



LightFORCE®

2022 Midnight Special DRIVERS NOTES RULES AND REGULATIONS



RACE INFO

- Race Lap is approximately 64 Miles.

- Lap Count: ***Subject to Change***
 - 4 Laps: 6100, 1, UT, 10, 450Pro, 12, ½ 1600, HM, 5U, 3000, 6000, 7200
 - 3 Laps: 1450, SXS Unlimited (2900), SXS Turbo (T800-T999), RS1 (4900), SXS NA (1900), 5/1600, 9, 18, 1500, 1300, 2000, SXS Sportsman (3900), 600, 4400, Jeepspeed
 - 2 Laps: Stock Bug
- Unlimited Vehicles will start every 45 Seconds, Limited Vehicles will start every 30 Seconds
- 7 ½ Hour Time Limit - from Individual Start Time. No Vehicles start a lap after 2:45AM.
- Start Finish Closes at 2:45AM - No Vehicles will be released after that time.
- **Start/Finish** is a complete **STOP** until the flagman motions you to proceed.
- Absolutely **NO** chasing or running parts on the Racecourse.
 - All Retrieval will be done by SNORE.

PITS/CAMPING

- Main Pit is in Jean at the Gun Range
- There will be 2 Remote Pits. All Pits have a Speed Limit of 35 MPH.
- Speed Limit on Pit Access Roads/Night Ranch Road is 25 MPH.
 - BLM and Law Enforcement will enforce the Speed Limits with citations.
 - Any team found speeding; it will be an Automatic DISQUALIFICATION.
- **Spectator area is at Night Ranch Road, there is no pitting here.**
- All Pit personnel MUST have HI-VIS Clothing that Is reflective. Safety Yellow, Orange, Pink.
- Racers Fueling with Pressurized Systems/Fuel Towers:
 - Those Fueling the Vehicle MUST be wearing a Fire Suit and/or Apron.
 - Safety First!!!
- All Fuel/Fuel Cans must ALWAYS be on Containment Substrates.
- No in-ground fires; PLEASE PICK UP ALL OF YOUR TRASH AND TAKE IT WITH YOU!!!!
- **Racers - You are responsible for not only yourself, but for everyone on your team and in your pits. Please be respectful to all SNORE personnel. If you or anyone from your team is found to have been disrespectful to any SNORE Official and/or Volunteer, you will be subject to a penalty and/or a DQ. No exceptions.**

TEAMS

- Pit passes MUST be on the windshield of your vehicle with your Race Vehicle Number. Wristbands must be worn on wrist. If found without, you will not be allowed into the pits/escorted out.
- All personnel associated with your race team must have a wristband issued at Registration to enter pit area.
- If you are found with fake/duplicated credentials you will be disqualified.
- No team interference with SNORE Relay unless reporting a roll over or car in need of assistance.

- SNORE personnel will be using side-by-sides 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. No SXS's, Pit Bikes, Quads and Motorcycles at any time.
- SGE1 – Any entrant who fails to fully fill out and sign required registration forms and releases shall be disqualified and shall forfeit any prize money, points, and contingencies won in that particular event.

ABSOLUTELY NO DRINKING ALCOHOLIC BEVERAGES, USE OF NARCOTICS, OR CONTROLLED SUBSTANCES in the pit areas during the event. This is from when the First Heat starts to the Last Heat finishes. If YOU or ANYONE ASSOCIATED with your team is found drinking or under the influence, you will be DISQUALIFIED. NO EXCEPTIONS. DON'T RUIN IT FOR EVERYONE ELSE!!!

STAGING

- See Schedule of Events for Staging Times. Staging will begin at 8:00pm with a 9:00pm Race Start Time.
- Wristbands, Head and Neck Restraints and Helmet Stickers will be checked at Staging.
- Do not crowd Staging, please pay attention to where the Staging Team Directs you to go.
- If you are late to your Staging times, you will be put to the back of your class regardless of draw position. **DO NOT BE LATE!**

DURING THE RACE:

- Do not hit the Barricades, Cones etc.
- Do not hit the Timing Loop.
- Many Areas of this **Midnight Special** Racecourse are not accessible during the Race unless it is a Medical Emergency.
 - Please be prepared if you break down, with the necessary supplies and water to hang out in "No Man's Land" until Retrieval/Course Workers can access you.
- Please put paper/pencil in your car for a "Stuck Stub". If a Racer is waiving a "Stuck Stub", stop and get it. If verified that you stopped to get a "Stuck Stub" from the driver of the stuck vehicle, time will be credited. Stubs must be turned in to the Race Director within an Hour of the Heat ending.
- Speeding penalties will be issued based on the severity of the infraction – Board of Directors & Officials not racing will be monitoring areas not shown on the map as checkpoints - Decisions are final.
- You must slow down if you see Track Personnel waving flags.
- Excessive nerfing will not be tolerated. No Nerfing Stock Bugs.
- Any and all Racing/Racer/Racecourse Situations and/or Issues need to be relayed and confirmed through SNORE 1 (Race Director) only.
- Any Racing Incidents must be reported to the Race Director within an Hour of the Heat Ending.

SNORE Relay channel 151.625