



CADILLAC V-RACING

CLASS DESCRIPTIONS & RULES

Your total entry fee is determined by the number of classes you enter. EVERY Test 'N Tune/Grudge Racing driver of a vehicle is required to enter a minimum of 1 competition class.

- 1) **Every registered competitor is REQUIRED to attend the driver's meeting at 9:30AM** in order to obtain your tech card and vehicle#. Every competitor who plans to compete in the Final 8 competition must also attend the **2nd driver's meeting at 2:30PM** to be matched with your 1st round opponent. Failure to attend the 2nd driver's meeting will result in automatic disqualification and the next E/T qualifier will be placed into your bracket position in the finals.
- 2) If you have entered a competition class and for whatever reason decide you are not going to compete in the bracket finals in your class, i.e. your car broke or you need to leave early, you **MUST** notify the Pit Boss or another member of the Event Staff at the check-in table so that you are not seeded in your class bracket and end up as a "no show" preventing another potential driver who would have qualified to compete in the finals. Be respectful and notify the Pit Boss if you know you qualified for the finals but are unable to compete for whatever reason.
- 3) Members of the V-Club must enter a minimum of 1 competition class for a \$50 fee in order to participate in the test 'n tune/grudge racing session. You are NOT required to compete in the finals even if you qualify as one of the fastest in your class. Non-members of the V-Club must pay \$100 to enter the event to compete in the test 'n tune/grudge racing session. Non-members may also compete in up to a maximum of 2 drag racing classes plus the roll racing class. As long as a driver is competing in a Cadillac V-Series vehicle, he or she may also compete in a maximum of two of the CTS-V/ATS-V drag racing classes plus the roll racing class. If a driver does not own a V-Series vehicle, the driver may only compete in the test 'n tune/grudge racing, Roll Racing and the Extreme Street Unlimited Top Gun classes.
- 4) All Cadillac V-Series owners who are not currently members of the Cadillac V-Club have the option to join the V-Club as a Regional or Local Chapter member BEFORE they register to compete in this event. After the membership application is approved, you may then register to compete in this event and pay only \$50 per competition class.
- 5) The drag racing competition finals will be determined by the final 8 fastest vehicles in each class. If a driver registers for two drag racing classes, you may enter an Unlimited class and Pro Mod class and the Super Modified Bracket class but you **MAY NOT** enter ONLY two Bracket E/T classes. For example, you cannot enter both the Street Racer and the Super Modified classes. The final 8 in the Extreme Unlimited, Pro Modified and the E/T Bracket classes will be determined by "best E/T" time slips from the test 'n tune/grudge racing session.
- 6) All drivers are required to wear a helmet and long pants (no shorts) in all classes. Any vehicle running faster than **8.50 E/T MUST** have a full NHRA approved cage and the driver must be wearing a SFI approved fire suit, helmet and SFI approved gloves/shoes. This a private track rental event and although some NHRA safety rules are being applied, each driver is personally responsible for ensuring their own safety and that their vehicle will pass tech inspection.
- 7) All vehicles are required to have a current inspection sticker, be street legal. DOT tires are required in all classes except for the **Extreme Street Unlimited Top Gun** class where slicks are allowed.
- 8) All vehicles competing in the **Daily driver** and **Street Racer** classes must be full OEM weight vehicles. **No weight reduction allowed and no engine swaps.** Both **Daily Driver** and **Street Racer** classes must have GM LSA, LT4, LT5 engine with OEM superchargers and turbos.

Street Racer class may have engine modifications allowed including ported heads, ported superchargers, cam, pulley swaps, down pipes, headers, cat-back exhausts, E-85 conversion. Street Racer classes may have only 1 performance adder, i.e. twin turbos, supercharger or nitrous. Any vehicle not meeting these specifications must run in the **CTS-V Pro Modified**, **ATS-V Pro Modified** or **Extreme Street Unlimited** class.

- 9) All **Pro Mod Top Gun** and the **Extreme Street Unlimited Top Gun** classes have no weight restrictions, power adder limitations or tire restrictions. Any engine, transmission, suspension modifications are allowed. If you have built and forged your engine, swapped your engine, have more than one power adder, i.e. supercharger + nitrous, then these are the only two classes you may compete in other than the Roll Racing class.
- 10) Once registered to compete in a class, a driver may not change classes unless the Event Director/Pit Boss is notified at least one hour before the Finals are set to begin at 3:00PM. If a driver realizes they have entered the wrong class and would like to move up or down to a different class, they may do so if the Event Director or Pit Boss is notified. A competitor's best E/T from the test 'n tune/grudge racing (aka qualifying) session will still apply towards their ranking and determine whether or not they qualify for the final 8 in their desired class.
- 11) Even if you have not notified the Director/Pit Boss, if during the test 'n tune session you "break out" 1/10 of a second faster than your registered class bracket E/T, you will be automatically bumped to the next higher-level class. For example, if you are competing in a Pro Mod class and also in the CTS-V/ATS-V 9.500 class and during the TnT/Grudge Racing session you run a 9.400 E/T, you will be bumped into the Extreme Street Class. This may place you at the bottom of the ranking of the next higher-level class or prevent you from making the final 8 in your new class. Therefore, it is very important that you **MAKE CERTAIN** you register to compete in the correct class based on your horsepower level and driving skill. If you enter the correct class you will be able to successfully compete in your class among other vehicles at similar power levels. If you know for certain your vehicle will run a 10.20, then it would not be wise to enter the CTS-V/ATS-V Street Racer Class which has a 10.50 E/T breakout. You should enter the CTS-V/ATS-V Super Modified Class which has a 9:50 E/T breakout or the Extreme Street class.
- 12) Once the finals of each class begin, there will not be any cool down period between races. If you win, proceed back to the staging area to be paired up for your next race. The brackets are seeded based on E/T's, fastest vs slowest among top 8 qualifiers.

