

***STREET ROCK 2020***

**Rule Book**

**Effective January 1, 2020**

**Important notice**

Rock Crawling is an inherently dangerous sport. Each competitor assumes that risk when he or she participates in an event. The risk of serious injury or death cannot be eliminated and, in fact, will always be present at a high level. Competitors are urged to advise their spouse and next of kin, if any, of this fact. By competing, all competitors, both spotter and driver, agree to the following:

In consideration of being permitted to participate in any event sponsored, promoted, or directed by FREEDOM OFF-ROAD, LLC, STREET ROCK SERIES, the competitor for himself/herself, his/her personal representatives, heirs, and next of kin, hereby releases the entity, and their respective officers, directors, promoters, sponsors, employees, agents and volunteers (“releasees”) of all liability to the competitor, heirs and assigns, whether caused by negligent act or omission of releasees or otherwise, while the undersigned is for any purpose participating in such event. It is fully understood by each of the competitors that there is some inherent risk associated with this event, including damage to vehicles and injury or death to the individual or others.

In addition, 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, whether caused by releasees’ negligence or otherwise, and agrees to assume full responsibility and risk for bodily injury, death, or property damage from releasees’ negligence or otherwise while the competitor is participating in this event.

**FREEDOM OFF-ROAD has spent considerable time compiling information using the input from builders, outside resources, and professional competitors. This competition is for the novice and beginner drivers and competitors that wish to get a feel for the overall theme of the sport. These rules are in line within the majority of professional and novice competitions around the world. It is not FREEDOM OFF-ROADS intent to eliminate anyone from competing, but just the opposite. It is our goal to continually uphold the highest standards of safety possible for the competitors and spectators.**

**Each competitor acknowledges and represents the following while competing:**

- That he or she has read the foregoing release and waiver of liability and indemnity agreement.
- That he or she does at all times, while riding in a vehicle participating in an event, wear his or her respective safety harness and helmet.
- That the owner/driver certifies that he or she has inspected this vehicle and that the same certifies it to be in proper mechanical condition for participation in rock crawling competition.
- That the owner/driver has informed himself/herself about the event, either by prior participation or by investigation into the sport and especially STREET ROCK events.
- That the driver or any other person(s) in a vehicle participating in any STREET ROCK event, may choose to bypass any obstacle and, therefore, assumes all risk and liability, as indicated above.

**Please Be Aware:**

Although safety is everyone's primary concern and certainly the highest priority of FREEDOM OFF-ROAD, the ultimate responsibility rests on the competitors.

*Competitors can, at any time, choose to bypass any obstacle or area where they feel uncomfortable or unsafe driving.*

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### **Amendments:**

**Amendments to the previous year's rules can be found here.**

**0.0 Course Structure** – Time limits to run each course has been lowered from fifteen (15) minutes to Ten (10) minutes.

**1.5 Pointed Out/Timed Out** – The maximum points have been raised from 50 to 60 total points for each course. The maximum amount of points for timing out has remained at 50.

**1.10 Tools** – High Lift Jacks have been added to the list of tools not allowed on the course.

**1.12 Breakdown Time** – In the event you breakdown while on course and can not finish you will receive 50 penalty points. In the event that you can not start or finish the remainder of the courses you will be considered pointed out and will receive 60 penalty points. This has been raised from 50. Should the vehicle be able to pass through the first gate (immediately following the entrance gate) under its own power it would only be considered time out and receive 50 penalty points instead of 60.

**2.2 Drivers** – Drivers may spot for other drivers and spotters may spot for other drivers.

**8.0 Vehicle and Driver Standards** - These vehicle requirements have been developed to try and maintain a fair and level playing field for all that wish to compete. It is understood that each state has different rules regarding the phrase “street legal”. Final decisions on vehicle will be made during technical inspection the day of the event. If for some reason your vehicle does pass an inspection in your state

but has a distinct competitive advantage over others you will not be allowed to compete for series points or trophy's. We will not deny anyone the right to compete or have fun. A Maximum tire size of 38" has been established.

