

ASCC 2015 Planning Meeting

Drag Race Series

Mark Lucas

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Drag Race Series

- An alternative to our typical series
 - Use cars that are not “legal” for our other series or that are fast but not good handling
- Can be completed in 6-8 weeks
- Can be done on typical “no race” weekends
- Requires minimal changes to existing cars
- Minimal investment by club

Classes

- SUPER STOCK – similar to Slot.It Challenge rules
 - Motor: 21.5k, any configuration
 - Open gearing, Rubber tires P2, F22 Zero grips
 - 1/32 Hard plastic body, chassis, interior, and driver (any brand)
- PRO STOCK – similar to Can Am rules
 - Super-Stock Rules plus:
 - Motor: up to 30k, any configuration
 - Lexan interior and driver allowed
- COMP ELIMINATOR – a little wild
 - Motor: Max is NSR 50k long-can; (no Group-12 or other 1/24 motors)
 - Open gearing, tires
 - Lexan interior and driver allowed
 - 1/32 Hard plastic body (any brand); Vacuum Formed bodies allowed
 - Metal chassis allowed

Race Pairings

Racers are paired with a car closest to their own.

- By Tech: Motor, configuration, gearing, tires, body type, weight, downforce
 - Each car must have declared specs – and cannot change each week
 - Fresh tires and braids, repairs are allowed
 - Trend of ET significantly under index (0.5-1sec) will force a post-race inspection
- By ET: Racer-B is paired with two other racers with closest Higher (Racer-A) and Lower ETs (Racer-C)

Track

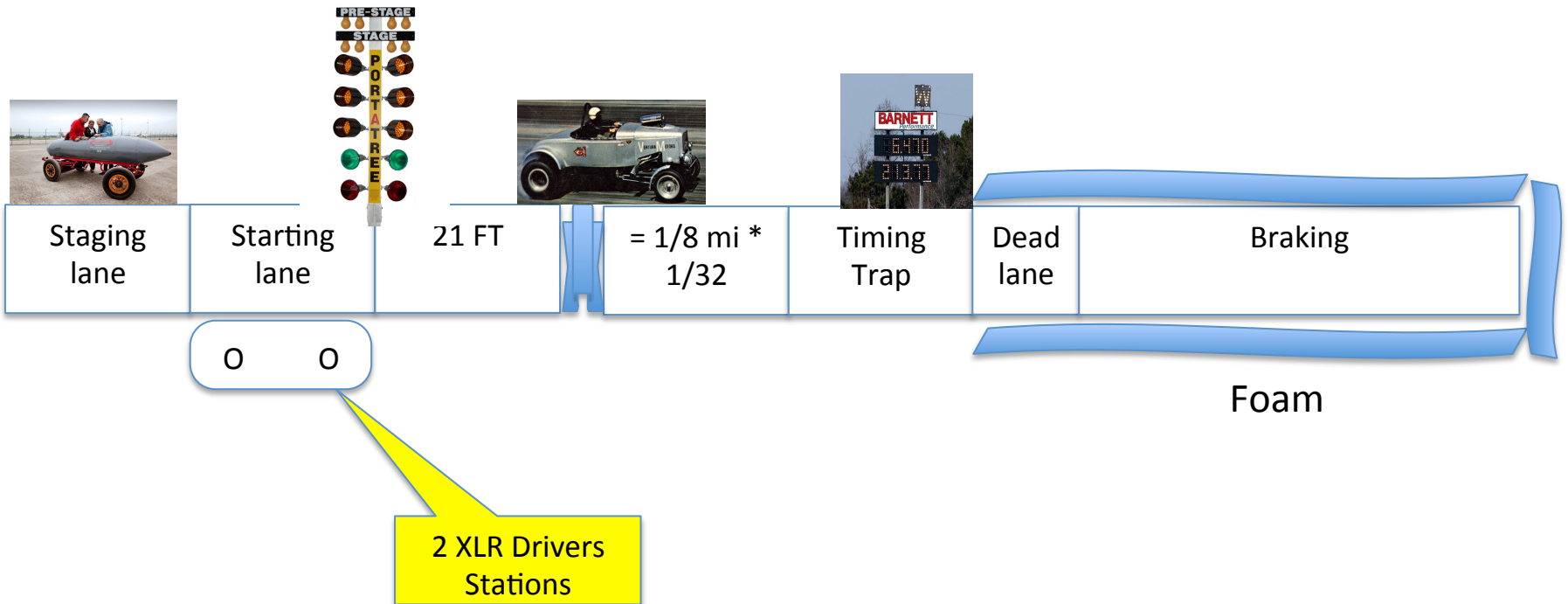
- 24 foot track (owned by Mark)
 - 21ft = 1/8 mile plus 1' staging and 2' shutdown
 - Set on portable tables next to ASCC track
- 15 volt power supply – set to 12v
- Tree and timer from slotcardragon.com
- XLR driver station built by Mark
- Padded shutdown area with shorted rails to brake cars
 - after piece of dead track

