

# 2008 NMRO Season Rules Changes and Additions:



## General Rules (pg. 5)

### 3. Conduct: Disqualifications, Ejections, Fines, & Suspensions

**3.2 Note:** (2008) Any "Pit Vehicles" (Golf Carts, ATV, etc.) found or operated in the 'Show and Shine' area, whether operated by the racer, his or her pit crew, or family, will result in the automatic disqualification of that race team in its next race.

**3.10 Should a crew member or a family member approach the scene of a crash or cross into an area which is off limits to them, it will result in an automatic deduction of 100 points to the team that the person represents. We have trained persons on stand by at every event to ensure the very best safety and care is provided to each competitor should a racer become injured.**

**3.11** Should another racer approach the scene of a crash or cross into an area which is off limits to him or her, this will result in an automatic disqualification of that racer's team from their next race.

## General Rules (pg. 6)

### 4. Apparel:

**4.4** It is highly recommended that drivers in all applicable classes use a Hans device when racing.

### 7. Staging and Timing:

**7.1 Note:** (2008) Example: Should a competitor take 3 minutes to get to the line and proceed to take another minute to get staged and into position to race, this will result in a disqualification as well.

## General Rules (pg. 7)

### 8. Qualifying (Tough Trucks)

**8.6** If a vehicle does not meet the obstacle with the two front tires, a five-second penalty will be assessed and added to the vehicles qualifying time.

**8.8** If a vehicle touches an marker or barrier; a five-second penalty will be assessed and added to the vehicles qualifying time.

## General Rules (pg. 10)

### 14. Points System

**14.11** Points - Modified Tough Trucks:

(Add) (2008) 10 points for the fastest qualifier

**14.12** Points - Modified Tough Trucks (Single Pass)

1st-100, 2nd-95, 3rd-90, 4th-85, 5th-80, 6th-75, 7th-70, 8th-65, 9th-60, 10th-55, 11th-50, 12th-45, 13th-40, 14th-35, 15th-30, 16th-25

**14.13** Ties (Single Pass format) First Driver to post the time will receive the higher place.

**14.14** Ties (Season ending) In the case of a season ending tie the winner will first be determined by the racers number of wins, second by their number of top five finishes, third by their number of events, and should the tie persist, winner will be determined by a coin toss.

## Tough Trucks - Modified (pg. 14)

### Vehicle Requirements:

#### Engine:

**1.** (Replace) No turbo/superchargers allowed. Naturally aspirated only.

**7.** At least two throttle return spring required.

## Mud Drag Rules (pg. 16)

### Driver's Safety:

**6.** Failure to comply with safety guidelines will, in most instances, result in an immediate disqualification. The final decision will reside either with the Competition Director or the Event Director.

## Mud Drag Rules (pg. 17)

### Vehicle General Requirements:

**7.** Hat Blankets and Blower Blankets are Highly Recommended

**8.** All added weight must have the cars NMRO number printed on it. Should the car have multiple numbers, one will be sufficient.

## Mud Drag Rules (pg. 19)

### Body:

**3.** Rear engine vehicles; it is highly recommended that a shield behind the drivers head be utilized.

### Operation of Mud Contest

**Tech: 7 (C)** Classes 5 and 6- One pass per entry and an additional pass may be purchased. NOTE: A lane change is not guaranteed.

## Mud Classes (pg. 20)

### Class 1B:

**4.** Must pull a steady 12" of vacuum at 800 rpm.

### Class 2:

#### Engine:

**3.** No aluminum heads, no raised runner heads Note: If factory, proof may be asked for at Tech inspection.

## Mud Classes (pg. 21)

### Body:

**2.** Body must be sheet metal with the exception of the hood.

### Class 3:

#### General:

**5.** Anyone bumping up from Class 2 must follow all safety guidelines of Class 3. Example: Full fire suit, shoes, gloves, head sock, etc.

## Mud Classes (pg. 23)

### Class 4:

#### Tires:

**2.** (Add) 46" Mickey Thompson's

## Mud Classes (pg. 24)

### Class 5:

#### Tires:

**3.** (Add) 46" Mickey Thompson's

## Mud Classes (pg. 24)

### Class 6:

#### Tires:

**3.** (Add) 46" Mickey Thompson's