

Highriders Challenge Rules & Regulations

Off-Road Racing is a dangerous sport, the risk of serious injury or death cannot be eliminated. Each competitor assumes that risk when he or she participates in the event. All competitors will be required to read and sign a release and waiver of liability and indemnity. In consideration of being permitted to participate the competitor for himself/herself, his/her personal representatives, heirs, and next of kin, hereby releases the Highriders Challenge, and their respective officers, directors, promoters, sponsors, employees, agents and volunteers ("releasees") The competitor agrees to indemnify and hold harmless the "releasees" from any loss, liability, damage, or cost they incur due to such participation by the competitor, and agrees to assume full responsibility and risk for bodily injury, death, or property damage from releasees' negligence or otherwise. Competitors are required to inform themselves of the sport and its risks. All competitors must have the knowledge that they can, at any time, choose to bypass any obstacle where they feel uncomfortable or unsafe. Safety is a concern for all and the final responsibility is that of the competitors. All Competitors are obligated to inspect the racing facilities, safety personnel and equipment, and conditions at the track before, during, and after the Event. It is their obligation to report to officials promptly any inadequacy in the facilities, personnel, equipment or conditions at the track. Competitors also are solely and directly responsible for the safety of all activities involving race equipment, race vehicle, support equipment and team personal to ensure minimum amount of risk or injury to themselves and others.

General Requirements and Course Rules *all classes*

Rules are designed to keep things as simple and as fair as possible. Safety and minimum vehicle requirements are in place to protect all persons involved and attending the event. Here's the bottom line: just practice good old-fashioned common sense, keep a cool head, be friendly to each other and remember: Above all else, Be Safe!

1. All drivers must have a valid driver's license. If the driver is 18 and younger he/she must have a legal parent or guardian's written permission.
2. Each driver, spotter and pit crew must sign a waiver before competing.
3. Consumption of alcoholic beverages and illicit drugs during competition is strictly forbidden and will be grounds for immediate disqualification.
4. Everyone is expected to conduct themselves in a proper manner towards spectators, event officials, other competitors and anyone else associated with the events. Penalties for poor conduct can be assessed by stage officials and event Marshals ranging from a warning to total disqualification. You must follow all instructions given to you by Highrider Challenge officials
5. You must attend the drivers meeting. Be on time for meetings and staging. Failure to attend is not an excuse for infractions or not knowing information given at the Event Meeting.
6. Pets are not allowed in the pit or restricted areas.
7. No children under 14 allowed in the pit or restricted areas.
8. Speed limit on grounds, pit, etc. is slow." VERY SLOW" No Hot-Rodding!
9. Teams must advise an HIGHRIDER MARSALL of any medical condition that may affect their ability.
10. DOT/Snell approved helmets and seatbelts must be worn by all competitors while driving or riding, only one warning will be given a second occurrence will be grounds for disqualification. Spotters may wear hard shell protection only when not a passenger. Seat belts must be a five (5)-point harness with all straps (including Shoulder Straps) secured and locked down.
11. Roll protection designed to keep passengers safe in the case of a multiple roll over. Must pass Tech
The following are roll bar/cage guidelines and recommendations:
 - a) Six (6) point mounting cages covering the driver. Connection positions of the roll cage must tie in to the frame of the vehicle; Body mounts are considered a tie in point.
 - b) OEM bars are approved for a portion of the roll cage.
 - c) Round steel tubing (D.O.M Preferred) 1.5" O.D with 0.095" wall is recommended for the basic roll cage. Aluminum and/or soft metals are not permitted. Roll bar construction must be welded. Highrider Challenge official must approve roll cages made of other material or other wall thickness/diameters.
 - d) The front-most position must be no farther toward the rear of the vehicle than fifteen (15) inches behind the throttle and brake pedals.
 - e) The Cage having a space wider than 24" above the driver's head should have 1 spreader bar between the front main bar and rear main bar. A minimum of .040 flat sheet metal or 1/8" aluminum is recommended to cover the area immediately over the driver and passenger seat.
 - f) Gussets are highly recommended and must be welded in the four corners of the "halo".
 - g) Spreader bar mounted under the dash area to connect the right and left "A" pillars.
 - h) If doors are not ran, a bar running from the "B" pillar, at approximately shoulder height, to the "A" pillar, at approximately shin height, is highly recommended. This can be a bolt in piece.
 - i) Cage height is to be a minimum of 3 inches from the entire helmet of the driver
12. Appropriate clothing must be worn. All gear is to be secure at all times. Fire suit highly recommended.
13. Vehicle numbers will be provided during registration on a first come basis and must be displayed clearly on the right, and left sides of the vehicle
14. Fire extinguisher fixed inside the vehicle that can be easily reached, released and used by the driver when the vehicle is any position, both right-side up and upside down. Halon Systems are recommended.

