

2025 Dirt Shades Caliente 250

DRIVERS NOTES

RACE INFO

- Race lap is approximately 65 miles.
- Starting order will be:
- (4 laps): UT, 1, 6100, 10, Unlimited UTV, 5U, 12, UTV Pro Turbo, 1600, UTV Pro NA, 1450 PRO, HM, 8, 7, 3000
- (3 Laps): 6000, 7s, 9, 1800, 5/1600, 18, Unlimited Sportsman, 1450, 2000, 13
- (2 Laps): Stock Bug
- Starting intervals will be 1 car every 30 seconds – 7 ½ hour time limit
- 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.
- There is a speed limit in Pit A and Pit B of 25 MPH but there is a bypass.
- Main Pit is a NO PASSING ZONE at 25 MPH.
- 45 MPH Zone along the highway from the 3rd train bridge until you make a right through the fence. Power Company has the right of way.
- All other speed zones are 25 MPH as posted throughout the race course.
- 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
- **All race cars will be required to rent a Racing Trax unit.**

TEAMS

- There is a 25 MPH speed limit throughout town. PLEASE FOLLOW THE SPEED LIMIT! The town of Caliente has welcomed us, please respect the town.
- UTVs and race cars are NOT allowed to be driven on the highway or in town. Race cars are only permitted to be driven to and from the meet and greet and tech. This will be enforced by law enforcement.
- NO PARKING ALONG THE HIGHWAY FOR ANY REASON.
- 3 total pits per lap including Main Pit.
- Speed limit on Pit Access Roads is 25 MPH. BLM and Law Enforcement will enforce the speed limits with citations. Any team found speeding will be given an automatic DISQUALIFICATION.
- Race numbers must be on the front of pit vehicles.
- Pit pass vehicle stickers are required for all vehicles entering pit areas during race.
- 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
- SNORE personnel will be using UTVs 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.
- 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.

- **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 forbidden at all times during the race.)**

STAGING

- Staging will begin at 8:00 A.M. Please pay attention to the time and DO NOT be late to staging! If you are late you will be put in the back of your class.
- Do not crowd staging.
- Wristbands, Helmet Stickers and Head and Neck restraints will be checked at staging.

<i>8:00 A.M. – 8:15 A.M.</i>	<i>UT, Class 1, 6100, 10, Unlimited UTV, 12</i>
<i>8:15 A.M. – 8:30 A.M.</i>	<i>5U, UTV Turbo, ½ 1600, UTV NA,</i>
<i>8:30 A.M. – 8:45 A.M.</i>	<i>3000, 6000, 9, 1800, 5/1600, 18, 1450, 1500</i>
<i>8:45 A.M. – 9:00 A.M</i>	<i>Stock Bug, 2000, UTV Sportsman, 1300</i>

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. 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** only.