

# *Wild Bunch Nostalgia Drag Racing* **RULES 2016**

**Who can enter?** The Wild Bunch is open to Slingshots, Altered, Dragsters and Radicals built *specifically* for the purpose of Drag Racing. **NO Doors/Doorslammers** and **NO** dual purpose cars, ie. Street/Strip. All vehicles/memberships are subject to committee approval. Please apply to the committee *in writing*, submitting a picture and full description, at least one event prior to the event you wish to race at. Any questions, please refer to the committee for information.

**APIRA, SPRC or PDRC involvement** All members of the Wild Bunch must be current members of Avon Park International Racers Association, Santa Pod Racers Club or Pennine Drag Racing Club. NB. You *must* be a member of one of these to qualify for trophies / Series, and submit your club membership number to the Race Co-ordinator.

## **Registration fee**

There will be an annual fee of £20 per vehicle (ie. per WB number) to register with the Wild Bunch. This is to cover admin costs, regular news and info, trophies and other expenses to the club. This may be paid by cash or cheque made payable to "The Wild Bunch Drag Racing Club" and sent to the Treasurer. There is a registration form that must be completed to become/remain a member of the Wild Bunch. You must list all drivers in a team - see "Points structure". NB You **MUST** return the fee and form by 2 weeks before the start of the season (Saturday, 12<sup>th</sup> March) in order to enter Wild Bunch events and be registered to collect points.

**Event Contributions** There is a contribution of £5 per meeting per vehicle. This is payable to the Treasurer at the track. It covers trophies, cost purchase price of merchandise, expenses and possibly a prize fund at some point.

**Prize fund** In the event of a prize fund being raised, the share would be at the discretion of the committee or sponsor.

**Contingency fund** If a contingency fund were raised, the vehicle would qualify by meeting conditions requested by the sponsor eg. stickers on the car, components used in the car, etc (Receipts must be produced to claim prize money).

**Race numbers** Regardless of classification of car, all numbers will be **WB ##** to be displayed on *both* sides of the car, ideally in letters *at least* 4" high, clearly visible to timekeepers. This number will be yours for as long as you remain in the Association. WB 1, WB 2, WB 3 & WB 4 will be run for each year with members reverting back to their original WB numbers if they do not remain in the Top 4. Allocation of new numbers will be co-ordinated by the Race Co-ordinator.

**Technical and safety** Technical and safety requirements for **MSA events** must be as per current MSA regulations and MSA Drag Race supplement. An MSA Drag Racing licence is obviously required to participate at these events (as well as an MSA logbook - speak to the scrutineers regarding this). You will not need an MSA licence for **Run-What-You-Brung events**, but you *will* need a valid DVLA driver's licence. At non-MSA events, a high standard of safety and presentation of your car is required so as to pass APIRA / SPRC / PDRC scrutineering.

**What is the format of the Wild Bunch Series?** The Wild Bunch Series is run over several events during the whole season. Please see the attached dates. Points are awarded for each event, with best 6 out of 7 events counting towards the final total (in the 2016 season). (See "What about a draw?") (same for the **Spirit of Nostalgia, RW & SMSA** Series).

**What do I do at each event?** If you are new to Drag Racing or the Wild Bunch, feel free to contact a member of the committee who will show you the ropes. Help is available! We run *two* different formats as follow:-

**Run-What-You-Brung events** - Make yourself known to the Wild Bunch Race Co-ordinator and say you wish to participate in the event as a Wild Bunch member. On a 2-day event, Saturday will be free practice/test & tune and Sunday will be Series points day. Each event is run over 4 rounds, weather and track time allowing. (But results will be calculated on rounds completed by all participating members; and can be declared even if only 1 round is completed). Give the Race Co-ordinator your Dial-in time. Be ready to assemble and run in each round. You will be paired by the marshals or the WB pairing marshal on duty at the time. Then "heads up" start on a Pro tree. After each round, provide the Race Co-ordinator with your E.T. ticket. This is your responsibility, or penalties, such as loss of round point, may be incurred. You will not be able to change your Dial-in after you have completed the 1<sup>st</sup> round (though you may change it at the next event). All tickets must be shown in order to be recorded and results calculated. **\*\*\***The winner is the one who records the lowest average of the difference between E.T. and Dial-in over all rounds completed. +/-differences are treated equally so "breakouts" do not affect the result. **[NB.** In the event of *probable* bad weather on the 2<sup>nd</sup> day, there will be a facility, *if the majority present agree*, for the first 'Series points round' to be held at the end of the 1<sup>st</sup> day. Dial-in would be taken before the round. If the last day turns out to be fine weather, everyone can keep *or change* this Dial-in, proceed as usual and complete the remaining 3 rounds if possible.] Please ask if queries. **\*\*\*** See note)

**MSA events** - These events are run in line with most other E.T. classes (as in an E.T. bracket situation). There will be a qualifying day(s) – show the Tower your Dial-in (either by displaying it on your car or a board) and the Top Qualifier is the one closest to their Dial-in (without breaking out, red-lighting, etc) and so on. On race days, we will run a Progressive Sportsman elimination ladder with staggered starts on a Pro tree. All qualifiers will run, with one from each pair progressing to the next round. Times and winners will appear on the scoreboards and the winner will automatically progress forwards. In this format of racing it is possible to "break out" or "red-light" and be eliminated. Please ask for further explanation if needed.