## **Section 0.0: Competition Structure**

### **0.1: Assigned Order of Competition**

Every team will have the option of walking the course(s) for a period of no longer than 30 minutes prior to the event. The event is broken up into two or three separate courses depending on the number of competitors. Teams will be assigned a course number by the judges at the event. Once broken into separate courses those competitors will pick a card from a hat to determine running order. Once the running order is determined there will be a chance to trade with other competitors to try and gain advantage by moving up or down in the running order. Those that do trade places will receive a ten (10) penalty point.

Once the course has been run by all the teams, they will move onto the next course in a round robin fashion and compete again. Once all of the courses have been run the points will be tallied for a final total to determine trophy place.

At the end of each event after the points have been tallied trophies and/or additional prizes will be delivered to the top three.

This is a series consisting of three events. In order to be considered for a series standing you must participate in at least 2 of the three events. At the end of the season points will be tallied, the lowest round will be dropped and final standing will be posted. Only the top three will be eligible for the cash purse at the end of the season.

## **Section 1.0: Points Scoring System**

### **1.1: Course Time**

Every team will have Ten (10) minutes to complete each course unless otherwise specified in the driver's meeting. Time will start once any part of the team enters the course. Entering the course is deemed active when any part of the vehicle or spotter crosses the imaginary line between the entry gates. Time will stop once any two tires cross the imaginary line between the finish gates. Vehicles may not straddle any finish gates to stop time. If the vehicle hits a finish gate while attempting to exit, time will be continued and the cone will be counted until two tires cross the imaginary line between the finish gates. Once the time has expired, the vehicle must be removed from the course using the quickest allowable route possible.

**Time management is the sole responsibility of the team, assigned judges for STREET ROCK will keep time for scoring, but knowing the time remaining on course is the responsibility of the team.**

### **1.2: Reversal**

One (1) point is issued for a purposeful reversal by the competitor. A purposeful reversal or back up is considered when a driver puts the vehicle in reverse and backs up or pushes in the clutch and rolls back, etc. A reversal is not counted when the obstacle pushes the vehicle back. A reverse in an attempt to save a rollover is considered an

infraction and will receive reversal points. If a team starts the course in reverse, they will immediately receive one (1) point for backing and everything will be judged as normal.

If the team completes the course in reverse (never making a change in direction), the point for reverse will be not be removed from the final score, however a bonus of 5 points will be compiled against that point.

### 1.3: Gates

Each obstacle is marked with cones, and other “hazards” like marked bushes and trees, ribbon, banners, pennants, flagging, flags, etc. A five (5) point penalty or disqualification points will be issued for every cone or hazard touched.

All hazards will be appropriately marked and will be discussed in the driver’s meeting. If the spotter, winch rope, pull strap, vehicle contents, etc. touch any cone or hazard, it will count the same as if the vehicle had touched it. A cone does not have to fall to be counted; it only needs to be touched at any point, including its base. Cones that fall due to exhaust, wind, or unstable rocks will not count as a touched gate. Once a cone is touched it is considered disqualified from that obstacle for the team who touched it and may not be counted for a second contact.

Rock stacking to allow a “bridge” over a cone will not be allowed. This includes building high points on each side of the cone with the intent to put the cone in a valley. While attempting to clear a gate, a vehicle may not “float” a tire or axle over a cone. Rocks may be stacked in a fashion to block the tire from the cone. However once stacked between a tire and a cone the rock becomes part of the vehicle. If it moved into the cone or boundary it will be considered for penalty points.

Competitors must stay within the roped-off areas that define the course. Materials used to define a course may not be driven over, driven under, or be touched by the vehicle. Exceptions to this must be approved with the judge prior to starting the obstacle. This is to ensure that the area is cleared of spectators and people so that safe passage may be made. The judge has the right to disallow any diversion off course.

