

Event Rules 2026

1. Protest policy shall be as follows:

Find the exact spot you are claiming and come to the lever before the tower.
Here the security guard is informed that you are going to the Race Director. Here they will inform the Race Director that you would like to exercise your right to protest. The Race Director will attend to you only when the race stops or if he wishes to halt the race. If you do not respect this decision, you will be disqualified and suspended for the next race. Money will not be returned/refunded. In extreme cases that come to insult to any Track Official, Race Director or Security Guard will go over to immediate suspension of **one (1) year** for the driver and also the participating vehicle.
2. Engine revs, 2 step check/test, trans brake check/test or any other test or check of engine or transmission are not allowed in staging lanes and/or tests in pit area.
3. **Bye-Runs Sequence:**
 1. **Best reaction time of the last round of qualifying will get a bye-run if there is an even number in the first round of elimination.**
 2. **Best reaction time from the previous round will get the bye-run in the next elimination round.**
 3. **The same vehicle will not have 2 consecutive bye-runs. In such a case the bye-run will pass to the next participant with the best reaction time in the previous round.**
4. **Vehicles selected for bye-run will run last in the round since if the number of vehicles becomes equal, the one who should have the bye-run will have to compete with an opponent.**
5. Run order varies from event to event. Pay close attention before the event starts as this will be announced.
6. Categories that run Ladder are as follows:

Quick classes: Car and Motorcycle
Sportsman Bike / Streetlegal Bike
Pro Classes
Jr. Dragsters
Super Classes

All other categories run randomly; in the quarter finals round, ladders will be printed so that the progress of rounds can continue without team orders and/or other scenarios.

7. All vehicles must have Competition Number. Without it, you will not be allowed to enter the burnout area. Shoe polish is not allowed for competition numbers. Number must be at least 4 inches tall.
8. Dial in must be visible before passing from staging lane gates to the burnout area. Track officials have NO shoe polish or marker. You must take care of yourself.
9. Once you pre-stage you accept your dial in which is visible on the scoreboard. When you Pre-Stage you accept your dial in. If it is wrong, no claims will be accepted after the race, and the race will NOT be re-run.
10. Crew members are allowed to accompany the vehicle to the burnout box are as follows:
 - Sportsman Classes: 2
 - Super Classes: 3
 - Quick Classes: 3
 - Top Classes: 3
 - Extreme Import: 4
 - Pro Classes: 4
 - Jr. Dragsters: 3

If you are not sure what type of class you are participating in, approach a Track Official.

11. Crew members are allowed from Burnout Box to the starting line is only ONE (1) for all categories with the exception of Pro Classes and Extreme Import which are TWO (2).
12. Crew members assisting with the pre-stage part for any category must leave the Starting line area before the Pre-stage light turns on. Do not be next to the vehicle during the staging process.

Contact with any vehicle during the staging process, after the pre-stage is activated, is a reason for disqualification (of the participant) if contested by the opponent before the run.

13. All crew members must leave the track as soon as their vehicle crosses the finish line. If you stay there longer you will receive a warning, this in connection with the flow of the race and possible emergency action.

14. When there is an accident or emergency, only the Track Officials are allowed to assist on the track until the Race Director gives authorization for crew members to go on track. Violation of this rule will result in a warning for the crew member and/or possible the team (at the discretion of the Race Director).
15. A "break" or "breakdown" is when a vehicle cannot reach the Pre-stage light under its own power. The Starter or Race Director will order the vehicle to move backwards. If it is elimination round it will be considered a "break" and loses his round (the vehicle needs to cross the staging beam on its own power to be determined Winner). If it is during testing or qualifying, the vehicle may stand on the sidelines until the Race Director warns him to return (if the round is not over).
16. During qualifying or elimination rounds no competition number may be changed. Qualifying becomes optional in the second round if there are weather reasons and/or incidents and/or other unusual situations that may interfere with time to complete the event.
17. **Alternate drivers are only allowed before the first round of Elimination (whilst the points of the driver substituted will be frozen for the duration of the substitution). The driver who runs the elimination lap must run the full event. Similarly, NO vehicle changes are allowed after the 2nd qualifying round. The vehicle that ran the (2nd) qualifying round, must be the one running the elimination rounds.**
18. Pro categories lane choice and/or bye runs go to fastest/lowest E.T.. For all other categories this will be based on best reaction time of the previous round. The same vehicle is NOT eligible for 2 bye-runs in consecutive rounds. When the same participant does have the best reaction time for two consecutive rounds, the second bye-run will go to the 2nd best RT of the previous round.
19. Quick 16 or Criollo Outlaw bikes (All bike categories) using Slider system Clutch must have their tow vehicle (either scooter or ATV etc) stopped at the area after Finish line (shut down area) on the return road BEFORE the motorcycle leaves the starting line. You must assist your motorcycle as quickly as possible to move it out of the Shut Down Area. If the race is delayed by a motorcycle parked waiting in an area that prevents the race from continuing, a warning will be given verbally and the next time will go over to disqualification of the vehicle that commits this infringement.
20. **As a driver of ANY vehicle, if you feel that your engine, transmission, suspension or any other part of your vehicle has suffered damage during a run, please stop as quickly as possible and as close to the side of the wall as possible. This is to prevent any liquid from spilling onto the track and creating an oil down.**

