#### 1 General

- 1.1 Participants may bring 1 helper into the riders quarters, identifiable by the wristband.
- 1.2 Vehicles can only be driven/brought on the competition day between 07.30 and 09.00 and may not leave the premises during the competitions. Vehicles must have left the premises by 21.00.
- 1.3 Participants should be present at least one hour before the start of the race, due to the brake test and the car inspection, otherwise disqualification will follow.
- 1.4 Participation is allowed from the age of 18 and in possession of a valid driver's license.
  - a. Exception: in the Entry Class, participation is possible from the age of 16 and without a valid driver's license. However, there are any conditions:
    - i. Participants may only drive the car themselves once the car is inside the fences of the mudrace track. This means that another person (with a valid driver's license) drives the car for the participant to the entrance of the mudrace track, after which the participant may get behind the wheel themselves. Once the participant is at the exit of the mudrace track, another person must drive the car back to the riders quarters.
    - ii. We trust that a participant will make his or her own assessment as to whether they are competent enough to participate in the mudrace. Should the organization think otherwise, they will talk to the participant and they must comply with the requirements set by the organization.
    - iii. If the participant misbehaves, does not comply with the general (and possibly personal) rules or causes unsafe situations, the participant will be disqualified immediately if the organization deems it necessary.
- 1.5 Each participant must hold a (day) insurance. If a vehicle has multiple participants, all participants must be in possession of a (day) insurance, however, the entry fee for the vehicle only needs to be paid once.
- 1.6 Participants participate entirely at their own risk and can never hold the organization responsible for any damage and/or costs. Damages to personal belongings are always at the expense and risk of the causers.
- 1.7 Participants must comply with the instructions and directions of the organization. Refusal may result in disqualification.
- 1.8 It is mandatory to quickly follow directions. Failure to appear the the start on time may result in disqualification or missing a round. In case of vehicle failure just before the start, please report to the jury as soon as possible so they can give instructions on a possible start later.
- 1.9 Vehicles must have a proper towing eye or towing rope of approx. 5m at the front and rear (yellow shaded). The organization does not guarantee damage-free towing if this is not properly done. Steel cables are only allowed as a short connection between two towing points. The use of steel cable for towing is not allowed, because of safety reasons.
  - a. Within 10m from the start of the mudrace track, reverse dragging by crane is permitted.

- 1.10 Vehicles should have a provision to catch any leakage of oil or coolant and fuel. In the riders quarters the vehicle should stand on a PVC tarpaulin to eliminate the risk of environmental pollution. This will be checked. After the race all participants need to take their waste, tarpaulin, spare parts etc. back home with them.
- 1.11 Vehicles must be set up at the riders quarters and wrenching is allowed.
- 1.12 Vehicles must have the correct starting number clearly visible so that it can be clearly read on all sides (front, rear, left and right). You must therefore keep this clean during the race (clean in between!). Each number may only be used once in all six classes.
  - a. Range starting numbers per class:

-	Entry class	100 – 199
-	Standard class	200 – 299
-	Super standard class	300 – 399
-	Special class	400 – 499
-	4x4 class	500 – 599
-	Grand 4x4 class	600 – 699

- b. When changing to another class, the car's starting number should be changed to a starting number (not yet in use) in the corresponding range of the other class in which the car will be competing.
- 1.13 Advertisements and/or other expressions on the vehicle must be to the satisfaction of the organization, so not offensive or objectionable. In case of displeasure of the organization, these must be removed at the first request under penalty of exclusion from participation.
- 1.14 Party tents etc. serve as a roof over the car. Due to lack of space, they may not be placed in a car spot at the riders quarters.
- 1.15 Where these rules do not provide, the organization will decide.

### 2 Safety

- 2.1 Participants may not consume alcoholic beverages and/or drugs before and during the race, nor participate in the race under the influence of these mentioned substances. If this is seen, one will be irrevocably disqualified. In case of doubt, a breathalyzer test will be required.
- 2.2 Participants must wear a proper fitting crash helmet and seat belt in the vehicle, anywhere on the event grounds.
- 2.3 Fire extinguishers as well as first aid are available.
- 2.4 There must be (the penalty is disqualification) absolutely no high speed driving within the riders quarters.
- 2.5 Participants must wear a neck collar (for protection of the neck) during the race.
- 2.6 Each car will have to perform a brake test prior to the race. The brake test will be performed by accelerating and stopping between the cones. Failure to comply with the brake test or improperly functioning brakes will result in disqualification.
- 2.7 Each car will be inspected prior to the race. If a car does not meet the requirements of these regulations, the organization will consult with the participant about the consequences.
- 2.8 Participants must wear body-covering clothing within the fences of the mudrace track.