Tree and Timer



Track layout

ASCC Road Track



Marshalls

- 1 at Staging area
- 2 at Shutdown
 - A Starter at Shutdown resets timer and trips the tree

Race Sequence

- Starter Resets tree and timer
- Racers Stage
- Tree: White, Yellow, Green (.04, 0.4 – one-one..)
- Foul is a red-light (loss by disqual)

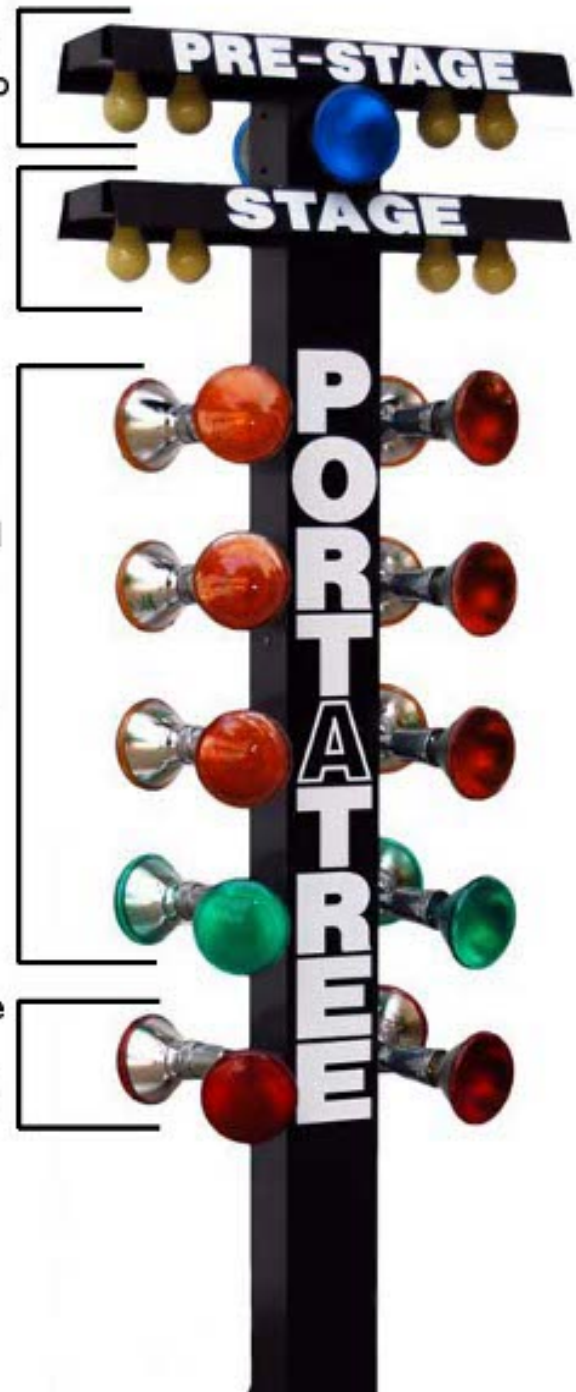
PRE-STAGE - This light is activated by your front wheel as you approach the start line, slow down and prepare to stop when this bulb comes on.

