

# 2023 RIVERSIDE RESORT SPEED UTV

## RAGE AT THE RIVER

### RACE INFO

- Race lap is approximately 14 miles.
- Start/Finish is a **complete stop**.
- ABSOLUTELY NO chasing or running parts on the racecourse – All retrieval will be done by SNORE.
- Any vehicle running numbers that do not meet SNORE rules will take much longer to score and cost you time and the possibility of not being scored correctly if your transponder does not read.
- It is YOUR responsibility to review any penalties, which will be posted at the timing trailer.
- Please be aware of emergency and SNORE officials on and off the course.
- Fun Run: SXS or Race Vehicles of Pre-Runners ONLY!!!
- **Pre-race Driver's Meeting is mandatory for ALL drivers!**

### TEAMS

- You will receive five (5) hot pit bands and one (1) hot pit pass (Each heat will be color coordinated. You are only allowed in the Hot Pit during YOUR heat). You will receive five (5) main pit passes and two (2) RV passes.
- All personnel associated with your race team must have a wristband to enter pit area. Wristbands will be issued at sign-ups when you turn in your release of liability.
- Pit Pass Vehicle Stickers are required for all vehicles entering the pit areas.
- If you are found with fake/duplicated credentials you WILL BE DISQUALIFIED.
- Only authorized OFFICIAL vehicles are allowed on the course and in closed areas.
- Speed limit in the pits for main pit/chase vehicles is 15 MPH.
- No Drones.
- NO in-ground fires or heat rings, all fires MUST be above ground.
- NO unlicensed vehicles, quads, dirt bikes or SXS's allowed anywhere at any time after the fun run (unless it is a race vehicle going to/from staging). If any member of your team, pit crew or family violates this rule, **YOUR ENTRY WILL BE DISQUALIFIED.**
- SNORE personnel will be using SXS's for race operations and will be marked as OFFICIAL. DO NOT assume that because you see one of these vehicles being operated, it is okay for you to operate yours.
- Do not park in NO PARKING zones or fire lanes, YOU WILL BE TOWED at owner's expense.
- **ALL FUEL CANS (FULL OR EMPTY) MUST HAVE A BARRIER BETWEEN THE CONTAINER AND THE DESERT GROUND SURFACE THAT WILL CONTAIN ANY POTENTIAL FUEL LEAKAGE. THERE MUST ALSO BE A BARRIER UNDER THE CAR WHEN IT IS BEING FUELED TO PROTECT FROM SOIL CONTAMINATION.**
- S.N.O.R.E. Officials will be patrolling the pits throughout all heats, please stay mindful and make our jobs easy!!

**ABSOLUTELY NO DRINKING ALCOHOLIC BEVERAGES, USE OF NARCOTICS, OR USE OF CONTROLLED SUBSTANCES in pit areas during all heats on both days, if you or anyone associated with your team is found with any of the above you will be DISQUALIFIED. (Marijuana is also forbidden unless excused by a medical note. If you are competing, the use of controlled substances is always forbidden during the race.)**

### STAGING

- Posted staging time is the time your vehicle is expected at the staging area, **not** when you start warming up your race car and putting on your helmet. We have a limited amount of time to stage you before the heat begins. On time is late! Please be lined up at staging at the time indicated on the schedule of events.
- Teams must monitor the **SNORE Relay channel 151.625** for updated information pertaining to staging and start times. If **SNORE sees an opportunity to start the next heat early**, we will take advantage of that opportunity.
- **Any vehicle not ready to start in their assigned position will start at the end of their class and their time will start as already programmed in timing. Any vehicle who is not ready and their class has already started will wait until the end of the class that is currently starting.**
- DO NOT crowd staging, we are running seven heats and have a lot of cars that need to be able to get to their designated spot quickly.
- Wristbands and helmet stickers will be checked at staging.
- For those vehicles that qualified, the driver that qualified the vehicle **MUST** start Saturday's race - qualifying drivers will be verified at staging VIA qualifying driver's band. Driver of Record does not have to qualify. To earn points, Driver of Record **MUST** finish Saturday's heat and/or Start or Finish Sunday's heat.

## HOT PITS

- Only one vehicle per race entry is allowed in the HOT PIT. You will receive a separate HOT PIT vehicle pass at sign ups. **ALL VEHICLES entering HOT PITS must have a HOT PIT pass along with HOT PIT wristbands for the crew.** Each heat will be color coordinated. You are only allowed in the Hot Pit during YOUR heat. If you have multiple cars in different heats, you will need **ALL HOT PIT** passes on your chase vehicle.
- All Crew members attending HOT PIT area must be at least 14 years of age and have a HOT PIT wristband on to be in the HOT PIT (provided in driver's packet).
- No dogs or Chairs are allowed in the HOT PIT.
- WAIT for the HOT PIT monitor to grant you entrance into the HOT PIT. Please wait until your current heat to proceed to the HOT PIT. There will be one entrance/exit to the HOT PIT.
- RACERS: When entering the HOT PIT, the SPEED LIMIT is 25 MPH. If you are found speeding, you **WILL BE PENALIZED.**
- NO PITTING during your active heat from the COLD PIT. All pitting and/or driver's changes must be done in the HOT PIT. If you are found pitting from the COLD PIT during your heat you will be **DISQUALIFIED.**
- **All crew members that enter the Hot Pit area with wristbands MUST WEAR A SAFTEY VEST/SHIRT.**

## DURING THE RACE

- ALL limited class race vehicles must enter post tech on Saturday and Sunday at the end of your heat and **WAIT** for a SNORE OFFICIAL to tag you if needed and release you from POST TECH. Failure to report to post tech could result in a DNF for that heat. Alteration of the tag will result in a DQ.
- The 25 fastest vehicles will be tagged at post tech. Alteration of the tag will result in a DQ.
- DO NOT go through/under the power line towers.
- DO NOT drive into or access the desert from the infield.
- NO blocking or nerfing in the infield.
- DO NOT hit the barricades.
- DO NOT hit the timing loop.
- DO NOT cut infield corners.
- DO NOT go around jumps and whoops. That will be considered course cutting and you will be DQ'd.

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