All gates must be taken in the order intended by the designer. To ease navigation, all intermediate gates will be marked, in order, from start to finish. **While on course, understanding course flow is solely the responsibility of the team.**

The course is designed to be driven between the cones. If, while attempting a gate, the vehicle is so far off-line that at least three tires do not place/travel on or between the set of cones or gate, they will be not be able to travel on to the next gate. The team does have the option of re-trying the gate. In the case of this happening, the team will receive any points acquired while on the clock up to the 50 maximum points allowed. **While attempting to reposition the vehicle to re-attempt a gate, the driver may back up through the gate or exit and enter the course from the same side as long as no other gates are driven through or touched.** Any vehicle bypassing a gate entirely, intentionally or not will also be declared “out of bounds”.

**Due to the nature of natural courses, courses may change between competitors' runs; if this occurs, STREET ROCK staff will determine where the location of the cone should be to maintain fairness among competitors.**

#### **1.4: Bonus Gates**

In an effort to reward those who wish to attempt higher difficulty lines, Bonus Gates may be included throughout the course. Bonus gates are optional and will be marked or colored differently than a standard gate. Bonus gates are worth a -10 (negative ten) bonus points plus progression points, in lieu of a regular progression gate; Bonus gates may also be a stand-alone bonus and are counted after the rearmost portion of the vehicle clears the imaginary line defining that gate. If bonus cones are hit, they count as any other cone hit, but bonus credit is still earned if the gate is then cleared. ***Bonus gate credit will NOT be earned if the entire course is not completed.*** A team that attempts and fails a bonus gate may choose to return to the original departure point of the normal course to attempt to complete the course within the remaining time. All points accrued during the bonus attempt and return to the normal course will be counted.

#### **1.5: Pointed Out/Timed Out**

**The maximum allowed points for a course are 60 (sixty).** Points accrue throughout the 10 minutes on course, and if the total reaches 60 prior to completion of the course, the team is "pointed out". The team receives 60 points on their score sheet (less any progression points) and moves to the next obstacle using the quickest allowable route possible.

If the time allowed on an obstacle runs out, the team is "timed out". The team receives 50 points on their score sheet (less any progression points) and moves to the next obstacle as listed above.

Any "progression" or "bonus" points earned are not counted against the penalty points accrued while the clock is running. They are kept separate and added after the course is completed, timed out, or pointed out.

#### **1.6: Progress Points**

To reward teams for progress through a course, "progression points" are given for each intermediate gate completed. Point values correspond with each gate, -1 for the first gate; -2 for the second gate; -3, etc. for each intermediate gate completed, and are counted after the rearmost portion of the vehicle clears the imaginary line defining that gate. If an intermediate gate cone is hit, it counts as any other cone, but progress points are still earned if the gate is then cleared. The Start and Finish gates will not be credited as progress gates.

***Progression points will be credited once cleared and are the only credit points retained if the course is not completed.*** Progress points will be given for every set of gates cleared, including Bonus Gates that are in lieu of standard gates. These points are not taken off a team's score until they have successfully completed the obstacle, timed out, or pointed out; so, they are not related to "pointing out".

### **1.7: Rock Stacking**

Any rock, log, or other item found naturally in the course vicinity may be used to help a team's progress through a course. A team may go outside their current course's boundary to locate rocks and wood, but they may not take any from a different course. To ensure fairness, teams are not allowed to "pre-set" rocks and wood and will be called for sportsmanship and a penalty of 10 points if they are found to be moving anything prior to the start of their time. It is acceptable to "look" for these items, however, they may not be moved unless the team is on the clock. Any "outside" help in rock stacking will also be questioned for sportsmanship.

One of the largest risks to spotters is stacking rocks near a moving vehicle. To promote safety, no rocks or wood are allowed to be stacked within 3 (three) feet of a moving tire. If this rule is violated, a penalty of 10 points will be assessed for each occurrence. A common practice of having a spotter stand on a rock during a "burn" to keep the rock in place is also very risky; therefore, will not be tolerated and the team will be disqualified from the event.

