

RULES / GUIDELINES:

- Steel wheels only- required
- Drivers are required to wear helmets.
- Pants are required (jeans count).
- Absolutely NO USE of alcohol or drug Use is permitted - WILL BE DQ'd
- Drivers are mandated to use the car registered for competition, unless granted explicit approval by an official.
- Final decision making authority lies with the pit boss and directors. - (Matt Ryce / Judges)
- Non-compliance with competition rules and official instructions may result in disqualification, expulsion, permanent bans from the event and/or future events.
- Mandatory attendance at the drivers' meeting is required for all drivers. Failure to attend may result in forfeiture of practice sessions or disqualification from participation.
- Both driver and passenger door handles must be visible and operational from the front exterior.
- No fluid leaks are permitted, and any leaks other than water will result in a Did Not Finish (DNF).
- The cabin / bed MUST BE free of loose items.
- The fuel tank must be securely mounted, properly vented, and preferably located outside the cabin or enclosed with a firewall.
- Complete firewall fortification is required with no exposed holes leading to the driver cabin.
- There are no restrictions on fuel type (both gas and diesel vehicles allowed).
- No passengers are allowed.
- Must change tires before returning to pits.
- No electric vehicles allowed to compete.

\$10,000 PAYOUT:

- 1st: \$5000
- 2nd: \$2500
- 3rd: \$1000
- 4th: \$500
- 5th: \$400
- 6th: \$300
- 7th: \$200
- 8th: \$100
- No classes

SCORING GUIDE:

A minimum duration of 60 seconds is required to qualify; maximum of 2 mins; anything less results in a Did Not Finish (DNF).

- **Judges score runs on a scale from 0 to 100 points, considering factors such as instant smoke, constant smoke, volume of smoke, and driving skill.**
- **Immediate Smoke** (up to 10 points): Start with a smoking entrance! Judges reward seeing smoke right from the beginning. If your vehicle takes too long to start producing smoke, points may be deducted.
- **Continuous Smoke** (up to 20 points): Keep that smoke show rolling from start to finish without any breaks. Smooth transitions and no hesitations earn you big points here.
- **Volume of Smoke / Amount of Smoke** (up to 20 points): The bigger the smoke cloud, the better. But judges are also considering wind conditions and other uncontrolled variables, so keep that in mind.
- **Use of the Pad** (up to 20 points): We encourage drivers to use the entire pad during their run.
- **Driving Ability** (up to 30 points): This is where your driving chops shine. Judges will assess the flow of your run, car control, precision around the course, speed, and the aggressiveness of your run.

POINT DEDUCTIONS:

- **Penalties may be applied for reversing, stopping or stalling, inflated tires, failure to utilize the full pad, spilling fluids, and collisions with barriers affecting the run.**
- **Reversing:** Minus 1-10 points
- **Stopping or stalling:** Minus 1-10 points
- **Inflated tires:** If your tires are still puffed up, that's another deduction - Minus 5 points per tire.
- **Not utilizing the full pad:** Minus 1-10 points
- **Crashing into a barrier that affects the run:** Minus 1-10 points
- **Spilling fluids (other than water):** Minus 1-100 points (excessive fluids spilled on track can result in a DNF)