



UTV Rally Raid 2014 Rules and Regulations

These rules and regulations are correct at the time of printing. To stay up with rules discussion and preprint changes see www.southeastsxs.com



Class QR3 Vehicles

This includes but is not limited to:

1. Can Am 800R
2. Yamaha Rhino (all models)
3. Polaris RZR 800 (STD)
4. RZR 570 (STD)
5. Joyner Viper 800
6. Kawasaki Teryx (STD Edition)
7. Boss Buggy per "QR3" requirements.
8. Honda FL350R Pilot
9. Arctic Cat Prowler 550 – 800
10. Any other 800cc or below machine that is factory assembled in stock form meeting all other class requirements.
11. Private built, professionally built, or other brands not listed that meet perimeters for "QR3".
12. No Motorcycle or Snowmobile powered vehicles permitted in "QR3" or "QR2" competition. Mandatory "QR3" classification regardless of engine cc size.

Engines

1. "QR3" vehicles will be held to a Max Factory Rating of 800cc.
2. No Modifications either externally or internally including Tuners or Controllers of any type.
3. Engine alterations are limited to maintenance up keep items ONLY! (i.e. Oil and Air filter replacements, oil, valve adjustments, spark plugs, etc)
4. No aftermarket Cold / Ram Air systems. Air Filters must remain in Factory location and size.
5. Any other modifications will be deemed ILLEGAL and not allowed for "QR3".



Drive Train

1. No drive train modification of any type including but not limited to Clutch kits, Clutch Springs, Weights or Helix modifications
2. Maximum width limit is 68 inches

Fuel

1. (93) octane or below pump gas only. No Race Gas, Octane Boosters or Additives allowed.
2. No E-85 fuel.
3. No Fuel Cells. Fuel containment will remain as originally manufactured from factory.

Suspension

1. Factory Travel lengths.
2. Lift Kits.
3. Aftermarket or Performance Shocks / Springs. (i.e. Elka, King, Fox, Walker Evans, Bilstein, etc) permitted.
4. Boxing of control arms is allowed for strength and safety purposes.
- 5, Yamaha Rhino's meeting all other QR3 requirements may also run a long travel kit of 3.5"

Brakes

1. As originally manufactured from factory, operational Front and Rear.

Steering

1. Power or Manual (No Quickners)

Tires / Wheels

1. Any combination



2. Wheels spacers permitted.

NO tire modifications allowed in any class period! Must be of original design and chemical make-up. Tires are subject to inspection at any time by Quantum racing staff!

Lighting

1. Any (No limitations, H.I.D and or L.E.D permitted)
2. Must have minimum (1) working Headlight and (1) working Taillight with Brake light.
3. All rear lights will be "Red" in color and used for the intended purpose of a tail light or brake light only.
4. Brake lights are to be brake pedal activated only.
5. Lights are to be in operation the entire duration of the racing event.

Note 1: Sway bar removal is permitted, aftermarket roll cages, bumpers, side nerf bars and under body skids are permitted. Lift kits are permitted. Additional Safety upgrades are permitted that do not enhance vehicle performance (i.e. Seats, Seat belts, Personal Restraint devices, Window nets, and or Rear Nets, etc). Must meet all minimum requirements per "Safety Requirements" to compete (See Safety Requirements).

Note 2: No other performance modifications will be permitted and are considered illegal for "QR3".

Reference: The term Performance in this publication will be identified as any product used to reduce lap times or increase engine and or drivetrain output. This does not include Seat(s), Seat belt(s), Window Net(s), Rear Net(s), and or Personal Restraint Device(s).



Class QR2 Vehicles

This includes but is not limited to:

1. Can Am Commander 1000
2. Joyner Viper 1100
3. Honda FL400R Pilot.
4. Polaris RZR 4
5. Boss Buggy per "QR2" requirements.
6. Polaris RZR S
7. Arctic Cat Prowler 1000
8. Private built, professionally built, or other brands not listed that meet perimeters for "QR2".
9. No Motorcycle or Snowmobile powered vehicles permitted in "QR3" or "QR2" competition. Mandatory "QR3" classification regardless of engine cc size.

