



## TX2K24 ROLL RACE NATIONALS INFORMATION

**All drivers must have a full face SA2015 or SA2020 helmet. NO MOTORCYCLE HELMETS ALLOWED.**

**CAR RULES:** In the spirit of the type of event TX2K has been for the past 25 years, we are looking for STREET CARS. That means no tubbed cars, no stripped race cars (must have 2 front seats, must have OEM door panels), no lexan window cars, no fiber glass body/panel cars, etc... Also, skinnies will NOT be allowed. Furthermore, cars will need to run a DOT approved tire (DOT stamp must be present). While TX2K has never allowed skinnies to stay true to the "street" car event that we are, we fully realize staggered setups are common and safe. In that regard, you may run 20mm narrower than the factory size tire for your car make, or you may take the "blanket" minimum size of 245mm width. This means if your car came factory with 245mm, you can run a 225mm. However, if your car came with a 295mm, 315mm, etc, you may run as small as a 245mm. All cars must have a belly pan or engine diaper (diaper must provide full engine coverage, pan must have at least 2" lip and liquid absorbent pad at bottom of pan).

### ATTIRE/SAFETY RULES:

All drivers: Driver must wear closed toe shoes, long pants, long sleeve shirt, SA2015 or SA2020 rated helmet.

140 mph+ trap cars: all of the above plus fire rated gloves and fire rated jacket

160 mph+ trap cars: all of the above plus fire rated pants and fire rated shoes

190 mph+ trap cars: all of the above plus head/neck restraint system that meets SFI 38.1 AND used according to that manufacturers recommendation (HANS, Z-Tech, Simpson, Schroth, Impact, etc)

200 mph+ trap cars: All of the above, plus **recommend** a 5 or 6 point safety harness that is installed per manufacturers recommendation, **recommend** an FIA rated seat also installed per manufacturer's recommendation. Furthermore any car that traps over 200 mph must have a functional parachute and have the pin pulled for all roll race passes.

**\*Parachute enforcement policy** – we will enforce the parachute rule during eliminations, if you trap 200.00 or faster without a parachute during eliminations and win, you will be disqualified, your opponent will move to the next round.

**STRUCTURE:** 56 cars will qualify into one of four classes. The top 8 cars will be in the ELITE 8 bracket, the next 16 (qualifiers 9-24) will be in the UNLIMITED bracket, the next 16 (qualifiers 25-40) will be in the SUPER SPORT bracket and the next 16 (qualifiers 41-56) will be in the SPORT bracket. During eliminations, there will be a 5.00 mph breakout rule for the UNLIMITED, Super Sport and Sport brackets (meaning no car can go 5.00 mph or faster than the number 1 qualifier in their bracket during eliminations). There will be no breakout rule for the ELITE 8 bracket.

**HOW THE RACING WORKS:** The cars will be paired up in the staging lanes. The cars will line up at the "start line" and leave upon being given the signal. Cars will have ~400 ft to pace one another prior to getting to the "green zone". Left lane gets to ~65 and holds consistent speed. Right lane keeps formation. The "green zone" will be lined with cones in the middle of the track and cones on the side wall of both lanes. These cones will stop at the end of the "green zone" and that last cone is the latest you may possibly see the green light turn on. Keep in mind that if two cars are in the "green zone" and are paired up close to one another, the green light may be triggered. When you see the green light turn on, GO! The stoplight, located in the middle of the track and up ahead, will be triggered manually by a starter that will be located up in the bleachers. If you pass the light and it hasn't gone green, then the run is aborted and cars will come back around and line up again. Cars will race for ~1,500 ft and then pass over a finish line and have ~2,550 feet to slow down before reaching the end of the track. Total length including pacing area, racing area and shutdown is 4,480 ft. The full ~1,500 ft of race distance will have VHT on it and will be maintained throughout both days of roll racing, as will the full green pacing zone. First car to the finish line wins.

**HOW THE QUALIFYING WORKS:** Qualifying will be the same as past years, a pair of cars will enter the start box and follow the starters signals. The LEFT lane car will launch when told and the RIGHT lane car will be held for 5-10 seconds and then will be given the signal to launch. Of note, this is opposite years past as the Texas Motorplex track exit is off to the left (rather than the right at HRP). Each car will get up to ~65mph and 'go' at the large green flags at the sides of the track. Should your start speed be too high (each car will be radared) then that qualifying run will not count, and you will not be given a speed slip on the return road. After qualifying the top 56 cars will be slotted into the brackets for competition.