

# King of the Dirt

## Rules

- Time starts when car breaks the beam.
- If a cone is touched a penalty is added and the cone is dead.
- Tape can be touched without penalty.
  - Broken tape is a penalty.
  - Stakes holding the tape count as a cone.
- If more than 1/2 the car is outside of race course marked with either cones or tape, a minute will be added to the time.
- Cutting course will result in a DNF.
- Any questions about the rules need to be asked at the drivers meeting no changes to the rules will be made after the first car leaves the line.
- If a competitor takes off safety equipment during the race and does not fully strap back in prior to moving this will result in a DNF.

*\*Penalty = 15 seconds*

## Safety

- Vehicles must have either a full roof or a cage. We strongly encourage full cages tied into frames. Each vehicle will be inspected prior to leaving the line.
- Factory seatbelts required to have a shoulder strap. 4 or 5pt. harness strongly encouraged.
- Helmet must be worn (and buckled) at all times.
- All occupants must be secure before the car moves.
- Must have 2 fire extinguishers, one easily reached by the driver.
- Must have kill switch that shuts off fuel pump and ignition with one switch, and is easily reached by the driver. \*Key is fine if you can reach it fully strapped in.
- There shall be **NO** consumption of Alcohol. A competitor found to have consumed Alcohol during the competition (you must abstain until you've completed your last pass) will be discharged from the race that day.
- ALL vehicles are subject to a tech inspection at any time and will be discharged from competition if deemed unsafe.