Engine

1. Vehicles with engines over 801- cc rating.
2. Performance Exhaust.
3. Air filters kits to include Cold / Ram Air kits.
4. Aftermarket Fuel Controllers.
5. Ignition or Timing Controllers.
6. Big Bore Throttle Bodies.

Note: NO internal modifications permitted.

Drive Train

1. Clutch kits, Clutch Springs, Weights or Helix modifications are permitted



2. Maximum width limit is 68 inches

Fuel

1. (93) octane or below pump gas only. No Race Gas, Octane Boosters or Additives allowed.
2. No E-85 fuel.
3. No Fuel Cells. Fuel containment will remain as originally manufactured from factory.

Suspension

1. Long Travel Suspension permitted.
2. Aftermarket or Performance Shocks / Springs (i.e. Elka, King, Fox, Walker Evans, Bilstein, etc) permitted.
3. Altered Shock locations permitted.
4. Boxing of control arms is allowed for strength and safety purposes.

Brakes

1. Open, must have operational both Front and Rears.

Steering

1. No Limitations.

Lighting

1. Any (No limitations, H.I.D and or L.E.D permitted)
2. Must have minimum (1) working Headlight and (1) working Taillight with Brake light.
4. All rear lights will be "Red" in color and used for the intended purpose of a tail light or brake light only.
5. Brake lights are to be brake pedal activated only.
6. Lights are to be in operation the entire duration of the racing event.



Tires / Wheels

1. Any combination.
2. Wheel spacers permitted.

NO tire modifications allowed in any class period! Must be of original design and chemical make-up. Tires are subject to inspection at any time by Quantum racing staff!

Note 1: Sway bar removal is permitted, wheel spacers are permitted, aftermarket roll cages, bumpers, side nerf bars and under body skids are permitted. Lift kits are permitted. No other performance modifications are permitted. Additional Safety upgrades are permitted that do not enhance vehicle performance (i.e. Seats, Seat belts, Personal Restraint devices, Window nets, and or Rear Nets etc). Must meet all minimum requirements per "Safety Requirements" to compete (See Safety Requirements).

Note 2: No other performance modifications will be permitted and are considered illegal for "QR2".

Reference: The term Performance in this publication will be identified as any product used to reduce lap times or increase engine and or drivetrain output. This does not include Seat(s), Seat belt(s), Window Net(s), Rear Net(s), and or Personal Restraint Device(s).



Class QR1 Vehicles

THIS IS THE FASTEST PREMIER UTV CLASSIFICATION. OPEN TO ANY PERFORMANCE MODIFICATIONS:

This includes but is not limited to:

1. Honda Pilot Racing Buggies.
2. Redline Revolt Racing Buggies.
3. Rage Racing Buggies.
4. Trophy Karts (All).
5. Any private or professionally purpose built race vehicle that exceeds QR3 or 2 perimeters.
6. All Motorcycle / Snowmobile powered vehicles.
7. Polaris RZR XP 900
8. Arctic Cat Wildcat
9. Canam Maverick
10. Polaris XP 1000

Engines

1. Turbo Chargers Permitted
2. Big Bore Kits Permitted
3. Stroker Cranks Permitted
4. Race Fuel Permitted
5. Camshaft swaps Permitted
6. Ported Heads / Intakes Permitted
7. Superchargers Permitted
8. Nitrous Oxide Injection Permitted



9. Maximum engine cc limit is 1450cc in class "C". No diesel power-plants allowed.

Drive Train

1. No restriction
2. Maximum width limit is 74 inches

Fuel

1. Race Fuels permitted to include Methanol, Alcohol, etc.
2. Fuel Cells Permitted.

Suspension

1. No Limitations.

Brakes

1. No Limitations must have operational Front and Rears.

Steering

1. No Limitations.

Lighting

1. Any (No limitations, H.I.D and or L.E.D permitted)
2. Must have minimum (1) working Headlight and (1) working Taillight with Brake light.
4. All rear lights will be "Red" in color and used for the intended purpose of a tail light or brake light only.
5. Brake lights are to be brake pedal activated only.
6. Lights are to be in operation the entire duration of the racing event.

