

## Racing Rules & Guidelines for No Prep Race at KOS

If anything comes up that's not addressed below, drivers-only, will vote on outcome in a drivers meeting about any issue arising not dictated below.

Teams of 2 minimum to 5 maximum accepted.

First round callouts. Whoever is getting called out can decline call out. Chip draw for pairing, unless callout pair is agreed upon. First 2 rounds, you do not race your team. Odd numbered total or bye round, will have a blank chip in chip draw bucket for bye.

Run order decided by Chips. 1's race first, 2's race next ect. Callouts can race anywhere in line up but must be decided upon at drivers meeting when they will run.

Example: Matt calls out Ness, Ness accepts, they want to race 3rd pair. Matt drove the furthest, he calls coin toss for lane choice. He wins coin toss and chooses left lane. Ness chooses to be bumped in last. Done. Shake hands, get ready to race.

Double elimination meaning you lose twice as an individual, you're out. Driver cannot pilot other vehicle. Each driver-truck unit is one unit/entry/racer. No vehicle swaps or driver swaps allowed. Eliminations go until there's an ultimate winner. Ultimate winner wins for the whole team. The more team members you have, the better shot at victory. (Keep in mind 5 is the limit for this competition).

Payout goes to team as a whole. Teams responsibility to split money how they see fit.

Centerline cross in front, you're out. Centerline cross behind ok.

Hand drop racing, no time, no slip. Chase is a race. Jump is considered forward movement, tire wrinkle ok. Truck must make any amount of forward movement to be "red lit" or "jump" considered.

Safety equipment required. Tech discretion final. No death traps. All trucks must have full fire suit with nitrous, snell helmet, seatbelt/harness, downpipe bolts, drive shaft loops, kill switch. RWYB trucks minimum must have roll bar.

Pour your own puddle (water only), burnout only. One burnout allowed.

Lane choice by coin toss, who drove the furthest calls. Winner chooses lane, loser chooses if they're bumped in first or second.

Winner called at finish line. Disputes handled before start of next race pair, immediately following winning call, tape review will take place. No fighting. Handle issues like an adult, no fighting. No bullshit. If there's an issue let's talk it out.

Only teams racing allowed in box during burnout and run. Media MUST have credentials.

If one vehicle of pair is to starting line, other vehicle has 2 minutes to "show up" meaning get to the line. If vehicle has exhausted 2 minute window, and has not made it to the line, they forfeit the round. If one driver needs more time for an issue, it must be negotiated between the pair PRIOR to burnout.