15. Firewalls are required for fire safety and must separate fully, the driver from the engine compartment.
16. Exposed transmission components must be covered with a safety shield. Drive shaft hoops are recommended.
17. All vehicles must have a floorboard running from under the control pedals, back to the forward edge of the seat.
18. Winch in working order is required. Rope or cable must be acceptable and be in a safe condition. Winch must be mounted securely. Winch-line weight must be used on any steel cable. Winch Rope recommended.
19. Fuel systems must be safe and free of leaks. Throttle assemblies must be in good order and work smoothly. Fuel systems must be sealed with a rollover valve installed in the fuel vent line. No vented filler caps allowed.
20. Electrical components must be in good safe condition. Batteries must be mounted securely. If in driver's compartment, battery must be enclosed. A "Master" kill switch that shuts down the engine and every electrical system is recommended and is to be mounted on the dash, clearly labeled.
21. Brakes must be mechanical in good working condition. Hydraulic assisted brakes are approved. The brake pedal must operate all brakes at all times. Secondary brakes may be used to operate individual brakes on the vehicle..
22. Tow points required, front and rear. Please also ensure these are painted "Red" for safety and recovery crews.
23. Excessive loss of environmentally damaging fluids may result in a penalty assessment or disqualification.
24. Body lifts must be completed in a safe and secure manner and the spacers shall be a non-crushable material.
25. Protests will be heard and addressed up until 30 minutes after the last stage of each respective class has been closed. All protests must be presented to an event Official in a calm and articulate manner and are allowed by drivers of their class only. A \$100.00 cash fee per protest will be charged. After a review if the protest is deemed valid the fee will be refunded. Highrider Officials have the final say in all cases.
26. Once at the start lane or on the course all drivers and spotters must remain in the vehicle unless in an emergency situation, or instructed to exit the vehicle by a track official. Spotters are allowed on the hill/mud course only. Spotters must remain in the vehicle during the side by side obstacle course.
27. During the event, a team member may be replaced. The vehicle must remain the same.
28. Drivers may act as a spotter with another competitor. The same vehicle can not be used.

HIGHRIDERS CHALLENGE will consist of 2 Classes: **Pro Stock and Pro Modified**

Classifications are meant to avoid placing a vehicle into a class that would have an unfair advantage placed upon it.

Pro Stock

Pro Stock Class is intended for modified street legal trail vehicles. The intent of Pro Stock Class is to stay within factory designs while allowing aftermarket modifications that are normal in the 4x4 recreation sport.

1. Tire sizes not to exceed 40 inches and must be automotive based. Bead lock wheels are allowed. Minor cutting and modifications allowed.
2. Vehicle must be a mass production vehicle; no special fabricated vehicles.
3. Engine modifications are allowed. If you have extensive modifications then you could likely be placed in the next higher class
4. Drivetrain has no restrictions
5. Axle upgrades are allowed but must remain automotive based. All axles must be mechanically geared. IFS or solid axles are allowed. No manual or mechanical change of axle wheelbase is allowed. Axles must use some form of locking device. Gear reduction must be prior to the axles. Portal type axles are not allowed. Rear steer is not allowed. Axle steer is not allowed.
6. Roll cage must be designed to protect the occupant in the event of a rollover. Connection positions of the roll cage must tie in to the frame of the vehicle. Body mounts are considered a tie point. There are exceptions to unibodies and full cab vehicles.
7. Frame must be of stock origin or larger dimensions for the year of the vehicle. Frames can be OEM, aftermarket or custom built. Frames must be 2" x 4" or larger rectangular tubing. Frame rails must be vertically mounted 4" tall x 2" wide. Rectangular boxed or semi-boxed frames are approved. Frame Rails cannot be any shorter than the front of the front tire. Frame Rails cannot be any shorter than the centerline of the rear axle. Frame rails cannot be any closer to one another than stock origin at the front tire, the middle of the chassis and the center of the rear axle for year of the vehicle.
8. Body and Firewall. Firewall must be complete and of stock origin. Grill must have the appearance of stock. Hoods must cover the entire engine compartment and follow factory form. Vehicles must have some kind of front fenders. Vehicles that are tubed and/or cut in the rear must have body panel coverage that resembles O.E.M. Tailgates can be removed.
9. Suspension upgrades are approved. Manual suspension controls are not allowed.
10. Steering can be mechanical. Hydraulic assisted stock steering is approved. Full hydraulic steering is not allowed.
11. Brakes are to be mechanically operated. Hydraulic assisted brakes are approved. The brake pedal must operate all brakes at all times. Secondary brakes may be used to operate individual brakes on the vehicle.
12. Seating must be a minimum of two (2) equal sized seats that sit side by side in the same horizontal plane.
13. Primary fuel limited to gasoline, diesel, CNG, propane. Nitrous Oxide is not allowed.
14. All requirements and safety equipment listed in HIGHRIDER CHALLENGE course rules and requirements. .

