

# **Lockington Vol. FD Off-Road Challenge**

## **2010 General Rules**

1. Event technical officials' decisions will be final and will prevail on any situation not covered by these rules.
2. Event technical officials have the right to refuse or disqualify any entry for any reason felt necessary, without warning. I.E. unsportsmanlike conduct, fighting, hot dogging in the pit, etc.
3. No alcohol or drugs permitted in the pit, staging, and registration area at any time. Non-compliance will result in immediate disqualification without protest.
4. Starting position and race order will be determined at registration.
5. One class entry per vehicle in any event.
6. Any driver not staged 5 minutes after a class has been called will be disqualified.
7. All vehicles must stage themselves - no tows to the starting line.
8. Must have three entries per class to compete. If only two or fewer register for the class, the driver has the option of scratching or being placed in a higher class. Moving up is not an option for those in the highest class; I.E. Mud Bog Super Modified or 95001b Truck Pull, resolution in this circumstance will be at officials' discretion.
9. Allowing drivers to voluntarily compete in a higher class will be at the officials' discretion.
10. Event technical officials will measure all tires at tech inspection by the DOT stamp.
11. There will be no changes to the track, pit, or starting lines during a class. This does not include track clean up to keep conditions safe for all drivers.
12. All drivers must be 18 years old as of the day of the event and have a valid driver's license.
13. All drivers must wear shoes, a sleeved shirt, and pants.
14. All drivers using exotic fuels (other than pump gas and diesel) must wear a full fire suit with head sock, boots and gloves.
15. All drivers must attend the driver's meeting.
16. All drivers must shut down when signaled by flag official or at the showing of a red light.
17. No passengers are allowed except in the tug-a-truck. All vehicle occupants must keep head, hands, and feet inside the vehicle at all times.
18. All drivers will start only when signaled by the start official. Clock will start on timed events at this time.
19. All engine modifications must have the proper restraints.

20. All vehicles must have seatbelts and all occupants must use them.
21. All vehicles must have windshields or driver must wear eye protection.
22. All vehicles must have front and rear hitch points secured to the frame.
23. All vehicles with open or soft tops must have roll protection attached to the frame.
24. All vehicles must have a kill switch within reach of the driver - key switch is allowed. All Sled pullers must have a kill switch, see class rules for requirements.
25. All vehicles must have a brake system capable of stopping in a safe distance.
26. All vehicles must have their fuel system outside the driver's compartment. (Tank, pump, and fuel lines)
27. Driver will be responsible for retrieving parts lost from their vehicle on the track or in the pit.
28. All vehicles will be free of hub caps or wheel covers.
29. All vehicles must be free of fluid leaks.
30. All vehicles must have battery or batteries properly secured; no bungee straps, twine, etc.
31. All vehicles must have all loose objects removed from cab and bed before tech inspection.
32. All vehicle bodies must be securely attached to frame.
33. All vehicles must be ready to compete at tech inspection and will be inspected to verify safety of brakes, steering, welds, tires, body construction, etc.
34. Any intentionally poor performance as observed by the officials will be recorded as a driver scratch and will result in the loss of premium.
35. All vehicles will compete in the class that the tech officials place them in. Do not leave inspection until discrepancies are resolved, leaving inspection area constitutes acceptance of terms given by officials.
36. All vehicles will be classified the day of the event by the tech officials.
37. All rules and classes are subject to change, please keep yourself updated.