

# ***UMI EVENT RULES***

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## ***UMI Motorsports Park***



For all of UMI Motorsports Park Track rules see [here](#).

### **SAFETY**

- Helmets required for drivers and passengers. We follow the current SCCA Solo rules regarding helmet certification.
- Five point harness and racing seats recommended.
- Passengers must be 18 years of age or older.
- Passengers are required to use equivalent safety equipment and follow helmet rules above.
- Keep arms inside the passenger compartment at all times.
- No passengers during shootouts.
- On board fire extinguisher recommended.
- Typical autocross safety rules should be followed such as secure lug nuts, secure battery, no loose objects in the driver's compartment.
- In the event of an off-track incident, only UMI and authorized personnel should approach the vehicle.
- Practice situational awareness at all times whether driving, crewing or spectating.
- Drive within your limits and have fun.

### **TIMING**

- 2 second cone standard penalty.
- Co-drivers remember to switch your numbers on both sides of the car.
- Be sure to tape through, cover or remove any unused numbers. Please apply the decals as high on the car as reasonably possible. If you forget to change numbers, you will receive a warning. An additional infraction will result in a DNF.
- The timing trailer is keeping a manual paper backup copy.
- Live timing is for convenience only. We will not stop the event to fix an error on the live timing display.
- The scoreboards are wireless. Sometimes the scoreboard may not capture your time but rest assured the RaceAmerica console did, along with the paper backup.
- Audits will happen during breaks and after the event.
- Do not approach the timing trailer. Contact the race director with any competition questions.

## **TIRES**

- 200TW required
- Kumho ECSTA V720 ACR prohibited
- No active, powered tire warmers at any time
- MOTM, AXC and KOTM are only permitted to use one set of tires for the event which will be stamped during technical inspection. In the case of a damaged tire or other conflict, please see the race director.
- In the event of rain at MOTM or KOTM, an alternate set of rain tires are permitted. The UMI race director will announce if the event is considered a wet event.
- MOTM and KOTM: No active tire blankets during the shootout. Spraying is permitted only in your grid parking spot during shootouts. Once you pull out of your grid spot, no spraying.

## **WEIGHT**

- Muscle on the Mountain: 3250 lbs after race with driver.
- Autocross Challenge: No requirement. Must weigh 2900 at KOTM if an invite is received.
- King of the Mountain: 2900 lbs after race with driver.
- Ballast must be securely bolted using adequate, high quality hardware or dedicated ballast mounting brackets. Oversize washers or plates should be used to prevent pull-through.
- No ballast sandbags or other temporary solutions. Passengers are not to be used as ballast.
- Track scales are the only official scales - no exceptions.
- If you do not make weight, your car will be rolled off and rolled back on two more times. Zero tolerance policy. One pound light is cause for disqualification.
- Cars will be randomly weighed during qualifying. At no point during qualifying can your car weigh less than 3250 lbs MOTM / 2900 lbs KOTM.
- The UMI race director reserves the right to weigh your car at any time.
- Please make sure your car, with you in it and empty of fuel, weighs at least 3250 lbs (MOTM) / 2900 lbs (KOTM).
- We are not initially weighing obviously heavy cars, only vehicles who may be close to the limit.
- If you feel your vehicle is close to the 3250/2900 weight limit, please arrive on Thursday evening between 4-7pm to have your vehicle weighed.
- Only have your vehicle weighed if it may be close to the limit. The scale area can get congested, so please limit the weighing of obviously heavy cars.
- UMI race director's decision as to ballast safety and suitability, and race weight when scaling, is final.

## **COMPETITION**

- No electric or plug-in vehicles.
- Any fuel permitted except nitromethane.
- Any aero permitted.
- Power adders permitted.
- Fender flaring and non-standard wheel sizes are allowed.
- All body panels: fenders, windshields, hood etc. must be properly mounted and retained throughout the event. Your vehicle should start and finish with the same body panels. Factory removable hardtops or softtops may be removed as long as rollover protection is present. Factory T-tops may be removed as well.
- Interiors may be sparse.
- Lexan permitted.

## **MOTM SPECIFIC RULES**

- Vehicle must be American Made, Front Engine, RWD.
- All cylinder counts allowed.
- The drivetrain must be American (ex. no 2JZ engines).
- In the event of a rainout, the shootout will not be rescheduled.
- In all cases UMI race director and/or event owners' decisions are final.
- 3250 lbs after race with driver minimum.
- Co-driven cars are permitted, but only one driver is eligible for the shootout and must be designated prior to the event. The shootout eligible driver will run qualifying with the class the car is classed in. The non-eligible driver will run in a different class.