When a team has completed a course, they will be given an optional 3 (three) minutes to "unstack" the course. They may only move rocks that they stacked during their attempt on the course. Any rocks moved must be returned as close as possible to their original location. Any team seen intentionally moving rocks to a more difficult location than their original placement, or destroying/breaking rocks or logs, will be penalized 10 points for unsportsmanlike activity. Furthermore, if a team rolls a rock downhill and cannot move it back uphill, they must leave that rock in place. Rolling it further downhill will bring sportsmanship into question.

### **1.8: Spotter Manipulation**

The spotter may not touch the vehicle in an effort to aid movement. The vehicle must be completely stopped (including tire movement) prior to spotters touching the vehicle or reaching into the passenger compartment.

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. The driver and spotter may try to upright a vehicle, however any outside assistance will result in a point out.

Spotters touching a rolled vehicle while it is moving will NOT receive a warning, they will be assessed a penalty of 10 points.

Spotters may not touch the vehicle to aid movement unless the vehicle is in park with the emergency brake set and the engine is turned off. A 10-point penalty will be assessed if violated, without any warnings.

### **1.9 : Spotter Strap**

If a team uses the spotter strap, a 5-point penalty is assessed.

Straps used by the spotter must be long enough so that the spotter is never closer than 15 feet from the vehicle in any direction, and 20 feet from the front of the vehicle,

The spotter rope must be marked at 15 feet with any of the following: several layers of duct tape or paint in a different color as the rope. Knots are not allowed in the rope at all. Violations of this safe distance carry a penalty of 10 points after a warning is given. If a team does not heed the judges warning, a team may be disqualified on that course.

**Attachment to the vehicle of a spotter strap must be done in an approved fashion (cage strap, etc.) Hand holds, including knots, loops, wrapping are not allowed. No loops for grip are approved, no “wrapping” of the rope around hand, arm, body or foreign object (tree, rock, etc.) for leverage is allowed.**

Spotter Ropes must be approved at Tech. Non-Approved Rope: Rope with cuts and abrasions of over 25% of the rope width deep and must be a minimum of 20 feet long.

### **1.10: Tools**

A vehicle must pass through an obstacle under its’ own power. Therefore, tools may not be used. Tools are considered as any item used as a means of leverage or bridge building that is brought with the competitor and not found naturally in the area surrounding the obstacle.

Tools, when used for repair of the vehicle, are not subject to a penalty, they may be carried in by the spotter at the start of a course or may be carried inside the vehicle. Tool Boxes and other supplies for repair must be securely fastened to the vehicle and must contain some sort of positive locking mechanism. Vehicles with tools must enter through Tech with the tools in the vehicle so safety inspectors may check for proper standards.

At no time may a team leave the course to gather tools while on the clock. Teams may only use tools that came in with the vehicle or were carried in by the spotter.

**Rocks may not be carried in a vehicle. No brooms, Hi Lift Jacks or Wheel-Chocks are allowed.**

### **1.11: Winches**

Winching is assessed a 20-point penalty if used, per course.

Winching is considered when a team hooks a winch rope to any anchor and begins to load the rope. A rope is considered loaded as soon as the cable has tension on it. Each team may winch as many times as needed to complete the obstacle under the original winching penalty of 20 points as long as the winch point does not change or the rope is not removed and then reattached.

There are occasions where a judge or marshal may allow a rope to be attached to an anchor for safety and no points will be issued as long as the winch is not used to pull the

vehicle. This is called a safety rope.

### **1.12: Breakdown Time**

If a team brakes down for any reason and cannot finish the course they will be considered timed out and assessed 50 penalty points. Points will be added up for the portion of the course they complete. Each team is allowed the amount of time that is between his next run to fix his vehicle. If the vehicle brakes down on its last course they will be considered timed out. If in the event they cannot repair the vehicle for any reason prior to the next consecutive run they will be considered unable to compete and will be pointed out and assessed 60 penalty points. If, in the event, the team can pass the first gate in their vehicle under its own power with no outside assistance, only 50 penalty points will be assessed for an unfinished course.

**It is the sole responsibility of the team to manage their breakdown time.**

### **1.13: Fluid Control**

Teams must adhere to all fluid related rules. (See Section 3.3) Excessive loss (meaning more than a few drops) of environmentally damaging fluids or fluids in general will be considered a break down.