Pro Modified

Pro Modified Class is intended for vehicles with very few limits on modifications.

1. Tires of any type and size are approved

Highrider Challenge reserves the right to alter, amend, add, delete, or modify rules at any time without prior notice.

2. Special fabricated vehicles allowed.
3. Engines of any type allowed. Superchargers & Turbochargers allowed
4. Axles of all widths and styles allowed. Gear reduction may be prior to the axles, after the axles or a combination of both. Manual wheelbase changes are allowed. Differentials must have some form of 100% locking abilities.
5. Full roll cage covering the driver with 6 point mounts is required. The cage is the safety bars surrounding the driver. Cage must be designed to protect the occupant in the event of a rollover. Connection positions of the roll cage must tie in to the frame of the vehicle. Body mounts are considered a tie point.
6. Frame may consist of tubing, boxed or semi boxed mainframe material and must be made of magnetic steel.
7. Firewalls are required for fire safety. Firewall must cause the engine compartment to be separated from all occupants. The engine should not be visible from the driver's seat. Body panels are highly recommended, but not required. Fenders are not required.
8. Suspension of any type is approved. Manual suspension controls are allowed.
9. Steering of these types is permitted: Full hydraulic, Rear steer and Brake steering. Axle steering is permitted.
10. Secondary brakes may be used to operate individual brakes on the vehicle.
11. Single seat configurations are acceptable.
12. Any safety produced or altered chassis or body may be used.
13. Primary fuel limited to gasoline, diesel, CNG, propane, or methanol. Nitrous Oxide allowed.
14. All requirements and safety equipment listed in HIGHRIDER CHALLENGE course rules and requirements.

Highriders Challenge Rules and Scoring

The event is divided into stages. Maximum time for each stage will be ten (10) minutes unless otherwise specified at the drivers meeting. Flags, tape, cones and stakes will be set up as gates and boundaries throughout the stages. Competitors may incur penalties or earned time credits at each stage. Though not required drivers can and should have a spotter. Competitors may walk through each stage at the same time with the Chief Marshal. Questions can be addressed at the end of the walk through of each stage. Teams will attempt to conquer extreme obstacles as efficiently and quickly as possible. The scoring system rewards the participant who is able to DRIVE his or her 4x4 through the course with the quickest time. Teams will run the course once each day; Times are combined from all stages over both days. **Best Time Wins Class**

1.1: Running Order

The order of competitors is based on a random-draw system for the first day of competition regardless of class. The second day order is based on total first day times from slowest to quickest. Teams may be moved to other obstacles or order changed in the event of a bottleneck.

1.2: Course Time

Each team will have ten (10) minutes to complete each stage unless otherwise specified at the drivers meeting. Once time is expired, the vehicle must be removed as quickly as possible. Time will start once the starter drops the flag. Time will stop once both front tires cross the imaginary line between the finish gates and after the **vehicle comes to a complete stop**. If the time allowed on a stage is exceeded the team is "timed out" and will receive the stage allowed time plus one second for each remaining meter of stage distance.