## **KOTM SPECIFIC RULES**

- We are inviting you and your known car. If you plan to bring a different car, please let us know prior to leaving for the event so we can approve.
- Shootout eligibility is based on the car you entered. If your primary car breaks on Friday's first run, you may race a different car but will be ineligible for the shootout. Your car number can only be transferred to a single driver car (No three driver cars).
- We require two good faith runs per day in order to qualify for the Turn One shootout.
- In the event of rain, alternate shootout time is 9AM Sunday.
- For the shootout, working headlights are required.
- This is a UMI sanctioned event. In all cases the UMI race director and/or event owners' decisions are final.
- 2900 lbs after race with driver minimum
- Co-driven cars are permitted, but only one driver is eligible for the shootout and must be designated prior to the event. The shootout eligible driver will run qualifying with the class the car is classed in. The non-eligible driver will run in a different class.

For rule clarifications or questions please contact [ramey@umiperformance.com](mailto:ramey@umiperformance.com)

## **KOTM SHOOTOUT SPECIFIC RULES**

- No Passengers allowed during the shootout competition.
- No co-driven cars allowed during the shootout competition.
- All cars return to their designated grid spots after every run during rounds 1,2 and championship round.
- Round 3 all cars report to the scale area after your run. The winner will be weighed. If the winner is light, the second place car will be weighed. If both cars are light, we will go back to 3rd and 4th place from round 2, and they will re-run round 3.
- The car must start and move under its own power to approach the starting line and cannot be pushed.
- Drivers cannot exit the car during the "Final 4 championship round". Once this round starts, (3 runs each competitor,) drivers must remain in the car. ( I.E.- The car must return to the designated grid spot after each run, but only crew members may do tire checking/spraying etc.)
- Passive tire warmers only allowed when the car is in your designated grid spot. (I.E.- Insulated blanket or equivalent that retains heat generated by the brakes/tires etc. only. No active tire warmers or external heat sources at any time.)
- Tire spraying/ pressure checking are allowed only when the car is in your designated grid spot.
- There are NO opportunities to call a "mechanical" situation. You may repair any problems that you can accomplish while the car is in your designated grid spot within the time between runs.
- Crew members must disengage from the car and the car must start moving at the grid director's command to head to the start line, or you lose your run. NO GAMES! NO EXCEPTIONS! (I.E.- Stalling the engine 3 times on purpose to buy more time for tire spraying/checking is unsportsmanlike and will be at the grid director or Race director's discretion, which could lead to loss of run or disqualification.)
- The car must maintain the required 2900 lb. weight minimum at all times during shootout competition.
- You must run the same 4 tires that were used for qualifying. They may be rotated. In the event that a tire would become damaged during the shootout, it can be changed at the Race director's discretion if one is immediately available and it meets the current tire rules. It must be changed within the time segment between your last run and be ready to go when the grid director commands you to the starting line for your next run. It may be changed outside of designated grid spot if necessary to prevent wheel damage. NO other maintenance may be done if the car is out of the grid spot. Flat tire change ONLY!

# **KOTM SHOOTOUT FORMAT**

1st Round order: (All cars return to grid spot after each run)

- (1) Early Model Class – 12 cars, one run each. 6 eliminated. 6 move on.
- (2) Mid Model Class – 12 cars, one run each. 6 eliminated. 6 move on.
- (3) Late Model Class – 12 cars, one run each. 6 eliminated. 6 move on.
- (4) Super Late Model Class – 12 cars, one run each. 6 eliminated. 6 move on.
- (Pause)

2nd Round order: (All cars return to grid spot after each run)

- (1) Early Model Class – 6 cars, one run each. 4 eliminated. 2 move on.
- (2) Mid Model Class – 6 cars, one run each. 4 eliminated. 2 move on.
- (3) Late Model Class – 6 cars, one run each. 4 eliminated. 2 move on.
- (4) Super Late Model Class – 6 cars, one run each. 4 eliminated. 2 move on.
- (Pause)

3rd Round order: \*\*\* (All cars report to scale area after each run)\*\*\*

- (1) Early Model Class – 2 cars, one run each. 1 moves on.
- (2) Mid Model Class – 2 cars, one run each. 1 moves on.
- (3) Late Model Class – 2 cars, one run each. 1 moves on.
- (4) Super Late Model Class – 2 cars, one run each. 1 moves on.
- (Pause)

Championship Round order: (All cars return to grid spot after each run)

- 3 Runs, each competitor.
- (1) Early Model Class Champion – 1st run
- (2) Mid Model Class Champion – 1st run
- (3) Late Model Class Champion – 1st run
- (4) Super Late Model Class Champion – 1st run

\*\*\*\*\* REPEAT RUN ORDER FOR 2ND AND 3RD RUNS \*\*\*\*\*

CHAMPION CROWNED