Tires / Wheels



1. Any combination.
2. Wheel spacers permitted.

Tires / Wheels

NO tire modifications allowed in any class period! Must be of original design and chemical make-up. Tires are subject to inspection at any time by Quantum racing staff!

Note 1: Sway bar removal is permitted, wheel spacers are permitted, aftermarket roll cages, bumpers, side nerf bars and under body skids are permitted. Lift kits are permitted. No other performance modifications are permitted. Additional Safety upgrades are permitted that do not enhance vehicle performance (i.e. Seats, Seat belts, Personal Restraint devices, Window nets, and or Rear Nets etc). Must meet all minimum requirements per "Safety Requirements" to compete (See Safety Requirements).

Note 2: Must have a mounted Fire Extinguisher by means of a Vehicle Mounting Bracket of at least 2.5 lbs and be of the ABC type. No tying, taping, and or strapping Fire Exts will be permitted. Fire Exts must be able to be easily accessible and removable.

Note 3: No other performance modifications will be permitted and are considered illegal for "QR2".

Reference: The term Performance in this publication will be identified as any product used to reduce lap times or increase engine and or drivetrain output. This does not include Seat(s), Seat belt(s), Window Net(s), Rear Net(s), and or Personal Restraint Device(s).

Team Identification

All race vehicles will have 3 ea. MX style white number plates per vehicle. One on either side, head high mounting in the B-pillar area and one on the back of vehicle of the same manner. Lettering will be a minimum of 4" high. ALL number plates are subject to review by Quantum staff at any time!

Note 1: Must meet all minimum requirements per "Safety Requirements" to compete (See Safety Requirements).

Note 2: Must have a mounted Fire Extinguisher by means of a Vehicle Mounting Bracket of at least 2.5 lbs and be of the ABC type. No tying, taping, and or strapping Fire

Team Composition



Drivers can either choose to race solo or with a second driver or with two cars and two drivers (one driver for each car). Both drivers must be registered pre the defined registration time limit. A two driver team consists of one car and two drivers for that car, driver swaps can be made at any time during the race as many times as is required, if the car falls out of the race then both drivers fall out of the race as a consequence. In the case of a two car team if a car falls out of the race the entire team is out of the race.

In both instances navigators may be used, however they may not drive at any time unless they are a registered driver. A registered two driver team may run with both drivers in the vehicle at the same time, one acting as a navigator.

Note: - Two Car Teams

- 1, A driver is registered to a car
- 2, The second car must sit in Parc Ferme to be in place not later than 30 minutes before race start
- 3, No refueling or repairs in Parc Ferme
- 4, If one car in a multi-car team falls out of the race, the entire team is out of the race
- 5, If a damaged car limps into the timing gate then it must go directly to the pit, be repaired and make one more lap before it is eligible for Parc Ferme handover

- 6, If a Parc Ferme vehicle requires fuel is must be replaced with the incoming car and then enter its pit to be fueled.
- 7, No entry to Parc Ferme by any one until replacement vehicle is available to take its place
- 8, Both vehicles run the same number
- 9, Highest classed vehicle determines class for entire team
- 10, Drivers cannot swap cars
- 11, Parc Ferme is entered after recording current lap
- 12, Parc Ferme cars at race start must only have half a tank of gas

Note:- If more than half a tank of fuel exists on the vehicle gas gauge upon race start. Quantum Racing can assist with fuel removal of the excess fuel via a pipe fed into the gas tank via the filler cap and an electrically operated fuel pump fed into a gas can provided by the race team associated with that car. Pumping will occur in the presence of a team member associated with that car to ensure fairness. Fuel will be removed until the fuel gauge in that vehicle reads half a tank.

Navigators

Each car can carry one navigator. Registered navigators are not permitted to drive at any time unless they have been registered as a two driver team and driver fees have been paid for the navigator. If a two



driver team entry is registered then both navigator and driver may swap at any time during the race as many times as required.

