as a guide for the conduct of the sport of Drag Racing and are in no way a guarantee against injury or death to a participant, spectator or official. The Track Manager shall be empowered to permit minor deviation from any of the specifications herein or impose any further restrictions. Any interpretation or deviations of these rules is left to the discretion of the officials. Their decision is final.

NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.

The Management of Kearney Raceway Park





AUTO PARTS



WWW.NAPAONLINE.COM

2017 Race Schedule

- April 8th Test "N" Tune, Plum Creek Gamblers, Foote Street
April 9th 1st Points Meet
- April 29th Nebraska Diesel Show-**DRAG RACING DIESELS ONLY**
April 30th Nebraska Diesel Show-**PICKUP PULL**
- April 22nd Test "N" Tune, Plum Creek Gamblers, Foote Street
Harris Race Cars-SUPER SHOOTOUT SERIES
April 23rd 2nd Points Meet
- May 27th Test "N" Tune, Plum Creek Gamblers, Foote Street
1/8 Mile Heads Up Shootouts
May 28th 3rd Points Meet
- June 10th Test "N" Tune, Plum Creek Gamblers, Foote Street
June 11th Jr. Dragster Challenge, 4th Points Meet
- June 24th Test "N" Tune, Plum Creek Gamblers, Foote Street
Harris Race Cars-SUPER SHOOTOUT SERIES
June 25th 5th Points Meet, Armed Forces Race to Victory
- July 2st Test "N" Tune, Plum Creek Gamblers, Foote Street
HIGHROLLERS GAMBLERS
July 2nd 6th Points Meet, All Classes-Cornhusker Bracket Nationals
- July 7th **Rocky Mountain Race Week Tech Inspection**
July 8th **Rocky Mountain Race Week Starts - Open to Spectators Only**
July 14th **Rocky Mountain Race Week Ends - Open to Spectators Only**
- July 15th Test "N" Tune, Plum Creek Gamblers, Foote Street
CRUISE NITE - NAPA Quick Race
July 16th 7th Points Meet
- Aug. 5th Test "N" Tune, Plum Creek Gamblers, Foote Street
Aug. 6th 8th Points Meet-NHRA STATE CHAMPIONSHIP
- Aug. 19th Test "N" Tune, Plum Creek Gamblers, Foote Street
Aug. 20th 9th Points Meet, All Classes, NATIONAL DRAGSTER CHALLENGE
- Sept. 2nd Test "N" Tune, Plum Creek Gamblers, Foote Street-National Open
Harris Race Cars-SUPER SHOOTOUT SERIES
Sept. 3rd 10th Points Meet, All Classes-National Open
- Sept. 23rd Test "N" Tune, Plum Creek Gamblers, Foote Street
Sept. 24th 11th Points Meet, All Classes
- Sept. 15th -16th -17th ET Finals Topeka - "Go Team Kearney"**
- Oct. 14th Test "N" Tune, Plum Creek Gamblers, Foote Street
1/8 Mile Heads Up Shootouts
Oct. 15th 12th Points Meet, PUMPKIN RACE (Weather Permitting)
- Oct. 28th Test "N" Tune, Plum Creek Gamblers, Foote Street
Oct. 29th 13th Points Meet, TURKEY RACE (Weather Permitting)