## **Rules 2016**

**Points structure** [RWYB events](#) - 1 point for attending an event + 1 point for each round completed at that event; 1<sup>st</sup> place = 5 points, 2<sup>nd</sup> place = 3 points, 3<sup>rd</sup> place = 2 points, 4<sup>th</sup> place = 1 point. Points are awarded per vehicle (ie. per Wild Bunch number). **You must register all drivers in a team at the *beginning* of the season** for them to be *eligible* to collect points for that team. And you **MUST** return the Registration form, by 2 weeks before the start of the season, in order to enter Wild Bunch events and be registered to collect points.

**MSA events** - points are awarded as per the relevant National Series points schedule and will include qualifying points.

### **What if I break my car at an event? (RWYB)**

You must complete the same number of rounds as other Wild Bunch members attending to qualify for 1st – 4th places at the event. If you break or cannot take part in every round, you will still get your point for attending and points for any rounds completed, but you will not be eligible for 1st - 4th place event trophies.

### **What if I red light?**

**RWYB events** - You will score a point for that round and you can still carry on participating in the event, and score points for other rounds, but you will lose your time for that round and not qualify for 1st - 4th place trophies.

**MSA events** - You will be eliminated from competition.

### **Who gets lane-choice?**

**RWYB events** - Lane choice is by mutual agreement; if disputed, then the closest to their Dial-in takes it; then if unresolved, Series leader takes the choice. If this *still* does not solve the dispute, then the fastest car takes lane choice.

**MSA events** – Lane choice as above in qualifying. In **the first round of eliminations**, lane choice is by highest qualifying position. **After Round 1** it will be the **Racer Closest-to-Dial-in from the previous round** who takes the lane choice.

**What about electronics?** **NO** throttle stops, **NO** delay boxes, as per the MSA Drag Racing supplement. Transbrakes **OK**, dual-stage ignition **OK**, aftermarket electronic ignition **OK**. If in doubt ask committee before you buy it or use it.

### **Round times**

Failure to be in the pairing lanes at the given round time will result first time in a warning, second time in exclusion from the round and loss of the point for that round. **NO** exceptions, excuses, arguments or discussions! The responsibility for turning up on time is down to the team. All round timings will be posted or made known in the pits.

### **What if the meeting is rained off or ends early?**

In the event of a total rain-off, ie. no rounds are completed; everyone who has turned up will get 1 point for attending. (Make sure the Timekeeper knows you are there). **(RWYB)** If the rain-off is called before 4 rounds are completed, then all calculations will be based on the number of *full rounds* that have been completed by all of the participating Wild Bunch members. **MSA** If the rain-off is called after at least one full round of racing, the results will be based on *Closest to Dial-in without breaking out, or red-lighting (out of all the previous round winners)*. If either or both infringements occur, results will then be decided on the lesser break-out initially, followed by the lesser red-light.

**What about a draw in one event? (RWYB)** All teams involved would receive a trophy and corresponding points to their position, with other Top 4 places unaffected. This would also apply to Spot Prizes like “Closest to Dial-in” etc.

**What about a draw at end of season?(Wild Bunch/Spirit of Nostalgia/Roy Wilding Nostalgia Race Cars/Springbridge)**  
2016 Points are totalled for the **best 6 out of 7 (WB)** / **best 9 out of 10 (SNC)** / **all 3 RWNRC** / **all 4 Springbridge MSA** events (*see Dates*). In the event of a draw, the greatest number of events attended would be counted. If this still did not produce a clear result, the most 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> places respectively would be counted.

**What if I sell my car and buy another car during the season?** If you sell your car mid-season, and buy another Wild Bunch eligible car, you may transfer your WB number to this new car, and carry on collecting points for that number. *You may not swap between two cars back and forth during the season – only one change is permitted.*

### **Criteria for winning Spot Prizes**

**Most Improved E.T./MPH** – At any one event, the driver who decreases their E.T./ (or increases their MPH) over their previous Personal Best by the greatest margin. (If disputed, it is the driver’s responsibility to prove their previous PB to the WB Race Co-ordinator). **Driver’s Choice** – Slips are given to every driver attending an event, to vote for their favourite car amongst any WB car participating in an event, barring their own. In the event of a tie of more than 2 winners, the prize will not be awarded. **Best Slingshot**, **Best Altered**, **Best Dragster/Radical**, **Best Appearing Team**, and **Best Burnout** are chosen by commentators and/or other impartial observers. **Best Engineered** is chosen by the scrutineer. All other Spot Prizes are as described in their titles. Further details may be contained in the event handout.

**Eligibility for end-of-season trophies** A team must have completed at least 4 events under the Wild Bunch banner [ie. events where WB trophies and/or Spot Prizes are awarded] in any one season to be eligible for end-of-season merit trophies. A team must have completed *at least* 5 such events to be eligible for the Don Garlits ‘Spirit of Drag Racing’ Shield, which may not be won for a subsequent time within 5 years. You must run 2 passes at WB-bannered events within 2% to qualify for Quickest E.T. or Fastest MPH trophies, in addition to the 4-event minimum.