



Event Rules 2017

General Rules

No Alcohol

Well behaved pets are allowed but must remain on leash at all times

No Refunds

No glass containers

No outside coolers allowed in venue area

ID checked at gate for waiver and everyone needs to sign waiver

Children under 18 must be with parent or legal guardian - no exceptions

License numbers logged down on the waiver for all trail users all other participants take care of that at tech.

Competitors must check in at venue and for tech and be present for drivers' meeting.

(Rock events must go to Rock Venue Staging Area located near the rock crawl venue and the bandstand)

Speed limit from venue to venue 5MPH anyone seen to be going fast will be asked to leave.

Spectators will stay in spectator areas and safety-designated areas.

Photographers that are not on staff (or given permission by track owners) will stay in spectator/safety designated or photographer designated areas unless other permission is given.

ATV's and golf carts will be allowed for transportation only for mud and rock participants that need to get tools etc during competition. **ATV's and golf carts may NOT be used by spectators.** They are not to be used in competition and not for recreation on trails during event weekend.

Use trash barrels.

Official ruling is final

Camping Rules

General rules in addition:

Be courteous and respectful

Quiet time 10 PM (its okay to talk and listen to music etc but no one on the trails and no revving of engines running rigs etc.)

Use Portable Toilets

Fire Ring or Grill permissible

Any fighting or loud and disorderly conduct will be escorted off the property

Trail Rules

General Rules in addition:

Trails open at 12 noon.

Trail Closes at 5.

Stay on Marked trails

Obey all signs

Licensed drivers only

No alcohol

No glass bottles

No outside coolers allowed on trails and in venue. This is a family friendly event.

Speed limit 5 MPH in all common areas. This is not a race.

Track officials and security only allowed on trails with ATV during Mountain Mud Run Events. SxS allowed on trails but only with a flag and/or lights. Official Ruling is final.

Rock Crawls Rules

General Rules in addition

Rock Crawlers (2 people maximum 1 driver 1 spotter no passenger)

Helmet Driver (DOT) Spotter (DOT helmet if Spotter is in vehicle)

Fire extinguisher Mounted Securely

Brakes

Safety Belt/5point harness (see specific guidelines for each class)

Window Net or Arm Restraints

Pay at gate then report to staging area

Must attend driver's meeting and be in staging area

Competitors 18 and over with valid driver's license

Cones - points

Ribbons - guide

Once vehicle is moving not touching the vehicle

Winch out backwards. Forward will be given a 30 point penalty per course

30 Second penalty for grooved tires in the stock and pro-mod class

Bonus Gates are awarded to those who wish to attempt higher difficulty lines. Bonus gates may be included throughout the course. Bonus gates are optional. **Bonus gate credit will not be earned if the entire course is not completed.**

Rock Stacking Any rock, log, or other item found naturally in the course vicinity may be used to help a team's progress through a course. A team may go outside their current course's boundary to locate rocks and wood, but they may not take any from a different course. To ensure fairness teams are **NOT** allowed to pre-set rocks and wood and will be called for sportsmanship and a penalty of 10 points if they are found to be moving anything prior to the start of their time. It is acceptable to look for these items just do not move unless you are on the clock. Any outside help in rock stacking will also be questioned for sportsmanship.

Spotter Manipulation The spotter may not touch the vehicle in an effort to aid movement. Any spotter touching a moving vehicle will be DQ'd. Teams may attempt to right a vehicle in the event of a tip over.

Vehicles must be in park or gear with emergency brake set prior to righting. The driver and spotter may try to upright a vehicle without pointing out but outside assistance will result in a point out.

Tools Vehicles must pass through an obstacle under its own power. Therefore, tools may not be used. Tools are considered as any time used as a means of leverage or bridge building that is brought with the competitor and not found naturally in the area surrounding the obstacle.

Leverage Leverage points on a vehicle are approved if they are a permanent part of the vehicle. Example: A welded push on bar would be allowed A quick detach push bar that can be added and removed throughout the event would not.