### **1.14: Outside Assistance**

Any spectator or team member in the course area providing assistance by electronic devices or any other method to the spotter or driver while the team is on course could cause the competing team to be penalized or disqualified from that course, as well as possibly causing their own expulsion from the event.

In addition, no team may use any tools placed near, inside or outside the course except as described in Section 1.11: Tools. Determination and investigation of outside assistance will be made by the Marshal. Determination factors will include, but are not limited to: Whether the person or persons are with the team in question, whether the person or persons are affiliated with another team, or whether the person or persons are spectators only and have no affiliation.

Sportsmanship is the responsibility of everyone, be sure to warn your friends and teammates of the image they portray. Cheating will not be tolerated.

Team members consist of the Driver, Spotter, and vehicle; therefore, only the driver and spotter can communicate through electronic communication devices while on the course.

### **1.15: Out of Bounds**

Each course has an out of bounds line determined by stringer banner and pylons that help delineate the call for out of bounds infractions. Due to the competitive nature of rock crawling and the materials used for delineation, a process will be used to determine the out of bounds infraction. The process follows as:

A) Once the competitor starts to touch the out of bounds, the driver or spotter will be given a warning of the infraction, the competitor has the option of backing up or positioning the vehicle without incurring the out of bounds infraction, (all other infractions such as reversals and gates will be penalized).

B) If the competitor moves further towards out of bounds, the team will then receive 10 points and another warning of disqualification.

C) If the competitor moves further towards out of bounds, the team will be disqualified.

If the vehicle makes a sudden movement into the out of bounds area, the team will receive no warning and receive a 10-point penalty. If the vehicle moves suddenly out of bounds, a disqualification will be issued if 50% of the vehicle is located out of bounds. In the event of a rollover that places the vehicle out of bounds, if two or more tires have broken the plane, it will result in an automatic disqualification on that course.

### **1.16: Seat Belts**

All teams are required to have a minimum factory installed safety harness system. Belt tightness is to be determined by the driver at his/her own discretion as the driver assumes all risks involved with belt tightness. Every driver must wear and lock all available belts in their safety harness system (arms through shoulder harnesses and legs through lap harnesses). A penalty of ten (10) points will be assessed if the driver is in the vehicle and starts movement on course without the required safety belts system locked, if not corrected disqualification may occur.

## **Section 2: Team Rules**

### **2.1: Changing Vehicles**

All teams must complete each event with the vehicle they began with. Switching vehicles during an event is not allowed.

### **2.2: Drivers**

Drivers from one vehicle may spot for another competitor, spotters may spot for other drivers.

### **2.3: Driver's Meeting**

All competitors *should* attend the Driver's Meeting. This will be held at a designated location one-hour before the start of the event on the first day of competition. Any additional driver's meetings to be held will be posted. Specific information is given at these meetings regarding the day's event, in addition posting of running order and staging assignments are also provided. Failure to attend is not an excuse for infractions, rule

changes or not knowing information given at the Driver's Meeting. **STREET ROCK retains the right to change any or all rules found in this rulebook, including penalties, any time prior to the start of an event.**

## **2.4: Inspection and Registration**

**2.4.1:** Any teams found with Illegal vehicle standards must be completely legal by the team's second event of their season. If they are found to not be legal by their second event, by Class Infractions (Non-Safety), the team will move up in class until legal. Safety Infractions will not be permitted at the team's second event and the team will not be allowed to compete.

## **2.5: Spotter Straps**

Straps and carabiners used by spotters for pulling must be approved by the event marshal. Straps with "hand-loops" are not approved if they could possibly "trap" the hand when taut. Spotters may not wrap the strap around any part of their body.

## **2.6: Sportsmanship**

During all Street Rock events, proper sportsmanship is required. If a competitor or team member (including crew) promotes unsportsmanlike conduct, is rude or abrasive to officials, local authorities, volunteers, other teams or spectators; destroys property, or displays drunken or disrespectful behavior, they and/or the entire team may be disqualified from the current event and/or future events.

