



BARSTOW TO VEGAS

June 9th-10th

BARSTOW

RACE INFO

- Race lap is approximately 65 miles.
- Four Hour Time Limit: No vehicle will be sent on another lap after 11:30AM.
- Finish Line Close: 12:45PM.
- Start Interval: One vehicle every 30 seconds.
- 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 not be timed or scored.
- 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.
- **REMEMBER:** Driver of Record must *START* or *FINISH* the race. (EX: If the DOR does not take the green flag on Saturday, they must either take the checkered flag Saturday or the green flag/checkered flag on Sunday.
- **Pre-race Driver's Meeting is mandatory for ALL drivers!**

3 Lap Classes: UT, Class 1, 6100, 4500, 10, 12, 7, 5U, 3000, 1600

2 Lap classes: SXS Turbo, SXS Unlimited, SXS NA, 9, 11, 5-1600, Jeepspeed, 600, 1500, 1300

VEGAS – NIGHT RACE

RACE INFO

- Race lap is approximately 65 miles.
- Four Hour Time Limit: No vehicle will be sent on another lap after 12:20AM.
- Finish Line Close: 2:00AM.
- Start Interval: One vehicle every 30 seconds.
- 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 not be timed or scored.
- 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.
- **REMEMBER:** Driver of Record must *START* or *FINISH* the race. (EX: If the DOR does not take the green flag on Saturday, they must either take the checkered flag Saturday or the green flag/checkered flag on Sunday.
- **Pre-race Driver's Meeting is mandatory for ALL drivers!**

3 Lap Classes: UT, Class 1, 6100, 4500, 10, 12, 7, 5U, 3000, 1600

2 Lap classes: SXS Turbo, SXS Unlimited, SXS NA, 9, 11, 5-1600, Jeepspeed, 600, 1500, 1300

TEAMS

- Each team will receive five (5) Main Pit 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.
- If you are found with fake/duplicated credentials you **WILL BE DISQUALIFIED**.
- Only authorized OFFICIAL vehicles are allowed on the course and in closed area.
- Speed limit in pit for pit vehicle is 15 MPH.
- There will be no driving from North Camp to the finish line. You **MUST** use the asphalt road next to the highway.
- No Drones.
- NO in-ground fires or heat rings, all fires **MUST** be above ground.
- NO quads, dirt bikes or UTV's allowed anywhere at any time after the fun run. If any member of your team, pit crew or family violates this rule, **YOUR ENTRY WILL BE DISQUALIFIED**.
- SNORE personnel will be using side-by-sides and rhinos 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.
- All fuel cans/containers must be on a fuel mat or other containment, it cannot be on open ground.

ABSOLUTELY NO DRINKING ALCOHOLIC BEVERAGES, USE OF NARCOTICS, OR USE OF CONTROLLED SUBSTANCES in any SNORE designated race area (all pits, blacktop, etc.) from the start of the first heat to the end of the last heat 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 forbidden at all times 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.
- 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. 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.

3 Lap Classes: UT, Class 1, 6100, 4500, 10, 12, 7, 5U, 3000, 1600

2 Lap classes: SXS Turbo, SXS Unlimited, SXS NA, 9, 11, 5-1600, Jeepspeed, 600, 1500, 1300

BARSTOW

6:00AM – 6:15AM: UT, Class 1, 6100, 4500, 10

6:15AM – 6:30AM: 12, 7, 5U, 3000, SxS Turbo, SxS Unlimited, SxS NA

6:30AM – 6:45AM: 1600, 600, 9, 11, 5-1600, Jeepspeed, 1500, 1300

NIGHT RACE

8:00PMAM – 8:15PM: UT, Class 1, 6100, 4500, 10

8:15PM – 8:30PM: 12, 7, 5U, 3000, SxS Turbo, SxS Unlimited, SxS NA

8:30PM – 8:45PM: 1600, 9, 11, 5-1600, Jeepspeed, 600, 1500, 1300

ALL FUEL CANS (FULL OR EMPTY) MUST HAVE A BARRIER BETWEEN THE CONTAINERS 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.