

Second Annual AHRMA Classic Drag Race
Heartland Motorsports Park
May 27, 2022, Topeka KS

Welcome to the second American Historic Racing Motorcycle Association (AHRMA) Classic Drag Race. I realize that many of you haven't raced a drag race before, so this is what to expect.

- It will be a Bracket race type. Bracket racing is racing against another racer with the slower bike having a head start.
- The most consistent rider will be the winner.
- The first part of the race will be practice. This will give everyone time to get used to the track and starting procedures.
- After practice, you should have an idea of your time down the ¼ mile track.
- Grudge lanes will be available or anyone who is eliminated prior to the event ending
-

Schedule

- 3:00PM-5:30PM Gates open for registration (Gate E)
- 5:00PM All riders to staging lanes, technical inspection begins. Bring your drag race tech card!
- 6:00PM MANDATORY Riders Meeting (Staging Lanes)
- 6:30PM Drag Racing Starts

Basics.

After practice, you will line up in your class. If you want to race against your friend, get paired with them. The control person will put a bit of tape on your bike with your "Dial in time". This will be any time you chose. Suppose you are consistently 15 seconds, this should be your dial-in. It's good practice to use a faster dial-in to not go faster than your time, this would be a loss. Let's say you are racing a 13 second bike with your 15 second bike. The computer will start you 2 seconds before them. In theory you should both get to the finish line at about the same time. First one to the line wins and advances to the next round.

Your time for the run begins when your front tire breaks the light beam at the start and ends when the light beam is broken at the finish line.

Staging / Start Procedure

The "Christmas tree" has several lights, the top bulb is Pre-stage. Seven inches ahead is the Stage bulb. When both sides are lit up the race is ready to begin. The other bike needs to be staged within 10 seconds.

Keep a little front brake. If you move even a little bit you will be charged with starting early or Red Light. This is a disqualification.

. Next there will be a series of yellow lights counting down the green light. Each light will flash on ½ second after the next. Then comes the green light to start the race. Good riders will be launching as the green light comes on, not after the green light comes on. During practice you will get a timing slip after each run that will show your time and reaction times.

The Start.

The start is one of most important parts of winning the race. If you are the fastest of the pairing, don't look at the other bike, you could get antsy and “red light” the start.

How to win:

- have the fastest reaction time,
- have the closest time to your dial-in, and
- be the first to the finish.

How to lose:

- Red light the start,
- have too much dial-in over your real time,
- too much gas/clutch causing a wheelie off the start,
- going faster than your dial in.

There is more traction at the start than you will be used to. Take the clutch to the friction zone while holding a steady RPM throttle. Don't change your style, for instance in practice if you sit up then tuck in for the race, you could break out of your dial in.

Race Structure

COMPETITION CLASSES

- **Vintage Flyweight** 0-250cc (up to 1972)
- **Vintage Lightweight** 251-500cc (up to 1972)
- **Vintage Middleweight** 501-750cc (up to 1972)
- **Vintage Superbike** 751cc to Unlimited (pre-1993)
- **Next Generation Superbike** 751cc to Unlimited (1993-1992)
- **Modern Bikes** Unlimited (post 1992) bracket or grudge
 - *Modern Bike entry fees:* \$30 weekend membership and a \$15 tech card. Weekend membership includes an event participant wrist band for 3-day event access. Racer crew can also get the event wrist band for \$30. Registration is at Gate E registration booth.
 - *Modern wanting to bracket race will run with Next Generation Superbike.* Otherwise, can run in the “grudge lanes”

** 3-Wheel Sidecars are welcome and will be staged according to displacement class

Technical Inspections

AHRMA Classic requirements?

- Based on AHRMA RR rules

HMP Street and Tune - **Modern Bike** requirements?

- Motorcycle must pass basic DOT highway inspection, or meet the following requirements
 - Motorcycle frame and engine
 - Chain and belt guards
 - Rear fender covering width of rear tire and extend behind rear axle
 - Engine cutoff lanyard or tip-over sensor to kill engine power

Rider Gear Requirements:

- SNELL M2020, M2015, SA2015, SA2010, ECE 22.05 helmet
- Full leather jacket and pants
- Leather boots/shoes
- Leather gloves that are Kevlar lined or equipped