**The event Marshal or a STREET ROCK Staffer may penalize a team for unsportsmanlike conduct at any point in the competition, including prior to registration and after the awards ceremony, an unsportsmanlike call will receive no less than a 10 point penalty, extreme conditions may require penalties beyond 10 points and will be enforced at the discretion of the event Marshal.**

Coaching of judges is unacceptable and is considered unsportsmanlike and is grounds for disqualification. The goal of STREET ROCK is to promote a respectable sport and promote partnering companies in a professional light. Therefore, unsportsmanlike conduct will not be tolerated.

## **2.7: Protests of Judge's Ruling**

STREET ROCK Judges have the final say in all cases.

A Marshal **will not** over-turn a Judge's "judgment call." ie. a call on a cone, out of bounds, reverse, bushes, etc. If a call comes into question during a team's attempt on a course, the competing team should call a time-out immediately. The course Judge will stop the time and the problem will be addressed through the Judge or Marshal. The decision of the Marshals is final.

Treatment of Judges, event officials, and volunteers falls under sportsmanship.

Scorecards will be reviewed for accuracy at the end of every day's events; if your scorecard is marked incorrectly, it is your responsibility to be sure it is corrected.

**All Scorecards will be checked by the scorekeeper before the shootout or before awards, if a team's scorecard is not available for review, that team will not be considered for the shootout or for awards.**

## **2.8 : Safety**

The Judge has the right, but not the responsibility, to advise spotters and drivers of unsafe acts. Further, any act deemed unsafe by a judge is to be immediately discontinued. Failure to comply can result in an immediate point out and the team will be asked to move to the next obstacle.

## **Section 3: Miscellaneous Safety Rules**

### **3.1: Seat Belts**

Seat belts must be worn at all times while driving or riding in a vehicle during an event. This includes all passengers and time ran between obstacles as well as time to and from the event site.

### **3.2: Winch cable**

Only winch rope or synthetic cable or Steel cable is allowed.

### **3.3: Fluid Control**

Teams must adhere to all fluid related rules. Excessive loss of environmentally damaging fluids will result in a 10-point penalty assessment or are subject to vehicle disqualification. This includes water in tires.

### **3.4: Loose Articles**

All items must be securely fastened to prevent injury in the event of a rollover. Coolers, miscellaneous parts, and other extraneous items are to be removed from the vehicle prior to each obstacle.

### **3.5: Fire Extinguisher**

Two "completely full" fire extinguishers must be mounted on the roll cage on both the right and left-hand side of the driver. Extinguishers should not be mounted close enough to fuel cells or potential fire hazard areas that would make it dangerous to obtain.

### **3.6: Helmets**

All competitors riding in a vehicle must wear a DOT/Snell approved helmet while

competing. Spotters must wear head protection (soft material not permitted) while on an obstacle. *Helmets that continue to below the ear are Highly Recommended for Drivers.*

### **3.7: Medical Conditions**

Teams must advise a STREET ROCK marshal of any medical conditions that they may have that could affect their ability to perform or become a concern during competition. (Seizures, diabetes etc...)

### **3.8: Handles**

Handles are recommended on the roll cage. These are to be mounted so that in the event of a rollover the hand is safe. Holding onto the outside of the cage is not allowed.

### **3.9: First Aid**

First aid kits containing medical tape, gauze, band-aids, and wrap are recommended in each vehicle.

### **3.10: Drugs/Alcohol**

Drugs and alcohol will not be permitted in any degree during competition. Competitors who are found to be consuming or are under the influence of drugs or alcohol during competition will be disqualified from the event they are participating in. All series points will be forfeited for the specific event. Further, disqualification for the remainder of the season is possible.

### **3.11: Emergencies**

During an event, a team member may be replaced due to an emergency, with approval from a STREET ROCK Marshal. The vehicle must remain the same through an entire event.

## **Section 6: Tie Breakers**

### **For events:**

If, at the end of a competition, two or more of the top 6 competitors have the same “event point total”, a tiebreaker will be used to determine finishing position.