1.3: Gates

Stage obstacles are marked with cones or other markers like stakes, ribbons etc. **10 seconds** will be issued for every cone touched. A cone does not have to be counted it only needs to be touched at any point, including its base. Cones that fall due to exhaust, wind, unstable ground, etc. will not count as a touched gate. Any tire or axle crossing the vertical plane of the "intended" location of a cone, even without touching it, will be penalized the same as if it had touched the cone. Once a cone is touched it is disqualified from that stage, though its original location remains for an "Out of Bounds" penalty. All gates must be taken in the order intended.

1.4: Spotters

Spotters and Drivers must remain in the vehicle while side by side racing. Spotters are allowed outside of the vehicle on the hill course ONLY.

- a. Spotters may use straps; Spotter Ropes must be approved at Tech. and must be long enough so that the spotter is never closer than 5 meters to the vehicle
- b. Spotters must keep a minimum distance of 5 meters away from any moving vehicle.
- c. The vehicle must be completely stopped (including tire movement) prior to spotters touching the vehicle.
- d. **Spotters touching a moving vehicle or not maintaining the 5 meter distance** will NOT receive a warning, and will be assessed a **10 second penalty** each infraction
- e. Teams may attempt to right a vehicle in the event of a tip-over. Vehicles must be in park or gear with emergency brake set, prior to righting, any outside assistance will result in disqualification.
- f. Any material found naturally in the course may be used to help progress. A team may not go outside their current stage boundary or take any from a different course. Teams will be given an optional 3 minutes to "unstack" the course. They may only move material that they stacked and must be returned as close as possible to their original location.

1.5: Winching

- a. While winching, a winch-line weight must be used on any steel cable failing to do so will result in a **40 second penalty**. Every "re-hook" is considered new.

- b. Only designated winch points may be used.

1.6: Out of Bounds

The course is designed to be driven between the gates. If a vehicle is so far off-line that at least three tires do not travel between the gate, they will be declared “out of bounds” and will receive a **40 second penalty**. Any vehicle bypassing a gate entirely, intentionally or not, will be declared “out of bounds”

1.7: Disqualification (DQ)

Teams purposely cheating, endangering others, disobeying flags or official’s instructions, driving so far off course to provide an advantage or any other unsportsmanlike like conduct may receive a DQ for that stage or in extraordinary cases will be asked to leave the event.

1.8: Bonus Gates

Those who attempt more difficult lines bonus gates *may* be included. Bonus gates are optional and will be marked or colored differently than standard gates. Bonus gates are worth **(-30) seconds**. Teams that attempts and fails a bonus gate may choose to return to the original gate. **Bonus gate credits will NOT be earned if the entire stage is not completed.**

1.9: Breakdown Time

A team has 45 minutes of cumulative breakdown time per day. A competitor may use his time left on the obstacle before starting breakdown time. Once timed out, the competitor must immediately advise the Judge that he is broken. The Judge will mark the time of day and sign it. When the repair is completed the competitor must tell the Judge who will then mark down the time and sign it. Over the breakdown, out of order and or without signatures will result in DQ for the days remaining stages. No team has to start breakdown time until they are going to miss their next start.

1.10: Flags (Failure to obey flags will result in disqualification)

- a. **Green:** Start of Race or Restart
- b. **Red:** Stop immediately, regardless of position.
- c. **Red with White Cross:** Emergency, stop immediately regardless of position.
- d. **Checkered:** End of Race
- e. **Black:** Stop immediately and proceed to pit area and await instruction from Highrider officials.

1.11: Tie Breaker

In the event of a tie at the end of a competition the best time from the last stage run will determine the finish. If a tie is declared on that obstacle, then the next obstacle in succession will be used, and so on. If tied competitors did not have an opportunity to compete on the chosen obstacle, the next obstacle is used.

1.12: Purse

- a. 100% of paid entry fees will be awarded to the top 4 competitors in each class based on the following percentages. 1st: 55%, 2nd: 30%, 3rd: 10%, 4th: 5%,
- b. Trophies will also be presented to the top 3 in each class.
- c. The Highriders Cup will be awarded to the quickest time regardless of class.

QUICK SCORING GUIDE

Touching Gate: +10 seconds
No Winch Weight: +40 seconds
Out of Bounds: +40 seconds
DQ or Timed Out: Stage Time + 1 second
for every remaining meter
Spotter Infraction: +10 seconds
Bonus Gates: - 20 seconds



Good Luck