STAGE - Once your car breaks the stage beam on the start line, this light will come on, stop and wait for race control to start the race.

The start sequence is these three amber lights followed swiftly with a green, simple just go on the green, too soon and you will jumpstart.

The top amber will flash at the end of a race to indicate which competitor crossed the finish line first, not necessarily the one who set the fastest 1/4 mile time

Jumpstart - If this light comes on, you have jumped the start sequence, you lose. This light may also flash to show a problem on the track, the marshalls will clear it before continuing the racing



Race Series Outline

- 1st Week – Timing/handicapping Runs
- Wks 2-3 – Basic competition
 - Everyone races at least 3 times/rounds per class
 - With 12 racers that is 9 runs per class
 - Each run/match (2 racers) is appx 2 minutes
- Wks 4-5 – Eliminations of top 6 in each class
 - Everyone races 5 times, 16 total matches
 - With 6 racers that is 8 matches wk-4, 7 matches wk-5
- Wk 6 – Finals – Top 4 in each class
 - Everyone races each other, 6 matches per class

Scoring

- Winner per race – lowest elapsed time
- Qualifying is 3 runs – average ET is your index
When paired with another racer, the slower car has a handicap used to calculate an even race

Car-1 index is 1.5sec, Car-2i = 2sec

- Thus Car-2 has 0.5 (2-1.5) reduced from actual time in races with Car-1

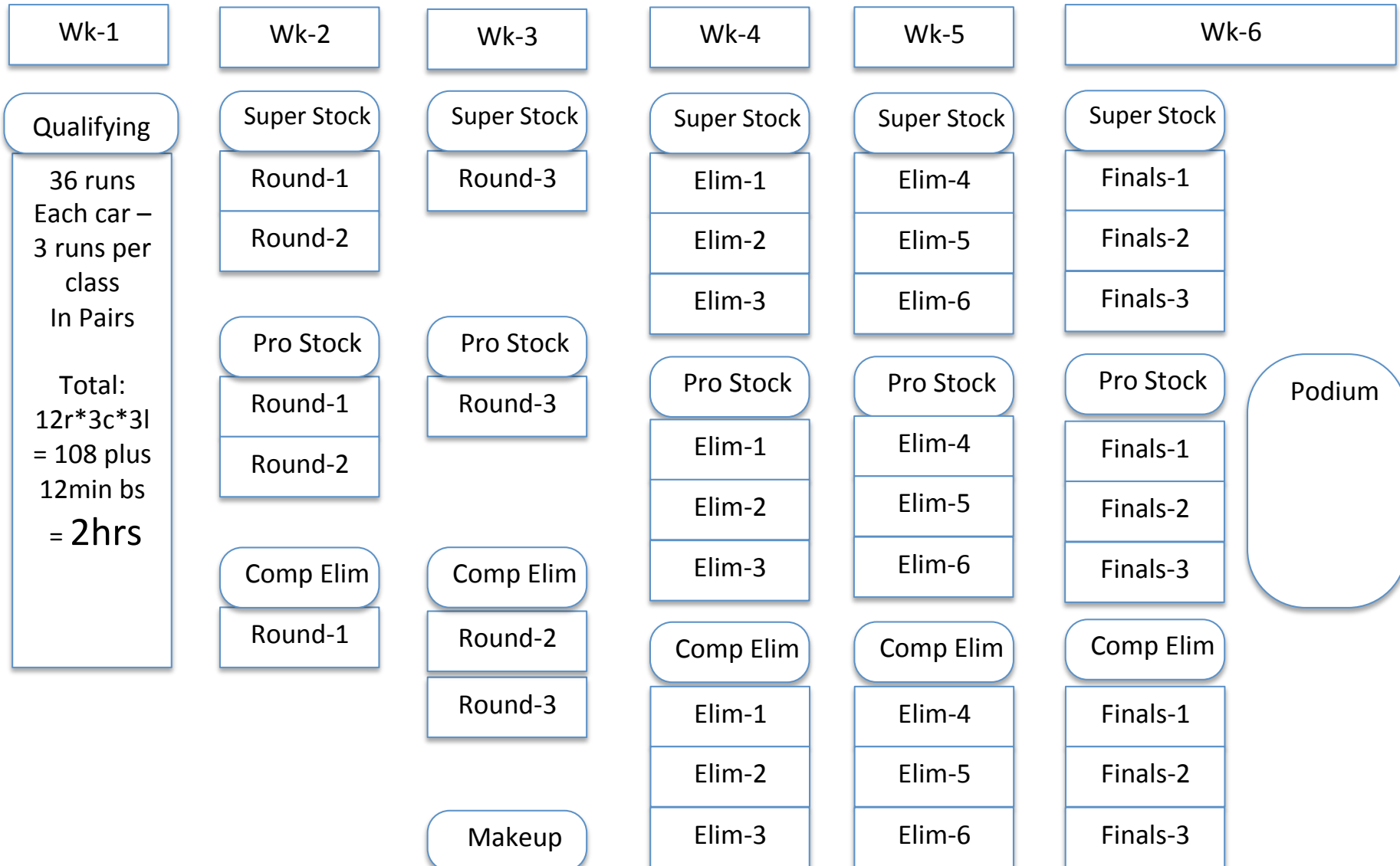
RaceX: Car-1 ET = 1.75 Car-2 = 2.1

- Car-2 adjusted ET is 1.6sec (2.1-.5), so Car-2 wins by 0.15 (1.75-1.6)

RaceY: Car-1 = 1.3 Car-2 = 1.9

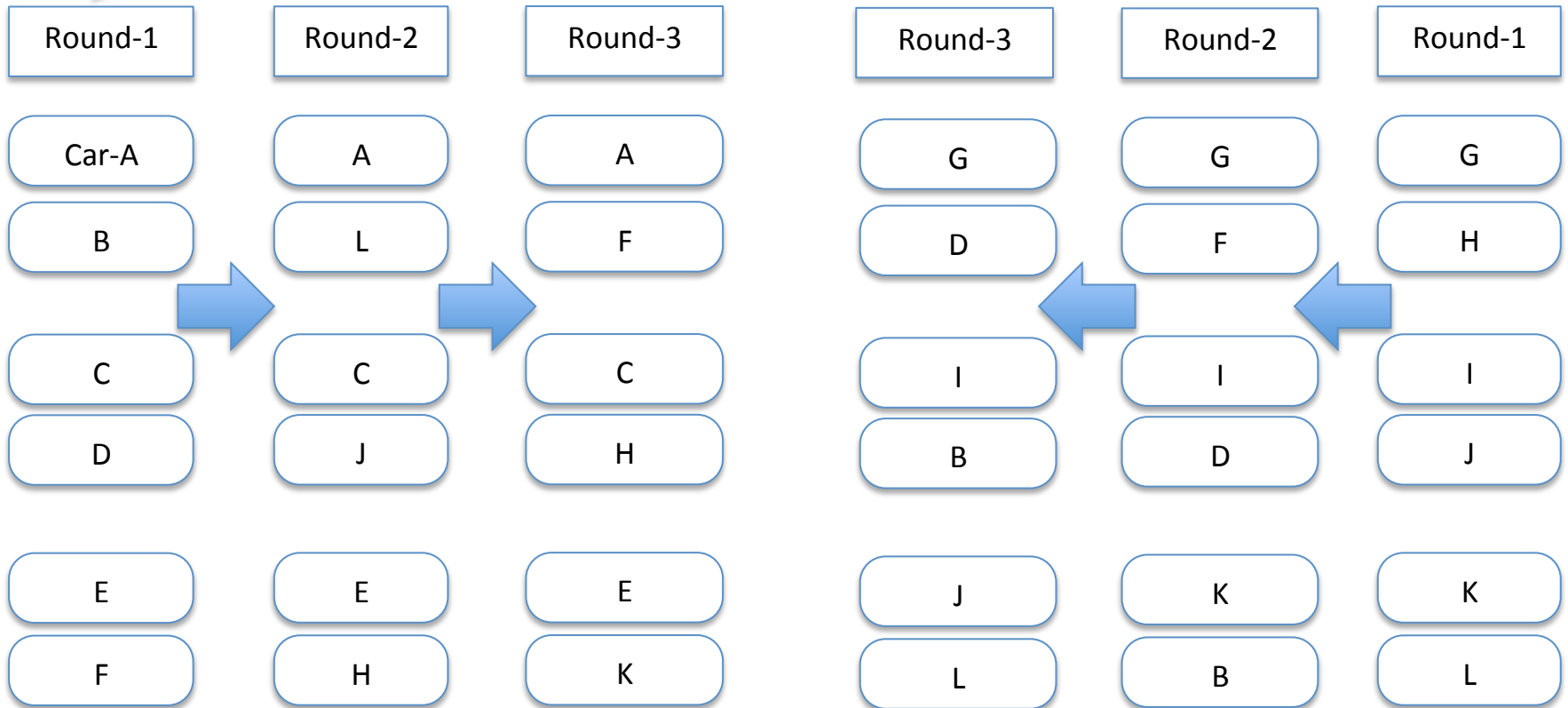
- Car-2 adjusted ET is 1.4sec, so Car-1 wins by 0.1