Winches Winching is assessed a 30 point penalty if used per course. Winching is considered when a team hooks a winching rope to any anchor and begins to load the rope. A rope is considered loaded as soon as the cable has tension on it. Each team may winch as many times as needed to complete the obstacle under the original winching penalty of 30 points as long as the winch point does not change or the rope is not removed and then hooked back on. Each re-hook is a 30 point penalty. *Exemption:* A team may use the vehicles winch to perform a self recovery after a rollover and for the sole purpose of self recovery and continuation of the course. The winch can only be used for that act recovery and not used to further progression on the course. The team will receive a 20 point penalty if the winch is used for self recovery. The team must use the winch with either an existing winch anchor point found naturally on the course or a self recovery anchor carried by the team and attached to the vehicle securely before attempting the course.

Out of Bounds Each course has an out of bounds. Due to the competitive nature of rock crawling and the materials used for delineation, a process will be used to determine the out of bounds infraction. The process follows as:

Once the competitor starts to touch the out of bounds the driver or spotter will be given a warning of the infraction, the competitor has the option of backing up or positioning the vehicle without incurring the out of bound infraction (all other infractions reversals etc will be penalized). If the competitor moves further towards out of bounds, the team will then receive 10 points and another warning of disqualification.

If the competitor moves further towards out of bounds the team will receive disqualification. If the vehicle makes sudden movement into the out of bounds area, the team will receive no warning and receive a 10 point penalty. If the vehicle moves suddenly out of bounds a disqualification of 50% of the vehicle is located out of bounds. **In the event of a rollover that places the vehicle out of bounds; if 2 or more tires have broken the plane, it will result in an automatic disqualification on that course.**

Seat Belts All Buggy classes are required to have a 5 point system. Belt tightness will be checked at the start of the race and must be snug to racer's body and remain that way for the duration of the driver's race. Every driver must wear and lock all available belt in their safety harness system (arms through shoulder harnesses and legs through lap harnesses). A penalty of 10 points will be assessed if the driver is in the vehicle and starts movement on the course time without the required safety belt system locked, if not corrected disqualification may occur.

Window Nets (or arm restraints) All teams are required to have window nets installed properly and in use while on course time. If a team starts a course with their window net not properly in use a warning will be given and added on while course time is running so that it will be related to a point out. The window net must cover open areas of the driver's side. **If a limb can come out in anyway the area must be netted or must use arm restraints.**

Event (Driver's Meeting) All competitors must attend the driver's meeting at the staging area and be with the vehicle until tech. It will be held at a designated location 1 hour before the start of the event.

Spotter Straps Straps and carabineers used by spotters must not wrap strap around any part of their body.

Sportsmanship During Mountain Mud Run events proper sportsmanship is required.

Judges' Ruling Judges' and track officials ruling is final.

Helmets All competitors riding in a vehicle must wear a DOT/Snell approved helmet while competing.

Spotters must wear head protection (soft material not permitted) while on the course. If spotter is in vehicle then he/she must wear DOT helmet.

4 levels of competition:

Class 1

SxS class

Up to any 33" tire, any model non-DOT tire okay

Hard top or factory roll bar

Door/window net

extinguisher

Helmet (DOT)

neck support

Class 2

DOT Class

33"-37" tire

Vehicle must be street legal

Removal of flares and windshield ok suspension mods ok ie., links

must pass tech inspection

add 30 second penalty for bead lock wheels

hard top or roll bar

Extinguisher (mounted securely)

neck support (highly recommended)

Class 3

PRO-MOD CLASS

33"-44" tire

Mostly stock frame, stock appearance

Any non DOT tire subject to 30 sec penalty.