#### 3 Vehicles

- 3.1 Vehicles may never be wider than 250cm including tires.
- 3.2 All vehicles have a minimum of 4 wheels and a maximum of 2 axles
- 3.3 Tires are maximum 132cm high and maximum 60cm wide (with the exception of Entry Class, see 'Requirements entry class', item 13a).
- 3.4 Iron blades on tires are not allowed.
- 3.5 Dual tires and dual mounts are not allowed.
- 3.6 Vehicles should never enter the race track with more than 10 liters of fuel.
- 3.7 Radiator and hoses should be securely mounted and shielded from the driver in case they snap or boil.
- 3.8 The battery should be securely mounted and shielded from the driver.
- 3.9 Properly functioning brakes are mandatory.
- 3.10 The use of chains is permitted (except motorcycle motors).
- 3.11 Motorcycle engines (except special class) and electric motors are not allowed.
- 3.12 The organization will ultimately determine in which class a vehicle will compete.

### Requirements entry class:

- Factory car is mandatory, including corresponding factory engine supplied with the model delivered within the EU.
- 2 The motor/computer should be original.
- 3 Turbochargers/compressor/NOS/camshafts/nitrous oxide are not allowed.
- 4 The front fenders and bumpers are the only body parts that may be removed.
- 5 Openings in the roof must be properly sealed.
- 6 The doors must be present.
- 7 The windows may be missing.
- The rear axle and rear suspension should be original including original height (no slide cars).
- 9 2-wheel drive is mandatory.
- 10 The trunk lid must be present.
- 11 The headlights must be removed.
- 12 Bottom plate is not allowed.
  - Prohibition of bottom plates on the underside of the car.
     It is not allowed to place any bottom plates, steel plates or similar materials under the car other than the original bottom parts. This prohibition applies to the entire underside of the car, including the engine compartment.
  - 2. Protection of the engine.
    It is allowed to use a tarp or rubber cloth at the bottom of the engine to protect it against incoming mud. This material must be flexible and not provide the strength or protection of a steel/PE or similar plate.
  - 3. Protection front of the car
    At the front of the vehicle it is permitted to install a small steel of similar
    plate. This plate should be attached to the original bumper bar at the front
    of the car and may have a flashing that extends under the bumper bar to
    provide additional strength. Please note that the maximum length of the
    flashing under the bumper bar should be exceed 5 cm.



- 13 Studded tires/tractor tires are mandatory (no other type of tires are allowed).
  - a. Tires may be 16 inches max.

### 14 Safety:

- Behind the seat a steel pole should be welded between the roof and the tunnel. It should meet the following requirements:
  - The steel pole should have a minimum diameter of 42mm (thickness wall of 2.5mm).
  - The steel pole should be welded to the tunnel by means of a steel (base) plate of at least 100 x 100 x 4 mm.
  - The steel pole should be attached to the roof by a steel plate of at least 200 x 200 x 4 mm.
  - Welds and fastenings must be done properly!
  - Softer materials than steel (37) such as aluminum and stainless steel, for example, are not permitted.

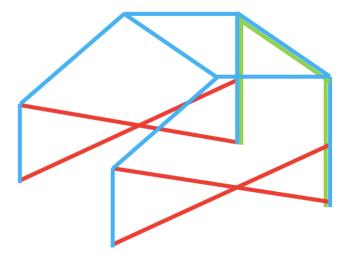
### Requirements standard class:

- Factory car is mandatory, including corresponding factory engine supplied with the model delivered within the EU.
- The computer should be original and present,
  Computer dient origineel en aanwezig te zijn, software may be modified.
  This rule was institued with the goal of driving with an original ECU. This means that only use of the original ECU is allowed and the vehicle run on it. ECU's like KMS, Piggybag etc. in this class are not allowed.
- 3 Engine may be modified.
- 4 Turbochargers/compressor/NOS/nitrous oxide are not allowed.
- 5 Body parts may be removed from the car.
- 6 Bottom must be original.
- 7 The rear axle (rear wheel suspension) should be original and sprung.
- 8 2-wheel drive is mandatory.
- 9 The trunk lid may be missing.
- 10 The windows may be missing.
- 11 Openings in the roof must be properly sealed.

