

## **Drag & Drive Rules:**

### **Class Description**

Mopar powered vehicles only

Drag & Drive (previously called "True Street") is a racing class for high-performance vehicles that are able to run in place for 20 minutes or be able to drive several miles inside the racing facility before running eliminations on the drag strip, to test the durability of your build. All model years and engine types and power adders permitted. Class is designed for vehicles running a DOT tire only. There will be trophies and awards for not only the quickest average and runner up but also for the following: Closest averaged ET that is not quicker than the following- 9.00, 10.00, 11.00, 12.00, 13.00, 14.00, and 15.00. Each class winner must fall within its respective ET category; for example, a 9- second winner average must be between 9.00 to 9.99, and a 10-second winner average must be 10.00 to 10.99, and so on for each class winner, etc.

### **Qualifying Information, Ladder Type, & Tree**

All Run, MoParty Drag & Drive Format, Pro Tree, Heads-Up. Courtesy Stage.

### **VEHICLE PERMITTED**

- All types, makes, models, and years of vehicles permitted with stock body panels that simulate a street vehicle. Dragsters and roadsters prohibited.
- Vehicles MUST be powered by a Mopar engine

### **BODY RULES:**

OEM steel (fiberglass/composite if OEM equipped) body shell required. Aftermarket body kits are permitted. Only permitted lightweight components are hood, front valance, rear valance, front and rear bumpers, and rear trunk lid/hatch. Hood is required, may be made of lightweight material. Hood scoops permitted. Any rear wing permitted.

### **WINDSHIELD & WINDOWS**

- OEM safety glass windows required & must be functional.
- Optic Armor stock replacement Windshield and Rear Glass permitted per manufacturer's recommended specs.
- Trucks may use Lexan, Optic Armor, or safety glass for rear glass only when a roll bar is installed.

## **POWER ADDERS & POWERTRAIN**

Only Mopar engine types and multiple power adders are permitted. Any manual or automatic transmission is permitted. Any rear end is permitted.

## **EXHAUST SYSTEM**

Fender exits permitted. An exhaust system with mufflers is required. Turbo does not require additional muffler(s).

## **CHASSIS & SUSPENSION**

Stock-type chassis permitted. Stock location firewall required. Stock front frame rails must extend from the firewall to forward suspension mounting points. Starting at firewall rearward, floor and chassis may be replaced with aftermarket components. Full tube-type chassis vehicles prohibited. All vehicles must have a chassis that meets the guidelines set by SFI for their respective speed and elapsed time. A valid NHRA serialized Chassis sticker is mandatory for any car running 9.99 (6.39 = 1/8 mile) or quicker, or 135mph or faster at an NHRA member track.

**FRONT SUSPENSION:** Stock-type front suspension or stock bolt-in-type replacement front suspension required. Tubular bolt-in front K-members and A-arm kits are permitted. Tubular front suspension components permitted. Coil-over shocks/struts are permitted. Bolt-in front suspension retrofit kits (ex. Heidt's, Fatman, etc) are permitted.

### **REAR SUSPENSION:**

Coil-over shocks and springs permitted for both front and rear suspension. Shocks and spring may be re-located. Standard bolt-on replacement suspension and chassis components are permitted. Ladder bars and/or aftermarket 4-links are permitted. Wheelie bars are prohibited.

## **EQUIPMENT**

To compete, all vehicles and/or drivers are required the following:

1. D.O.T. Radials or D.O.T. Slicks on front and rear of the vehicle.
2. Hood is required, may be made of lightweight material. Hood scoops permitted. Hood/scoop may be liftoff, must cover the entire engine & induction system.
3. Performance aftermarket or OEM style functioning Driver and Passenger seats required.
4. During the tech-in process, vehicles must have operational headlights, taillights, brake lights, turn signals.

## **TIRES: FRONT & REAR**

DOT slick tires or DOT legal radial tires required for drive tires during the facility cruise/idle in place AND the Drag & Drive competition and class runoff. Racing slicks prohibited. Tire shaving is prohibited. Tire changing is prohibited during or after the facility cruise/idle in place.

