

IRONMAN 2007 RULES

- Heats on Saturday will be 20 minutes each. Drivers will run a mandatory 5 minutes each using only 1 vehicle.
- Teams will be able to use vehicles of choice in all races
- Must finish all races with the vehicle you started with
- 125 cc fuel cell max for buggys
- 150 cc fuel cell max for truggys
- All vehicles will be repaired behind the drivers stand. All vehicles must remain in pits. Drivers must remain on the drivers stand while repairs are being made. Marshals remain on the track. All repairs to be made by other teammates only.
- Added external bumper and/or nerf bars will NOT be allowed
- Over aggressive driving will not be tolerated
- Teams will decide when drivers are to race before the event begins
- All teams must use the track transponders
- Teams will finish all 30 minute rotations where they begin
- Must leave from pit lane after repairs
- All teams are responsible for securing transponder in vehicle
- Any cheating will result in disqualification
- All vehicles will go thru final tech before after the mains