Schedule



Class Brackets

2 min/run
15 min/round
45 min per class
(15 15 15)



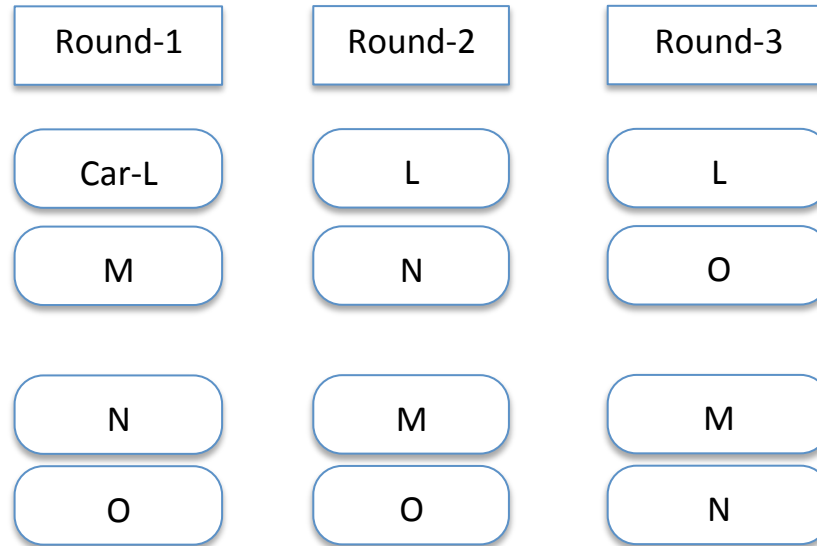
Eliminations per Class

2 min/run
 8 min/round
 45 min per class
 (8 8 8 8 5 5)

Round-1	Round-2	Round-3	Round-4	Round-5	Round-6
Car-U	U	U	U	U	W
V	W	X	Y	Z	Z
W	X	W	X	V	X
X	Y	Y	Z	Y	V
Y	Z		W		
Z	V		V		

Finals per Class

2 min/run
5 min/round
15 min per class



Awards

- Champs – 1st, 2nd per class
 - 1st = Plaque and Resin Gearshift Knob (\$35)
 - Plaques for all other awards
- Lowest ET per Class (from any run)
- Most Consistent ET per class
- Best Engineered Car per class
- Concurs (incl. all classes)
 - Best looking car
 - Ugliest “rat rod”