- 12 The headlights must be removed.
- 13 Bottom plate choice is free.
- 14 Tire choice is free, however paddle tires are not allowed.
- 15 Safety:
  - A safety bar should be welded in the center of the car (at the level of the back of the seat). It should meet the following requirements:
    - The steel pole should have a minimum diameter of 42mm (thickness wall of 2.5mm).
    - The safety bar should be welded to the chassis beams on both undersides, attached to the roof at least 2x and attached to window/door pillars at least 1x per side.
    - Welds and fastenings must be done properly!
    - A cross dressing in the safety bar is not mandatory, but is recommended.
    - Softer materials than steel (37) such as aluminum and stainless steel, for example, are not permitted.
    - An example of the safety bar is drawn (green) in the image below.

### **Requirements SUPER standard class:**

- Engine must match model/brand of body.
- 2 Body parts may be removed from the car.
- 3 Doors may be removed.
- 4 The windows may be missing.
- 5 Openings in the roof must be properly sealed.
- 6 The rear axle (rear wheel suspension) is free of choice.
- 7 The trunk lid may be missing.
- 8 Bottom plate choice is free.
- 9 The engine/motor may be modified.
- 10 Turbochargers/compressor/NOS/nitrous oxide are allowed.
- 11 Maximum of 2 types of pressure fillings allowed.
- 12 Tire choice is free
- 13 Safety:
  - A safety bar should be welded in the center of the car (at the level of the back of the seat). It should meet the following requirements:
    - The safety bar should be on both sides from the A style to the B style and at the top near the windshield.
    - Welds and fastenings must be done properly!
    - Softer materials than steel (37) such as aluminum and stainless steel, for example, are not permitted.
    - An example of the safety bar is drawn (blue) in the image above.



### Requirements special class:

- 1 Chassic choice is free.
- 2 Engine choice is free, but the enigine must be a car engine or motorcycle engine.
- 3 Tire choice is free
- 4 Safety bar is mandatory.
- 5 A four-point seat belt is minimum required.
- 6 Rotating parts should be shielded.
- 7 Advice is to mount a stop/emergency button on the outside of the car.

### Requirements 4x4 class:

- 1 Multi-wheel drive is always 4x4.
- 2 Chassic choice is free.
- 3 Engine choice is free up to 6 cylinders.
- 4 Safety bar is mandatory (exception if car is inspected by the authorities, has no soft-top and is complete).
- 5 A three-point seat belt is minimum required.
- 6 Rotating parts should be shielded.
- 7 No trucks or heavy military/agricultural vehicles are allowed.
- 8 Advice is to mount a stop/emergency button on the outside of the car.

### **Requirements Grand 4x4 class:**

- 1 Multi-wheel drive is always 4x4.
- 2 Chassic choice is free.
- 3 Engine choice is free with more than 6 cylinders.
- 4 Safety bar is mandatory.
- 5 A three-point seat belt is minimum required.
- 6 Rotating parts should be shielded.
- 7 No trucks or heavy military/agricultural vehicles are allowed.
- 8 Advice is to mount a stop/emergency button on the outside of the car.

#### 4 Race

- 4.1 A car should be lined up with the center of the front wheels on the starting line.
- 4.2 Vehicles that become stuck in the mud during the race should not be left by the driver (seatbelt and helmet fastened). When help arrives follow the instructions of the volunteers. In life-threatening situations this rule does not apply.
- 4.3 When a distance is completed, then that distance (number of meters) is valid. There is no possibility of a retake.
- 4.4 When a driver drives outside the track, over the safety walls, these meters driven off the track will be deducted from the distance covered.
- 4.5 When a drives comes outside the track, it is not allowed to drive backwards into the track to continue the round.
- 4.6 The classification of when which class rides during the final is determined by the organization.
- 4.7 The starting order during the finals will be determined by drawing lots and this order will be maintained throughout the entire finals, so that each car has equal time to cool down.

4.8 The finals are as follows:

Entry- en standard class:

- 1<sup>e</sup> final (min. 2 drivers): starting at 40m
- 2<sup>e</sup> final (min. 2 drivers): starting at 20m
- 3<sup>e</sup> final (min. 2 drivers): starting at 0m (on time, 3 stopwatches)

### Other classes:

- 1<sup>e</sup> final (min. 2 drivers): starting at 20m
- 2<sup>e</sup> final (min. 2 drivers): starting at 0m
- 3<sup>e</sup> final (min. 2 drivers): starting at 0m (on time, 3 stopwatches)
- 4.9 During the finals, participants will be given a maximum of 10 min. to wrench with a defective car. In doing so, the car must remain on the race track, within the fences.
- 4.10 The finals of the entry- and standard class will be driven in the 60m track (before plowing) and then the remaining classes (after plowing).