



HARTGEAR PRODUCTS Midnight Special DRIVERS NOTES/ RULES AND REGULATIONS



RACE INFO

- Race lap is approximately 60 miles.
 - Start Order for classes is:
 - (4 laps) UT, 1, 6100, 10, 12, 1600, HM, 5 Unl., TL, 3000, 8, 7, 1450 PRO, SXS UNL., SXS Turbo, SXS NA
 - (3 Laps) 1450, 7s, 18, 5-1600, 9, Unlimited Sportsman, Limited Sportsman, 2000, SXS Sportsman, VORE, Stock Full
 - (2 Laps) Stock Bug
- Unlimited vehicles will start every 45 seconds, limited vehicles will start every 30 seconds * **7-hour time limit**
- Start/ Finish closes at 2:45 AM – No vehicles will be released after that time.
- Time limit is 7 1/2 hours from individual start time; No vehicle will start a lap after 2:45AM
- 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; please be sure to carry water & food on race vehicle as there are several areas that you cannot retrieve until race is over.
- All pits speed limit is 35 mph.
- Speeding penalties will be issued based on the severity of the infraction - board of directors BOD & Officials not racing will be monitoring areas not shown on the map as checkpoints - decisions are final.
- Spectator area is at Night Ranch Rd at mile 58, there is no pitting.
- There will be a STOP check point at the exit of the Lucy Gray section.

TEAMS

- 2 total pits per lap including main pit.
- Speed limit on Night Ranch Rd is 25 mph, BLM and Law Enforcement will enforce the speed limits with citations, any team found speeding it will be automatic DISQUALIFICATION.
- No chasing.
- Race numbers must be on all pit passes.
- All personnel associated with your race team must have a wristband issued at registration to enter pit area. All pit personnel need hi visibility clothing that is reflective.
- Pit pass vehicle stickers are required for all vehicles entering pit areas during race and will have car # on it
- If you are found with fake/duplicated credentials you will be disqualified.
- Please put paper and pencil in your car for a stuck stub - if a racer is waiving a stuck stub stop to get it – if verified that you stopped to get a stuck stub from the driver of the other vehicle, time will be credited.
- No team interference with SNORE Relay, unless reporting a roll over or car in need of assistance.
- No in-ground fires; **PLEASE PICK UP ALL OF YOUR TRASH AND TAKE WITH YOU!!!!**
- 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.
- No drinking in the pits during the race! If found drinking, you will be disqualified!
- 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.

- RACERS. You are responsible for not only yourself, but for everyone on your team and in your pit(s). 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.

STAGING

- Staging will begin at 7:30 pm with an 8:30 pm race start time.
- Do not crowd staging.
- Wristbands and helmet stickers will be checked at staging.
- If you are late to your staging time you will be put to the back of your class regardless of draw position.
DO NOT BE LATE.

7:30-7:45

UT, 1, 6100, 10 5U

7:45-8:00

12, 1600, 1450PRO, 3000, HM, 8, 7

8:00-8:15

SXS Unlimited, SXS Turbo, SXS NA, 1450, 7s, 5-1600, 9

8:15-8:30

Unlimited Sportsman, Limited Sportsman, 2000, SXS Sportsman, Stock Full, Stock Bug

DURING THE RACE:

- Do not hit the barricades, cones etc.
- Do not hit the timing loop.
- No nerfing stock bugs. SNORE recommends that you have a horn that is 115 db. so cars move over when they hear you. Flashlights to let cars know you are passing.
- No quads, dirt bikes or UTV'S allowed near the course during the race.
- Any and all racing/racer/racecourse situations and/or issues need to be relayed and confirmed through **SNORE 1 (Race Director)** only.
- RACERS FUELING WITH PRESSURIZED SYSTEMS/FUEL TOWERS: Those fueling the vehicle MUST be wearing a fire suit and/or an apron.