

KING OF THE STREET SHOOTOUT

CLASS DESCRIPTION

Top eight (8) True Street finishers are invited into the King of the Street Shootout. A Heads-up Shootout for the Top Eight (8) finishers based on the 3-pass True Street average.

RACING FORMAT

The Quick 8 True Street competitors will be randomly paired by chip draw in the lanes prior to each round. If there are an odd number of cars, the chip draw will decide the bye run.

Heads-up, 1/8-mile, .400 pro tree, Courtesy Staging encouraged but not required.

DRIVER

The driver when in the vehicle, from the ready line until the vehicle is safely stopped on the return road, **is required to have all safety restraint systems (including the helmet) on and be securely fastened in the vehicle at all times**

A head and neck restraint device/system meeting SFI 38.1 is mandatory for any vehicle running 150 mph or faster for 1/4 or 1/8 mile or running 7.49 (*4.49) E.T. or quicker or by Class Requirements. An SFI 38.1 head and neck restraint device can be used with, or without, a neck collar; when a neck collar is not used, an SFI 3.3 head sock or SFI Spec 3.3 skirted helmet is required.

CREDENTIALS

A Valid state or government issued driver's license beyond a learner/s permit level is mandatory for cars running 10.00 or slower. A valid NHRA competition license is mandatory for cars running 9.99 or quicker, at a NHRA Member Track. A valid NHRA or an IHRA competition license is mandatory at an IHRA Member Track.

Note: It is ultimately the competitor's responsibility to familiarize themselves with the class requirements as well as ***all NHRA safety requirements***. The competitor agrees they bear the ultimate responsibility when it comes to safety and how it complies with the NHRA rule book. The competitor also agrees that no one else other than the competitor is in the best position to know about how their particular race car has been constructed and how to safely operate it.