The first tie breaker will be the Shootout course score, best score on the shootout course will determine the winner of the event.

If inclement weather puts one competitor at a disadvantage, then they must be aware that “luck of the draw” sometimes does play a role.

**Section 7: Media**

**7.1.1:** All media going on course, whether photographer or videographer must be approved by STREET ROCK management

**7.1.2:** Outside media outlets will be given priority

**7.1.3:** Media vests of a bright color must be worn at all times when on course

**7.1.4:** All media must sign an appropriate waiver before going on course

**7.1.5:** No alcohol may be consumed prior to or during the event by a member of the media

**7.1.6:** All media are expected to share photos with STREET ROCK and FREEDOM OFF-ROAD LLC; photo credit will be given.

**8.0 Vehicle and Driver Standards:**

As mentioned in the event promotion, this event is aimed at the novice driver that wishes to become familiar with a professional rock crawling competition. This event is aimed and designed for that driver. Rules have been relaxed to an extent, courses have been changed to make them competitive on the “Woods Jeep” level. These vehicle requirements have been developed to try and maintain a fair and level playing field for all that wish to compete. It is understood that each state has different rules regarding the phrase “street legal”. Final decisions on vehicle will be made during technical inspection the day of the event. If for some reason your vehicle does pass an inspection in your state but has a distinct competitive advantage over others you will not be allowed to compete for series points or trophy’s. We will not deny anyone the right to compete or have fun. The following vehicle and driver rules apply.

#### Vehicles:

1. Your competition vehicle must be a street legal vehicle. Meaning this vehicle can and is normally driven on the road from state to state in a safe manner.
2. The vehicle must be registered, titled, tagged and insured in the state of your residence.
3. If for any reason professional sponsorship from corporate entity such as a car dealership is acquired. Dealer tags will be permitted. This doesn’t omit any other standards such as inspection, title and insurance. Please be prepared during the safety inspection to provide documentation if requested by the officials.
4. Rental cars are not permitted on the course.
5. Vehicle inspections vary from state to state. If a resident of PA an emissions inspection is not required. Only a safety inspection is required, this is because not all counties in PA are required for emissions. If for any reason a STREET ROCK OFFICIAL deems your vehicle outside the limits of a vehicle considered for this event or for any reason unsafe you will not be allowed to compete for points or trophies.
6. Tire size and condition – A minimum of 33-inch tires will be used. Tire sizes shall not exceed 38 inches. Tires will be inspected at registration. Calipers, tape measures or any other type of measurement will be deemed appropriate. If your tires do not fall within this range you will not be allowed to compete. Considerations for tires marked 33” in size will be made if the tread is worn off to the point where they no longer satisfy this requirement. You may if you wish fill your tires with water to aid in competition. No other media will be allowed.

#### DRIVERS

1. Drivers must be of a novice experience level. Competition at a higher-level event is considered grounds for disqualification. Please don’t try to sneak in, as we follow your Facebook and our officials pretty much compete at the higher levels so they will find you.

#### SPOTTERS

1. Spotters are the life line of the driver. Either experienced or novice they can determine whether a driver finishes or times out. With that said we encourage the drivers to pick a spotter that he is familiar with. Communication is key and there are no restrictions to who your spotter can be. Either beginner, novice, or professional is

acceptable.

## TOWING

1. As mentioned, the courses were designed for the novice driver and the abilities of the vehicles we are promoting. With that said we aren't going to let you get off that easy. These courses will challenge you and with that said towing is encouraged. Just because your vehicle can drive into the woods on a weekend warrior campaign and then drive home doesn't mean you have to drive it to this event and then drive it home. Damage and break downs are expected. It would be to your benefit to have an alternate source of transportation in the event you can't drive home.

## NUMBERS

1. Team numbers placed on your vehicle in a 3" tall font is appreciated but not mandatory. Located on the sides, and front bumpers or windshield. This helps aid the judges in keeping the event moving in a timely manner and identify teams.