



## **ESP 2026 Autocross Rules:**

This series has a rule set to encourage maximum modifications in a quest to find which combination of car and driver is fastest.

### **Entries:**

A participant may not register as the driver of more than one vehicle per event. A car may have two registered drivers, but the drivers will be split into different run groups with sufficient time for vehicle cool down. Co-drivers will not be allowed to hot lap in the same heat. Registered drivers are not allowed to “catch a ride” prior to the completion of their race heat.

### **Vehicle Modifications:**

**Weight:** All 4&6 cylinder entries except for outlaw cars must weigh at least 95% of the factory curb weight without the driver in the vehicle. All others 2,900lbs minimum with driver unless specified otherwise (GT & GTV). There is no minimum weight in the outlaw class. Engine swaps, aero, suspension mods, body mods, plexiglass direct replacements windows are all unlimited. 200 treadwear tires required for all excluding Outlaw. Tire and wheel size/width/manufacturer are unrestricted.

**Tires:** Participants in all classes must use DOT approved, non-competition, treaded (non-grooved) street tires (no competition radials, no R compound, drag radials) with a treadwear rating of 200 or higher. Eligible tires must be a) in sufficient supply; and b) commercially available to the general public. Tires will be required to pass a technical inspection. Any modifications or chemical treatments to tires is prohibited. Competitors with tires showing any evidence of modification will be immediately disqualified from the event. Safety is of the utmost importance and officials will not hesitate to disqualify questionable tire selections. Ineligible tire: Kumho Ecsta V720 ACR. No powered tire heating systems of any kind will be permitted. Tire blankets in and of themselves are permitted.

**Interior:** No gutted interiors, except Outlaw. Entries with gutted interiors will be classified as Outlaw.

**Windows:** Lexan is approved with a 250lb weight increase for specified class or will be classified as Outlaw.

**Protest:** During the event and before the shootout, competitors may protest another competitor’s vehicle. Please see the race director to file a protest. Protest fee is \$100. If the car is re-inspected and found to be legal, the accused driver will receive the \$100 fee as payment. A

protest fee refund is awarded in the event the protest was accurate and valid. All judgement calls are at the sole discretion of the race director and all decisions are final.

### **Safety:**

Seatbelts or safety harnesses must be properly installed, lap-belts only will be allowed providing they are mounted in the original factory location. Helmets and closed-toed shoes are required for all drivers and passengers.

In events where drag racing is available for fun runs or as part of an Autocross event, Edgewater and Drag Racing sanctioning body IHRA rules prevail. All drivers participating in Drag Racing events will be required to wear a helmet, long pants, and closed toe shoes. Additional rules such as roll over, fire resistant clothing and 5-point safety harnesses may be required depending on your elapsed time and speed. Please visit [www.ihra.com](http://www.ihra.com) for the most up to date rules and information pertaining to driver safety.

### **Timing System & Penalties**

The official time for each run will be measured by the automatic timer plus any penalties incurred. A two-second penalty will be imposed for knocking a pylon over or out of its outlined box. If the pylon is left standing and touching any part of its outlined box, it is not a penalty. Pointer or "lay down" cones are considered directional aids and do not impose a penalty. A DNF (did not finish) will be imposed for knocking a pylon over or out of its outlined box after the finish beam.

### **Restrictions:**

**Eligibility:** All entrants/drivers must have a current and valid government issued driver's license and must be at least 16 years of age. All drivers under the age of 18 must have a parent/legal guardian waiver signed during registration.

**Changing Class Designation:** Driver's may change competition classes - with race director approval - prior to the start of competition runs. The vehicle must meet the rules and criteria for the desired class change. Example: an Outlaw on slicks may change to a GTV assuming they change to a DOT tire and fit all other criteria for GTV. Participants may not "upgrade" their Fun Run Class tech card to a competition class. Anyone who wishes to enter a competition class after purchasing a Fun Run Class (FRC) tech card will need to withdraw from FRC and purchase a new Competition class tech card to prevent "checking out of competitors & classes." There will be no refunds.

### **Fun Run Class**

**FRC –** This class is designed strictly for fun; and is open to anyone wanting to learn the sport of Autocross without the pressure of competition. This class is part of the race day experience, but will not compete for any cash prizes or shootout eligibility. It is open to any vehicle and driver

meeting all above restrictions and safety requirements. You must register before 9:00AM to participate.