Top Gun Competition Vehicle Classes

Cash Payouts: In the event a class final does not have the minimum required entries, the cash payout will be pro-rated. A minimum of 4 entries is required for any cash payout to occur in the bracket finals. The class finals will be cancelled if less than 4 entries.

Class Sponsors (7 classes): – NOTE: Classes must have a minimum of 8 entries for a full payout of cash awards. If less than 8 entries, payout will be pro-rated. **Top 8** entries from test 'n tune session in each class will be seeded into a single elimination championship bracket for all classes excluding the Roll Race class which will include all competitor entries up to a maximum of 16 entries.

Dedicated Motorsports CTS-V Pro Modified Top Gun (no E/T restriction, no weight or tire restriction) - \$750 payout to winner, \$250 to runner-up + Award plaques (Must be street legal and have a current inspection sticker)

Tapout Tuning ATS-V Pro Modified Top Gun (no E/T restriction, no weight or tire restriction) - \$750 payout to winner, \$250 to runner-up + Award plaques (Must be street legal and have a current inspection sticker)

Weapon X Motorsports Extreme Street Unlimited Top Gun (no E/T restriction, no weight or tire restriction) - \$750 payout to winner, \$250 to runner-up + Award plaques (GM, Ford, Dodge vehicles manufactured after 2004 - Must be street legal)

Weapon X Motorsports Roll Racing Unlimited Top Gun - \$750 payout to winner, \$250 to runner-up + Award plaques (No mph restriction and must be street legal and have a current inspection sticker)

Circle D Specialties CTS-V/ATS-V Super Modified Top Gun (E/T breakout 9.50) Award plaques to winner & runner-up (may have only 1 performance adder, i.e. twin turbos, supercharger or nitrous and must be street legal and have a current inspection sticker)

Circle D Transmission CTS-V/ATS-V Street Racer Top Gun (E/T breakout 10.50) Award plaques to winner & runner-up (may have only 1 performance adder, i.e. twin turbos, supercharger or nitrous and must be street legal and have a current inspection sticker)

Boost Mode Racing CTS-V/ATS-V Daily Driver Top Gun (E/T breakout 11.50) Award plaques to winner & runner-up (may NOT have any internal or bolt-on engine modification, may not be "tuned", must have factory turbos or superchargers, must be street legal and have a current inspection sticker)

AGENDA FOR THE DAY

Unlimited passes allowed on the track during 5 hours of test 'n tune session. Feel free to hot lap since wait times in staging lanes should be minimal.

Open Drag Racing/Test 'n Tune Session: 10:00AM - 3:00PM

Competitors choose grudge matches or just line up and race. Drag radials or slicks are recommended but street tires are allowed. If there are a lot of vehicles with street tires, lane 2 will be designated for street tires or drag radials/slicks and lane 1 will be drag radials or slicks only.

LUNCH SERVED: 11:00AM - 1:00PM (Test 'n Tune & Grudge Racing will continue while lunch is being served)

Drag Racing Top Gun Finals: 3:00PM - 5:30PM

Both lanes 1 & 2 will be fully prep'd for drag radials/slicks for heads up competitive racing. This Top Gun finals session will include the **Top 8** cars from **each class** test 'n tune/grudge racing session which will be seeded into a single elimination bracket based on E/T time slips. Cars will be placed in each bracket based on E/T time slips "fastest vs slowest". Your best E/T will determine seeding and which class of competition you will compete in during the finals.

Any vehicle competing in a **CTS-V or ATS-V Pro Modified Top Gun** class for a cash payout **MAY NOT** also compete in a **Super Modified, Daily Driver or Street Racer** class. For your 2nd drag racing class you may compete in the **Extreme Street Unlimited** class. Every competitor is allowed to compete in a maximum of two drag racing classes plus the roll racing class for a maximum of 3 classes. A brief driver's meeting at 2:30PM will be held to announce the finals bracket competitors and pairings.

Roll Racing Top Gun Finals: 5:30PM - 6:30PM

Advance registration is required and payback is based on a full draw of 32 entries. Entry is open to any class of driver who wants to compete in a single elimination roll racing bracket. Non Cadillac V-Series vehicles may compete in this class. You will get 1 "practice" roll race pass before competition begins. Limited to 16 entries, registration confirmed upon payment of entry fee. First round pairings will be determined by a poker chip blind draw to be placed in the bracket. Winners will continue to advance to next round in bracket until the champion is crowned. The Race Director/Pit Boss will pair up each round of competitors based on your advancement in the championship bracket.

- 1) The left lane will always be designated as the pace vehicle. Vehicles will be staged approximately 200 feet behind the starting line "tree" and will be traveling 30-40MPH when they enter the launch pad. Both vehicles **MUST** remain side by side within one half car length and the "tree" will go green.
- 2) There will be no "red lights" or "re-runs" and it is the responsibility of the "chase car" to remain within 1 car length or closer to the "pace car". If the "chase car" passes the "pace car" before the green light, the "chase car" will be disqualified.
- 3) The top speed allowed for the Roll Racer class is 165mph. Any vehicle exceeding 165mph will be disqualified.
- 4) There is no cool down period between races. If you win, proceed immediately back to the staging area for your next race.

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