



Passing Etiquette/Rules

- All race vehicles must have side view mirrors on each side of the vehicle or if the rear of the cockpit has visibility a rear view mirror may be used.
- These mirrors need to be used during the race. If you are caught by another race vehicle you need to get over. Putting your hand up and waiting for a perfect second lane to open up does not cut it. Unless you are in a single lane canyon wash, or the ruts are 3' deep, you must get over and let the faster vehicle by.
- It is important to re-enter the race course with extreme caution as there may be another fast moving vehicle right behind the vehicle that just passed you.
- Having the rear facing green light does not entitle you to clog up the race course and not let faster traffic by. Furthermore, the green light does not give you protection from being nerfed if you do not let faster vehicles by. The green light is used to notify approaching vehicles that you may be traveling at speeds much slower than they are so they can adjust their closing speed accordingly.
- If it is documented with video evidence, that you hold up a faster moving vehicle (not one that is in your same class) for longer than 20 seconds you will receive a 5 minute time penalty.
- Faster classes that are lapping slower classes or passing them after down time must use their siren/horn and give the slower moving car an opportunity to get over.
- Running up on a slower moving car and nerfing them with no siren/horn, giving them no opportunity to get over, will result in a 5 minute time penalty. More than 1 of these incidents will result in disqualification.
- Any nerfing incident that results in vehicle damage needs to be reported to the race director before the end of the race. Failure to do so can lead to disqualification.