Note:- All driver swaps or handovers must only be completed within the pit area, under no circumstances are competitors allowed to stop on the course and make changes unless in the case of medical emergency. Failure to comply with this rule will result in disqualification of the entire team.

All classes must meet UTV Rally Raid® safety specifications,

1. Restraints for both Driver and Passenger (four point preferred)
2. Crash Helmets
3. Eye protection
4. Gloves
5. Lace up foot wear
6. Full length pants
7. Side protection (either OEM netting or doors).
8. Full OEM or after-market roll cage
9. Full OEM or after-market body work
10. Fully operational four wheel brakes
11. Headlights (At least one)
12. Tail Lights (At least one)
13. Brake Lights (At least one)
14. Horn
15. Rear View Mirror (either side or center mount)
16. Must have a mounted Fire Extinguisher by means of a Vehicle Mounting Bracket of at least 2.5 lbs and be of the ABC type. No tying, taping, and or strapping Fire Exts will be permitted. Fire Exts must be able to be easily accessible and removable from the driver seat.



All classes without exception while racing must burn headlights and tail lights, brake lights must be operational and functioning. This is for the safety of other racers and UTV Rally Raid Staff

Additional Notes

Comms

In all classes PIT lane radio communication is allowed, either by way of two way radio or helmet mounted radio systems.

Inspection

All classes upon request may be required for scrutinizing on a random basis to ensure fairness on the day of the race, anyone found not in compliance with their class definition will be offered the chance to race up. If that offer is declined race refusal will apply. No refunds will be given in this instance; it is the responsibility of the individual racer or team to ensure compliance.

Race Up

Any driver or team has free reign to race up and participate in any class above their own, racing down is not permitted under any circumstances.

Note: - Drivers moving up a class once they have participated on one race cannot change class without forfeiting any and all points earned in the previous class.

Fuel

Regular pump gas up to 93 Octane is required for all classes with the exception of the Class C class; race fuel may be used for the Class C class. Any gasoline above 93 Octane is considered race fuel and constitutes Class C classification.

No octane boosters or fuel additives may be used with the exception of the QR3 class.

Lighting

All classes are permitted to run auxiliary lights including the use of HID and LED.

Helmets



Mandatory, full faced helmets! May where MX style helmets permitted with MX style goggles. Must be DOT approved.

Proof of Purchase for Tech Inspection

All drivers are required to bring their proof of purchase to Tech Inspection. Just a simple printout from your computer is all that's needed. It will help us ensure everyone is in the proper class per the rules, no proof of purchase no tech.

Conduct and Safety

The aim of UTV Rally Raid® is to create an enjoyable experience for racers and spectators alike, drivers and teams are reminded that aggressive or threatening behavior towards UTV Rally Raid® staff will not be tolerated under any circumstances; this ruling also covers your fellow racers and their crews. Noncompliance with this ruling will result in immediate disqualification from the race series and any future UTV Rally Raid® events for a period mandated by the racing body.

Remember, you want to race, your family to be safe and your children to enjoy a day out racing and so do we. UTV racing is a growing sport and requires a growing following to be successful. These rules and regulations are designed to keep racing, fun, fair and safe for all involved, please ensure you abide by them. No race fees or other monies paid to UTV Rally Raid® or its partner parks will be refunded due to disqualification for noncompliance of the rules and regulations as written herein. No alcohol before or during the race. Drugs will not be tolerated! Failure to comply with these policies will result in immediate removal from the event.

No non-participating vehicles will be operated in the pit area during the race event. Only Quantum and park employee's vehicles are allowed to operate in pit area during race event, no exceptions. Spectators will yield to race vehicles during the race in the pit area and maintain foot traffic to the outside of the pit lane at all times.

Any driver being warned for excessive speeding into the scoring gate more than 2 times in any one given event will be held at race control for a 1 minute penalty! If called out again in the same event driver and car will be disqualified from that event and parked for the remainder of the event.

1. Mandatory battery powered amber flashing safety lights will be carried in each vehicle during the event. In the event of vehicle failure, the light will be placed 20 ft. or more back up the trail in which traffic will be coming to warn other racers that there is a obstruction ahead so they may heed to a safe speed to pass safely!

