

Rules and Regulations: 2008 King 4x4 Challenge

(Version 1)

I. General rules

- A. The officials have the final say. They may remove a team for any reason without refund.
- B. All vehicles must pass technical inspection and be present for inspection by 8 A.M. on June 14th.
- C. You will be assigned into one of 3 classes based upon any modifications you have made to your rig.
- D. Your entrance fee and registration is for all judged events. You are expected to compete in as many events as possible. If you are unable to compete at the assigned time, you forfeit all points from each event you miss.
- E. Each event will be worth a total of 100 points each, with the additions of course completion bonus points for 1st, 2nd, 3rd. The top 3 overall scores from each class will receive awards accordingly.
- F. Drugs and alcohol are strictly forbidden. Violators will be disqualified and asked to leave the premises, by Police if necessary.
- G. Anyone in contact with the 4x4 when it is in motion must be seat belted and wear a helmet. Spotters may be outside the vehicle, but may not touch the vehicle when it is moving.
- H. CCKC reserves the right to modify the rules for safety or other valid reasons at any time. However, registered competitors will be notified of changes before the competition begins. Please be sure of current version number on the day of the event.
- I. All drivers must have valid driver's license.
- J. All Vehicles must not leak fluids. Any vehicle leaking fluids profusely will be required to fix problems or be disqualified from event.

II. Classes of competitors

- A. Daily drivers
 - 1. Street legal with tires up to 35 inches
 - 2. Must pass inspection described in section III.
- B. Modified
 - 1. This class is for both street legal and non street legal teams
 - 1A. Street legal with 36 inch and up tires
 - 1B. Non-street legal with 38" inch and under tires
 - 2. Street legal teams must pass inspection described in section III.A
- 3. Open
 - 1. No restrictions other then safety: see section III.B

III. Tech Inspection

- A. Daily Drivers:
 - 1. Must be registered, licensed and insured to operate on US highways, bring proof.
 - 2. All modifications like frame height, bumpers and so on must meet Utah State safety inspection codes, with the exception of mud flaps and fender flairs.
 - 3. We are not looking for burned out lights, cracked glass, etc. but they must at least show an attempt to work.
 - 4. Exhaust systems must be intact, but you may run open or uncorked.
 - 5. Tires and rims must be DOT approved and unmodified with the exception of siping up to 1/8".
 - 6. Vehicles must have functional sheet metal to include fenders, firewall, and so on.
 - 7. Must use factory style frame, suspension, brakes, and steering. No full hydro steering.
- B. All classes must meet the following:
 - 1. Working seat belts or certified race harness.
 - 2. Factory integral steel hard top or roll cage.
 - 3. Snell or DOT approved helmet.
 - 4. Must have a charged fire extinguisher easily accessible by driver. (Two preferred)
 - 5. Common sense; if it's not safe, don't bring it.
 - 5. Judges may refuse entrance for any item they believe to be unsafe.

IV. Pits and Crew

- A.** One driver and one spotter with entry fee.
 - 1. One additional crew person may be added for an additional fee of seven dollars, but may not ride or aid during participation of the events.
- B.** Must be over 18 or have parental waiver signed.
- C.** You may provide your own tools, food, and drink.
 - 1. Drugs and alcohol are strictly forbidden!
 - 2. There is no electricity, air, or water provided, but you may bring your own.

V. Rules and scoring for events

- A.** You should compete in as many events as possible to improve your score.
- B.** Mod bog, Tire Pit, Log Cross, Truck Pull, and Rock Garden are all scored as follows:
 - 1. 1 point for every foot traveled
 - 2. 5 bonus points for completing the course
 - 3. If more than 1 team in a class finishes, the best time (after penalties) wins and gains 5 bonus points.

Example, if three finish their scores would be:

1st place 100 points + 15 bonus= 115

2nd place 100 points + 10 bonus= 110

3rd place 100 points + 5 bonus= 105

- 4. Winching is allowed for the Rock Garden and Log Cross but not for the Mud Bog Pull Sled, or Tire Pit.
 - A.** For every winch up to 20 feet, you will lose 10 points.
 - 5. You may back up with no penalty, but where you stop, not your furthest point traveled, is your score.
 - 6. For every one of your tires that hit or cross a cone, you lose 20 points per cone.
 - 7. Your spotter may be outside the vehicle guiding and moving rocks.
 - 8. You may use a jack to increase your score, but no ramps, boards, or so on.
 - 9. Each course will end at 5 minutes or if the driver calls it quits before the time limit.
- C. Race/Time Trials**
- 1. 20 seconds will be added to your time for every one of your tires that hit or cross a boundary marker.
 - 2. The fastest time after penalties gets the highest score of 115 points with the second fastest after penalties earning 110 points, third 105 and so on.

Example:
A time of 130 seconds + 0 seconds penalty = 130 score for first place and 100 points.
A time of 120 seconds + 20 seconds penalty = 140 score for second place and 95 points.
A time of 130 seconds + 20 seconds penalty = 150 score for third place and 90 points.

D. Engineering Event

- 1. This is a non-driving event that is designed to test important features of a 4x4 not tested in the driving events, such as the appearance or the amount of passengers and cargo a team can haul.
- 2. The judges will score each team from 8 A.M. to 9:30 A.M. Teams must be present or receive no score.
- 3. Teams may not start or move the vehicle during this event or they will forfeit the points.
- 4. All equipment that you earn points for here must remain on during the driving events.

Your and your pitman will be required to sign for acceptance and understanding of rules and regulations to be signed on the application form. There will be no excuse for not knowing the rules.