

Street Legal Roll Race

ALL DRIVERS REQUIRED TO BE PRESENT FOR DRIVERS MEETING PRIOR TO RACE START!

All vehicles and any car/driver related equipment must pass technical inspection prior to competition.

No passengers allowed.

All cars, trucks & bikes must be street legal with current tabs & insurance.

Functioning headlights and taillights are required.

Must have DOT tires front & rear. (No temporary spares allowed)

Batteries need to be secure. No bungy or ratchet straps allowed

Coolant overflow bottle required.

Helmets required for all drivers. Motorcycles and cars running faster than 125 mph full face Snell 2010 or newer helmet required.

All motorcycle riders must have Leather Jacket, Leather boots/shoes above the ankles and leather gloves lined with Kevlar or equipped with slide buttons.

All Motorcycles need to be equipped with an ignition cut off switch attached to the rider with a lanyard. OEM cutoff permitted in place of lanyard.

All motorcycle riders over 120 mph require full leather suit. 2-piece suits must be zip together at waist 360 degree.

125 mph – 149 mph A minimum of a 3.2A-1 Fire jacket required.

150 mph – 174 mph A minimum of a 3.2A-5 Fire jacket. If vehicle was manufactured prior to 2008, The addition of 3.2A-5 Pants are also required.

175+ mph - A minimum of a 3.2A-5 Fire suit or jacket and pants and 3.3 neck collar mandatory.

Parachutes are required on 4 wheeled vehicles that exceed 170 mph
Cars running 200 mph in the 1/4 mile must have two parachutes with one release handle. Drag chutes must have their own independent mounting bracket (a grade 8 sleeved bolt must be used) and must not be the same bracket as the shoulder harness.

16.1 restraint system is required on all vehicles running faster than 150 mph. Recommended for all cars.

Lexan body panels are prohibited (unless OEM equipped).

The front windshield & rear window must be OEM Glass or Optic Armor.
Side windows can be Lexan.

Vehicles with visible fluid leaks will be prohibited from competition.
Roll bar recommended for all cars faster than 120 mph.

Race Procedure

Both drivers will proceed down track through the starting zone. The driver in the left lane is the "Pace Car". The driver in the right lane will make every attempt to keep his/her bumper even with the bumper of the car in the left lane, with a target speed of 40 mph to start the race.

The driver in the left lane will set the pace and make every attempt to keep their vehicle under 40 mph until they get the green light, which indicates the start of the race. This is when both drivers can go full throttle.

The Starting Zone

The Starting zone will be indicated by a set of consecutive cones. Both cars will enter the starting zone and accelerate to 40 mph to start the race. If either car is over 45 mph, the race will not be considered a valid race and a strike will be given to the offending car/cars.

The starting light can turn green ANYTIME in this zone.

Once the light switches to green, that indicates the start of the race.

Races are heads up. First vehicle through the finish line wins the race.

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