21. ALL vehicle (except motorcycles and jr. dragsters) are required to have diapers to participate in the event. In the event that the vehicle has not been inspected itself, but if any official or member of the organizing organization(s) notices this, it will become a reason for disqualification and suspension of the race day without “refund” and a fine of Afl. 350.00 (without even causing any oil down; in case of causing an oil down point 21 will apply **additionally**).
22. If your vehicle causes an “Oil Down”, be aware of the following:
- **If the vehicle has diapers:** your crew is required to assist in the cleaning of the oil down. Non-compliance with the aid is grounds for a penalty of Afl. 175.00, which will have to be canceled at the Entrance booth to participate again (in the future).
 - **If the vehicle does NOT have diapers:** Vehicle owner/driver must pay the sum of Afl. 425.00 penalty at the Entrance booth. Vehicle crew must assist in cleaning the oil down, otherwise another Afl. 100.00 penalty is payable at the Entrance booth for future participation of the vehicle and/or driver/rider.
 - Vehicles that do not comply with this process/rule will not be allowed to participate until they are complied with. (Motorcycles that do not have diapers but must have 2 inch clearance otherwise the fine of Afl. 350.00 is applicable in case of oil down and must also be canceled at the Entrance booth.
23. Courtesy staging rule is enforced during all events for categories running Pro-light **and** Sportsman Classes. You have to pre-stage and wait for your opponent to pre-stage, then you can turn on the stage lights. If you pre-stage then stage immediately, you can reverse back into the pre-stage beam. The starter has the option (but is not required) to give you a signal to move backwards. If your opponent pre-stages and stages before you turn on the pre-stage light, you will have to stop your vehicle and wait for your opponent to reverse back into the pre-stage beam. If you pre-stage you still accept the violation of courtesy staging and the race is considered “fair” thereby NO re-run will be granted. Once your opponent pre-staged you have a maximum of one (1) minute to roll into the pre-stage beam. If proven that you took longer, it can be a reason for disqualification, if contested **before the run**.
24. **For the streetlegal Classes** that are running full tree there is a “Gentlemen`s Agreement” for the staging process. **Once the opponent enters the staging beam, he accepts the race and there will be NO grounds for re-run.**
25. Each run is evaluated individually and is at the discretion of the Race Director to decide whether a re-run is granted. Once the decision is taken that the race will be re-run each

participant of the duet needs to obey. The one that fails to reach the starting line (on time) is automatically disqualified.

26. Vehicles, except Jr. Dragsters and Pro Bikes (which start with jump starters), must enter the waterbox under their own power. Do not push the vehicle. If the vehicle cannot start to enter the waterbox or after, it may be disqualified at the discretion of the Race Director.
27. Drivers must be ready and strapped into their vehicles before arriving at the staging lane gates. If you are not ready when the Race Director calls you to enter the water box you may be disqualified, at the discretion of the Race Director.
28. During qualifying or eliminations: if you are late and the staging lane gate to the lane of your category is closed, it means you have lost your qualifying or eliminations round. This is at the discretion of the Staging Lane officer and/or the Race Director
29. Categories will be called three (3) times. First-, second-, and final call.
30. Sportsman classes are entitled to a **minimum of** 20 minutes for cool down time. If so required to be able to reach the final round of the day, the Race Director may opt to shorten this time frame to a minimum of 10 minutes.
31. Pro Classes and Extreme Import are entitled to a **minimum of** 45 minutes for cool down time. If so required to be able to reach the final round of the day, the Race Director may opt to shorten this time frame to a minimum of 20 to max. 25 minutes.
32. Motorcycles with slider clutches are entitled to a **minimum of** 30 minutes for cooling down time, this is not a **reason to have more cool down time!!! Plus, these bikes also run Sportsman Classes.** If so required to be able to reach the final round of the day, the Race Director may opt to shorten this time frame to a minimum of 10 to max. 15 minutes.
33. For the Scooter category (Quick 16 or Quick 32) during Drag Racing events, these scooters with modified chassis must run with full pack and must have GOOD rear light for the visibility by officials on track. T-Max scooters must be ridden with racing jackets, high heel shoes and protective hand gloves. Full helmets are required for the scooter category in general.
34. The Burnout & Staging Limit: A **one-minute maximum limit** is mandated for the burnout and getting to the pre-stage beam. The clock starts the moment the starter gives the command to fire your engine or start the burnout. Noncompliance to this limit is a ground for disqualification by the Race Director.

35. The **Auto Start sequence** operates as follows:

Pre-Stage Requirement: Both competitors must be fully pre-staged before either driver can pull into the final "Stage" beam.

The Timer: Once both cars are pre-staged, and the first competitor enters the final Stage beam, Auto Start triggers a countdown timer for the second driver.

The "Time Out": The second competitor has a strictly predetermined amount of time (known as "Time out") to also enter the Stage beam. If they fail to stage before the timer expires, the system automatically triggers a red light, resulting in a disqualification. **In Jr.**

Dragster this time is extended to 15 seconds.

NO re-runs: If you are not fully staged before the auto-start activates, you will automatically get a red light, and the race will not be re-run.

36. It is an automatic disqualification for a parent or crew member to touch the vehicle once the car has pre-staged. Once the pre-stage bulb is lit, the car is officially under the control of the track's starting line system.

Disqualification: If a crew member or parent physically touches the car, pushes it, or adjusts it after the car pre-stages, the driver will be immediately disqualified.

Official Action: Only track officials (such as the starter) are permitted to touch or physically pull back a vehicle once it has entered the pre-stage beams.

Pull-Backs: If a driver accidentally rolls too deep and "deep stages" when they didn't intend to, they can raise their hand to request a pull-back.

Limits: Tracks only allow a limited number of pullbacks (usually just one) per run, and it must be executed entirely by the track starter.

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&
Aruba International Raceway Park PaloMarga