Hard top or roll bar

door or door bar

4 or 5 point harness (If full door no need for 4 point harness 3 point okay)

Extinguisher (securely mounted)

neck support

Class 4

UNLIMITED (BUGGY CLASS)

Any tire

Any frame

Harness (5 point)

Extinguisher (securely mounted)

Side Curtains or Arm Restraints

Helmet (DOT)

Roll over check valve for fuel

neck support

Rock and Wood Race Rules

Class 1 (SxS Class)

Up to any 33" tire, any model

non-DOT tire okay

Hard top or factory roll bar

Door/window net

Extinguisher (securely mounted)

Helmet (DOT)

neck support

Class 3 (PRO-MOD CLASS)

33"-44" tire

Mostly stock frame, stock appearance

hard top or roll bar

window net/arm restraints

4 or 5 point harness (If full door no need for 4 point harness 3 point okay)

Extinguisher (securely mounted)

neck support

Helmet (DOT)

Class 4 (UNLIMITED - BUGGY CLASS)

Any tire

Any frame

Harness

Extinguisher (securely mounted)

Side Curtain or Arm Restraints

Roll over check valve

Neck support

5 point harness

Helmet (DOT)

No stock vehicles in the Rock Race

All racers run the marked course. Only 2 racers at a time on the course

1 passenger is allowed but must follow same safety requirements as the driver

30 second staggered start

At end of course must stop in the "box" if not then it is a DQ.

Maniac Mountain Hill Race

Any tire

Any frame

5 point Harness

Extinguisher (securely mounted)

Side Curtain or Arm Restraints

Roll over check valve for fuel

Neck support

Helmet (DOT)

Master Shut Off switch

Fire suit highly recommended

Stay in the marked course.

Fastest time wins.

"Joe-ker" Bounty Hill Rules

Rollover safety valve for fuel

Extinguisher (securely mounted)

5 point harness

Stay on marked trail

Winch

Helmet (DOT)

Roof or roll cage with 12" or smaller holes

Side Curtain or Arm restraints

Master Shut off switch

Neck Support

Fire Suit

5 minute time limit

Random drawing to determine running order

If roll over and need assistance then it is a DQ

Official ruling is final

Mud Rules

General Rules as listed above

All participants must be licensed drivers 18 and over

Helmet

Fire Extinguisher

Seat Belts

Front and Rear retrieval

Exhaust cannot be pointed out towards spectators

Drive Shaft loops highly recommended in 2017 mandatory in 2018

Megatrucks - Fire Suits highly recommended in 2017 mandatory in 2018

Pay at Participant Gate/check in with tech

Neutral Safety Switch

Mandatory driver's meeting

Classes 1-5 must have adequate brakes and must stop by the set of orange marker cones that are placed in the shut down area of the mud pit. All vehicles must stop the center of the rear axle of their truck from crossing over this line. The distance shall be 30 feet and anyone's rear tires passing this line shall be disqualified. Class 6 does not need to stop in the box but must have adequate breaks.

Tire size stand, "no small tires in a big tire class." Tire size is determined by what is stamped on the tire side wall. All tire sizes must match in Classes 1-6.

Passenger (1 only and must 18 and over same safety requirements as driver)

Class 1

Registered and DOT Legal Class

Plate, inspection sticker, street legal, no power adders, legal exhaust

This is the daily driver class

"Come on folks this is just for fun not a high competition class!"

Class 2

4 & 6 Cylinder

Up to 44"

no cuts

no skimmer

no power adders

Class 3

35"-down

DOT street legal

Class 4

36"-38.5"

DOT street legal

Class 5

39" and Up

DOT street legal

Class 6

Any tire, paddle, scoop and tractor tire

MegaCross Rules

THIS IS FOR ALL CLASSES OF TRUCK NOT JUST MEGATRUCKS

2 classes

Race Truck 2 ton or smaller axles

Mega Truck 2 1/2 ton or larger axles

Any tire same tech as mud applies

Given the highly competitive nature of the MegaCross course there are no passengers allowed during the MeGaCross competition.

Rock Bouncer vs Megatruck

Rock Bouncer and Megatruck will compete up the Hill Climb

Rock Bouncers and Megatruck will compete in the MeGaCross

Best Combined time wins.