

2026 GO DYNO DRAG RACE SERIES

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**OFFICIAL RULEBOOK**

High Visibility. High Engagement. High Performance.

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## **1. Purpose & Format**

The Go Dyno Drag Race Series is a portable, dyno-based motorsport competition designed to simulate a traditional 1/4-mile drag race in a controlled, repeatable environment.

## **2. Event Format**

Competition consists of simulated 1,320-foot acceleration runs conducted on a Go Dyno mobile chassis dynamometer.

## **3. Eligibility**

Any mechanically safe two-wheel-drive vehicle may compete. Drivers must hold a valid driver's license, sign all required waivers, and attend the mandatory driver briefing.

## **4. Technical Requirements**

All vehicles must complete runs using a direct 1:1 transmission gear ratio, or the closest available gear if a true 1:1 ratio does not exist. The declared gear must remain unchanged for all runs. Dyno configuration is standardized per event and may not be altered once competition begins.

### **4.1 Declared Gear**

Prior to competition, each driver must declare the gear to be used for all runs. The declared gear will be recorded during tech inspection and may not be changed.

### **4.2 Gear Verification**

Go Dyno officials may verify the declared gear through visual confirmation, vehicle documentation, dyno data, or RPM-to-speed correlation at any time.

### **4.3 Gear Violation Penalties**

First offense: Disqualification of the affected run. Second offense: Disqualification of all runs and removal from results. Intentional misrepresentation results in immediate event disqualification.

## **5. Start Procedure**

Drivers stage at 2,000 RPM. Timing begins the instant the start lights go out. Reaction time counts toward elapsed time.

## **5.1 Jump Start Definition**

A jump start occurs when engine RPM increases above the staged RPM or vehicle acceleration is detected before the start lights go out.

## **5.2 Jump Start Penalties**

First offense: +0.25 seconds added to that run's elapsed time. Second offense: Run disqualified. Third offense: Driver disqualified from the event.

## **6. Run Format**

Each driver is allowed three official competition runs. Elapsed time and top speed are recorded for each run.

## **7. Speed Brackets**

Brackets are determined by top speed in 10 mph increments starting at 90 mph, with an Unlimited class for speeds of 150 mph and above.

## **8. Scoring**

The fastest elapsed time recorded within each speed bracket wins that bracket.

## **9. Tiebreakers**

In the event of a tie, the following tiebreakers apply in order: reaction time, higher top speed, earliest run recorded.

## **10. Conduct & Safety**

Unsafe operation, tampering with equipment, or unsportsmanlike conduct is prohibited and may result in disqualification.

## **11. Officials & Authority**

Go Dyno officials have final authority on all rulings. Timing data generated by the dyno is considered official.

## **12. Awards**

Bracket winners receive official recognition and sponsor acknowledgment.

## **DRIVER & EVENT OPERATIONS SUMMARY**

### **Driver Quick Rules**

- Three runs per driver
- Declared 1:1 gear (or closest available) required
- Stage at 2,000 RPM
- Timer starts when lights go out
- Reaction time counts
- Jump start: +0.25s penalty (first offense)
- Top speed determines bracket
- Fastest elapsed time wins each bracket

### **Tech Inspection Checklist**

- No fluid leaks
- Declared gear verified (1:1 or closest)
- Throttle operates smoothly and returns freely
- Drivetrain and exhaust secure
- Tires properly inflated
- Vehicle securely strapped on dyno

### **Driver Briefing Summary**

- Remain in the declared gear for all runs
- Follow all instructions from Go Dyno staff
- Abort the run immediately if instructed
- Unsafe behavior may result in removal from the event

### **Protests & Disputes**

- Protests must be submitted immediately after results are posted
- Only procedural or compliance issues may be protested
- Judgment calls are not protestable
- Officials' decisions are final