



True Street Class Rules

All vehicles must conform to these guidelines:

1. Must be a Chevrolet bodied or powered vehicle. GM powered vehicles, like LS1-powered Pontiac Firebirds, GTOs, and Chevy-powered street rods, kit cars, etc., are eligible to compete
2. Any Chevrolet engine is permitted
3. Any style cylinder head is allowed
4. Any type of induction system is allowed. Both carburetion and fuel injection are permitted
5. Any form of power adder is allowed, including nitrous, single and twin turbos, and superchargers. Twin power adders are permitted
6. No minimum race weight is required
7. A closed exhaust with mufflers is required. All exhaust fumes must exit the outlet of the muffler. Turndowns are permitted
8. Any style front suspension, including bolt-on tubular K-members, replacement front clips, etc., is permitted
9. Any rear suspension is allowed, including tubs and mini-tubs
10. An entry must start, operate, and drive under its own power with one driver in the car
11. All cars must have D.O.T. approved tires and wheels in the front and rear during the road cruise, and while racing
12. Car must complete the road cruise, and three rounds of eliminations on one tank of fuel. No refueling will be permitted after the road cruise begins.

All drivers must have the following:

1. A current, valid driver's license
2. Valid, current insurance and registration cards for any vehicle entered in competition, which must be presented (with driver's license at the request of the tech inspector. License plate(s) are mandatory; no dealer plates or registrations. Faxes or letters from insurance companies are not permitted--actual paperwork must be presented when requested
3. All operational, DOT-mandated safety equipment for the particular model year must be operational, including (but not limited to headlights, taillights, turn signals, horn and brake lights; cars will be checked for proper operation of equipment
4. A Drag Race entry purchased at the gate
5. A tech card for track tech. Track tech may follow True Street tech, but will be performed regardless
6. A pen to fill in the tech card legibly. All information that will be posted after the race, and in the magazine must be legible. We are not responsible for misspelled names, unknown years, and models of cars.

Road Cruise:

1. All vehicles, after passing True Street tech, will proceed to the next segment, the designated road cruise
2. Escorts will be provided. All participants must obey local and federal traffic laws, including passing, merging and speed limits. Burnouts or other illegal acts before or during the road cruise are prohibited. Violators will be subject to disqualification
3. All support vehicles (i.e., tow vehicles or any other vehicle that will not be actually racing) are allowed to go on the road cruise, provided they are behind the entire group of True Street participants
4. Any car unable to complete the road cruise under its own power will be disqualified, along with the driver
5. After completion of the road cruise, all cars are to go back to the pit area designated for True Street participants
6. Opening of the hood is prohibited once the road cruise begins until three rounds of drag strip competition have been completed. If the hood is opened during this time, the car and driver will be disqualified
7. Opening the trunk or hatch of the car is allowed prior to the first round of competition (i.e., hooking up nitrous bottles.) Changing nitrous bottles is not permitted once the racing commences
8. No external cooling of the engine is allowed. No external fans, ice or pressurized fluids may be used. Use of a radiator-mounted primary electric cooling fan is permitted. No battery charger may be connected to the battery after the road cruise. Excessive use of your electric fan may drain your battery. If the battery is unable to start your car during racing, both car and driver will be disqualified
9. No repairs are to be made from underneath the engine compartment. Any attempts to repair items from underneath will be grounds for disqualification.

Race Procedure:

1. Hoods and deck lids are not to be opened for any reason during the three passes. Hatchback owners may reach through the passenger compartment to access the hatch area only to open nitrous bottles. 2. Tire pressure may be checked, but air can only be removed. No inflation of tires is permitted during the race; therefore, no inflation equipment will be permitted in the car. 3. If you experience any problems (mechanical or otherwise,) and cannot make a pass, do not make it. If you oil down or crash on the track surface, you jeopardize yourself and others. Promptly inform a track, Super Chevy Show official of your withdrawal from the class. 4. Only drivers will be permitted to be with the car during the three passes. All pit members may stand only in the grandstand area or burnout area. 5. If a car is unable to start under its own power, both the driver and car will be disqualified. No push starts will be allowed. 6. All cars and racers must make three runs. Participants must make their first, second, and third pass together as a group. 7. After the three passes are made, E.T.'s will be added up, and then divided by three, establishing an average used to place the drivers. The three run average will be used to determine the winner, runner-up and index winners.

Winner – Quickest average E.T. of three runs

Runner-up – 2nd Quickest average E.T. of three runs

10 second index – closest average time to 10.0 seconds

11 second index – closest average time to 11.0 seconds

12 second index – closest average time to 12.0 seconds

13 second index – closest average time to 13.0 seconds

8. All results and decisions from the Super Chevy staff are final. Averages will be posted the day of the race at the Super Chevy Show car show tent. 9. All cars must pass track and/or NHRA/IHRA technical inspection, and must be legal for the elapsed time, and speed they run. Drivers must have proper licensing; i.e., if you have a 9-second car, you must have a 9-second driver's license. It is up to the track to enforce all safety rules.