

OSRC Rock Cross Rules

Team Meeting

All drivers meet at the Rock Cross starting line at 3:00 pm Saturday unless you are driving a course for the rock crawl. Please send an alternate if you are still driving a rock course. A team representative must be present at the meeting to race on Saturday.

Teams are allowed fifteen minutes to walk the portion of the course that contains rock sections that were not open for practice before the race.

Rock Cross Tech

All teams must be tech inspected for rock cross by 12:00 noon on Saturday. All teams must have visible numbers on their cars at least 8" tall on each side.

Team Practice

Practice is limited to two laps Friday night after the rock crawl from 7:00 pm to 8:30 pm. More laps will be allowed if time permits. The circle track and dirt portion of the track will be open. The ditch jump is closed.

Team Safety

Pit speed is 5 MPH.

Please place safety as your number 1 concern. It is the number one concern of the Millard County Raceway and Old School Rock Crawl. A better finish is not worth the risk of injury. Please adhere to the following:

A red flag or light on the circle track means stop where you are at! No passing allowed.

An amber light on the circle track or flag means slow down, watch for problems, and hold position! No passing allowed.

A green light on the circle track indicates that the race is on.

Stay in your car and pull off the track if your car breaks down until the race is over.

Team Flags and Light Rules

Red flag or light = stop

Amber light/yellow flag = extreme caution

Green flag or light = go

White flag = 1 lap left

Checker flag = end racing and pull off the track

Flaggers will be positioned on the track. Watch for them to be flagging problems on the track in an area that you cannot see. Please adhere to the flags and light rules. Lights on the track as well as flaggers will be testing your ability to adhere to the Flags and Lights Rules.

Team Heat Order

1. UTV (7 laps)
2. Stock and Legend (7 laps)
3. Promod and Unlimited (15 laps)

Land Rush Start

All teams will start from a dead stop just before the starting line. The race flagger will drop the green flag for the start. Numbers will be drawn for starting in the next row back if more than eight cars are in a heat.

Rock Sections

Five rock sections must be driven to complete the race. Any section can be driven on any lap. More than one rock section can be driven on any lap. Any rock section missed will disqualify your team from finishing the race. Spotters will be on the track counting rock sections passed by each team.

Rock Cross Officials

Official's Meeting

All officials meet at the Rock Cross starting line at 6:00 pm Friday after the rock crawl before driver practice at 7:00 pm.

Teams of two are required at each rock section to flag and count the cars that complete the rock sections. One team member flags and the other counts cars completing the rock section. The cars have 8" tall numbers on each side. Each race team must complete each rock section once. Mark on your sheet when a car has completed a course. Please turn this paper into the course marshal at the end of the three scheduled heats

Practice

Practice is limited to two laps Friday night after the rock crawl from 7:00 pm to 8:30 pm. The circle track and dirt portion of the track will be open. The ditch jump is closed. Officials as well as teams are practicing for the event. Red, amber and green lights will be used as well as flags to practice our performance on race day.

Safety

Please place safety as your number 1 concern. It is the number one concern of the Millard County Raceway. A better finish is not worth the risk of injury. Please adhere to the following:

A red flag or light on the circle track means cars stop where they are! No passing allowed.

An amber light on the circle track or flag means slow down, watch for problems, and hold position! No passing allowed.

A green light on the circle track indicates that the race is on.

Teams are to stay in their cars and pull off the track if your car breaks down until the race is over. Officials stay in your safe positions until instructed to take action by the course Marshal

Flags and Light Rules

Red flag or light = stop when an accident or serious hazard has happened and officials must enter the track.

Amber light/yellow flag = extreme caution use for an incident that can be resolved without an official entering the track.

Green flag or light = the race is on

White flag = teams have one lap left

Checker flag = teams end racing and pull off the track

Flaggers will be positioned on the track. Please watch the other flaggers. Raise your flag (of the same color) when a flag is raised by another flagger. Lower your flag when you see the flags come down. Watch for other flaggers to be flagging problems on the track in an area that you cannot see.

Heat Order

1. UTV (7 laps)
2. Stock and Legend (7 laps)
3. Promod and Unlimited (15 laps)

Land Rush Start

All teams will start from a dead stop just before the starting line. The race flagger will drop the green flag for the start. The Rock Cross Marshals will stage this.

Rock Sections

Five rock sections must be driven to complete the race. Any section can be driven on any lap. More than one rock section can be driven on any lap. Any rock section missed will disqualify your team from finishing the race. Spotters will be on the track counting rock sections passed by each team.