### **Competition Classes:**

**GT** – 2005 and newer V8, two-wheel drive, 4+ seat coupes, sedans and wagons (four or more seat belts). 4 seat coupes and sedans (late model Mustang (V8), Camaro, Cadillac BMW, etc.) Also includes V8 AWD's, turbo, supercharged, NA combinations. (GT is Combined with GTA or SCB/N) Weight Minimum: 3,400lbs without driver.

**GTU** – V8, two-wheel drive, 2 seat sports car class.

**GTT** - truck/SUV/van - SRWD (single rear wheel drive) or AWD truck/SUV/van. Trucks built on tube frames that replace OEM frames are allowed in GTT, but full tube chassis truck builds are assigned to Outlaw class.

**GTV** – 2004 and older 4 seat coupes and sedans, including C1-C3 Corvettes and AMX. Weight Minimum: 3,200lbs without driver.

**SCB / N** – naturally aspirated, turbo, and supercharged vehicles (4/6 cylinder or 2 rotor.)

**Outlaw** – unrestricted tire, unrestricted fuel and mods. This class is only open to vehicles that DO NOT fit into any of the above classes. Outlaw class includes: All kit cars, tube chassis and tube frame car builds. However, any cars with tubular front and/or rear clips replacing OEM suspension attachment points or tubular K members will remain in appropriate classes above.

**Note: EV's are prohibited in Outlaw and all other classes.**

### **Payouts by Competition Class:**

GT - \$500 to win + Shootout Entry

Outlaw - \$500 to win + Shootout Entry

GTU - \$500 to win + Shootout Entry

Shootout Overall Winner: \$500

GTT - \$500 to win + Shootout Entry

**Note:** classes may be combined or payout adjusted if minimum car count is not met for a specific class. A vote will take place for the drivers before any class adjustments are made.

GTV - \$500 to win + Shootout Entry

SCB / N - \$500 to win + Shootout Entry

\*Minimum of 8 drivers per class to be eligible for class payouts. The Shootout payout is 100% guaranteed regardless of car count or class participation.

### **8 Car Shootout:**

All Class Winners and Wild Cards receive an entry into a prestigious 8 car shootout for an additional \$500 to win. Shootout eligibility is based on the fastest recorded time per class, not an average time. There will be a Wild Card Drawing to complete the remainder of the Shootout field. The shootout will be handicapped by division, using a dial-in system. Each driver must

declare to the race director - in writing - their dial-in prior to the start of the shootout. The shootout winner will be the driver who comes closest to their estimated time (dial-in) WITHOUT going faster than their dial-in. If both entries are faster than their dial in, the winner will be the driver who broke out by the least amount. Driver's may change their dial-in each round if they choose to do so by communicating a change to the race director in writing prior to the start of the next round.

**Wild Cards:** during the Driver's Meeting, the event staff will confirm the classes in competition for the day. At least two (2) Wild Cards will be drawn at random, with those names selected automatically advancing to the 8 car Shootout. Wild Cards remain eligible to win their class and the associated cash prize for winning class. In the event a Wild Card wins their class and enters the Shootout by racing their way in, the 2<sup>nd</sup> place driver in that class earns a Wild Card spot in the shootout. A Wild Card who does not win class, advances to the Shootout and is eligible for the Shootout Cash Prize only. If a Wild Card or Class Winner does not show up for Round 1 of the Shootout, the position will be left vacant. The Shootout payout is guaranteed regardless of car count / field size.

**Bye Runs in the Shootout:** when necessary, a bye run for the shootout will be randomly drawn in the first round. Subsequent bye runs will be awarded to the winning driver who runs closest to their dial-in without breaking out. A driver is only eligible for (1) bye run in the shootout per event.

**Pairings in the Shootout:** will be randomly drawn first round, with the faster car having choice to go first or second in their pair. After first round, the run order choice will go to the driver who ran closest to their dial-in without breaking out in the previous round. In the event of a tie or timing system malfunction, there will be a re-run of the pair.

### **Entry Fees:**

**Competition Classes (Eligible for Payout / Shootout):** \$80 car and driver entry fee

**Fun Run Class (Not Eligible for Payout / Shootout):** \$55 car and driver entry fee

Spectator Admission: \$10 (Autocross only) or \$15 (Autocross + Rallycross Pass)