2. Battery powered flashlight mandatory!



3. Rear facing lighting, (taillights, blue lights, yellow lights) must not blinding to the point that it constitutes danger to the following driver!

4. Fire extinguishers must be reachable from the driver's seat!

5 Any activities requiring removal or additions of equipment, person's etc, must take place in driver's pit. This will not be allowed at the timing gate, no exceptions!

6. Any and all four wheel or all-wheel drive vehicles factory built or custom built will be required to completely enclose the drive shaft running Through the drivers and passengers compartments with either the original manufacturer floor boards or a minimum of 18ga.

carbon steel plate the whole distance of the interior front to rear. Any tunnels are subject to Quantum racing official's discretion!

7. Mandatory 4 point harness at a minimum

8. Extinguishers will be permitted. Fire Exts must be able to be easily accessible and removable from the driver seat.

Driving

Driving considered to be dangerous will result in a one race ban and disqualification from the current event. Actions considered dangerous include but are not limited to;

1. Ramming

2. Forcing other drivers of the course

3. Using rear facing bright white lights and not in a stand still crash situation

Remember you are racing the clock not for track position.

Complaint or Dispute Procedure

To file a complaint or dispute a team must file the case within seven days of the end of the race in question; along with the dispute a payment of \$250 must be made. If the complaint or dispute is upheld the full \$250 will be refunded. If the case is found to be in error the \$250 is forfeit and retained by UTVRR to cover expenses.

Unedited or RAW video footage can be submitted to support any complaints or disputes.

If you have any questions regarding these rules and regulations or any other UTV Rally Raid® matter please send an email to the UTV Rally Raid® staff using the contact UTVRR link.



Scoring Procedure

One point is awarded for every lap completed

Points are awarded for a place received in that race

1st = 10 points – 10th = 1 Point

A DNF will net all race lap points but no points for place in the championship table

The idea behind the points scoring system for UTV Rally Raid (UTVRR) is based on the idea that racing is for intelligent people and not just a gorilla that can mash the gas with the biggest check book. It was devised with breakdowns in mind and making the pits come alive.

So what are the basic principles?

- 1, Go fast, but not too fast, don't crash
- 2, Finish the race and make the checkered flag
- 3, If you break it, get it home, fix it and get back out there
- 4, You need points for the place not just bashing out laps

It makes you think, "get into my groove and be smart", sometimes going fast is what it takes, other times consistent mid paced lap times are what you need, you make the decision based on your place in the series and the gaps in points between you and the nearest team.

So how does it work?

1st gets 10 points down to zero based on place, 1 point per lap for each lap completed within four hours,

If you DNF you will only get your points for the laps you have completed, not the points you would have got for the place you achieved within the race.



So what constitutes a DNF?

A DNF is very simply not being there when you have been told you cannot complete anymore laps and you get the checkered flag.

Example 1,

Team OVD starts the race and completes 10 laps, they are awarded 10 Championship points for those 10 laps and the 10 laps earns them 1st place in the race at the end of the night. The first place will get them another 10 points so their total for that race in the championship is 20 points, great!

Example 2,

Team OVD starts the race and completes 10 laps, they are awarded 10 Championship points for those 10 laps and the 10 laps earns them 1st place in the race at the end of the night. The first place should get them another 10 points so their total for that race in the championship should be 20 points but they got a DNF. Because they got a DNF the points for the place in that race do not carry over into the championship and they only score 10 points.

They were awarded 1st place in the race and got the first place medal for that race as the 10 laps they did got them the first place in the race but the place points did not convert into championship points as they got a DNF – They didn't get to the checkers at the end of the race thus only 10 championship points are awarded, not so great!

Checkers or wreckers will not win you the championship title in UTVRR, you have to be smarter than that!

This system works so well because UTVRR courses are designed for you to go fast, faster than any other series and not to wreck your ride, the only thing that will wreck your ride is you!

If you don't wreck but have a mechanical failure that you can fix you need to get back out there and make the Checkers.

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