## **WHEELS**

WHEELS: Spindle-mount front wheels prohibited.

## **CRUISE**

There may be a supervised cruise inside the facility to check the durability of your build, limited to those vehicles that have passed tech inspection.

## **DISQUALIFICATION/COMPLETION**

The facility cruise/idle in place is mandatory in the time allotted for competition. Any vehicle unable to complete within the allotted time, will be disqualified from racing. Any vehicle that falls behind the trailing escort will be disqualified.

## **COOLDOWN PERIOD/RETURN PROCEDURES**

After the vehicles return from the cruise, they will return directly to the designated staging lanes for the cool-down period. They may not change tires. The cool-down period will typically last between 15 and 45 minutes. During this cool-down period only, entrants may:

1. Adjust tire pressure (add or remove tire pressure)
2. Install fresh nitrous bottles
3. Install ice in their intercooler (only if located in the trunk, rear hatch or rear seat area).  
Anything not listed above is prohibited.

A strict CLOSED HOOD policy will be in effect until a competitor has completed his or her three back to back passes. No re-fueling allowed once the car leaves on the cruise. Engines must remain turned off during the entire cool-down period. External cooling of engine by any means (cold water, outdoor fans, etc.) prohibited. Any engine changes, repairs, or adjustments (changing rocker arms, carburetor adjustments, etc.) prohibited. Changing of tires prohibited. No external charging of battery/batteries permitted.

## **RACE FORMAT**

When called to "load up" in the staging lanes, all Drag & Drive competitors must report to their cars and prepare to make three back-to-back quarter-mile passes. All hoods and deck lids must remain secure, as they must remain closed until the completion of all three passes. Vehicles with air-to-water intercoolers may not add ice to the intercooler tank between back-to-back passes, even if the intercooler tank is located in the interior of the vehicle. Nitrous bottles may be turned off but may not be replaced between back-to-back passes.

## **FINAL STANDINGS**

After all three quarter-mile passes are completed, each racer's ET's will be added together and divided by 3. The average of these three passes will be computed. The outcome of the 3-run average will be posted, and the awards presentation will be held as soon as possible. On a qualifying run, if a contestant properly starts, stages, and receives the starter's signal but breaks to the point the run is not completed, a time of 28 seconds is issued and it is considered a valid qualifying run.

## **BACK-TO-BACK PASSES**

Tire pressure may be checked in the staging lanes, or between rounds, and may be lowered or raised any time during the back-to-back passes, as long as this function is performed by the driver only and cannot alter the run order or delay the competitor's ability to move to the ready line when instructed. Vehicles are required to make three full passes to be included in the final

average ET tally. All vehicles must run three passes in the same order as the first pass, any attempt to gain additional cool-down time between rounds will result in disqualification.

The only possible exception to this rule is the use of a parachute if required by vehicle speed. One crewmember can be placed in the staging lanes to aid in the re-packing of a parachute; however, chute must be re-packed in a manner so as not to be disruptive to competition rounds. There will be a separate staging lane designated for any vehicle needing to re-pack parachutes.

Any vehicle unable to start under its own power will be disqualified. Once all rounds have been completed, prize money and awards will be given based on the final average of all three quartermile passes.

During, and in between, the back to back passes, no changes may be made to the vehicle other than lowering or raising air pressure in tires. Fresh nitrous bottles, fuel, and ice may not be installed/replenished. Nitrous bottles may be turned off and back on while in the staging lanes before and during the 3 back to back passes. Vehicles with air-to-water intercoolers may not add ice to the intercooler tank between back-to-back passes, even if the intercooler tank is located in the interior of the vehicle. **No laptops** in the vehicle permitted at any time once the first of the three back-to-back passes is initiated. The driver is the only person allowed to push the vehicle in the staging lanes between runs.

## **WEIGHT BREAKS**

There is no minimum weight.

## **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

## **CREDENTIALS**

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