

Rule violations could result in point deductions, point penalties, time penalties, fines, car modifications and even expulsion from event

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1. Leadfoot Rally Event Rules

- **Helmet:** all drivers must wear a properly fitting undamaged helmet that meets one of the following requirements: 1) Snell SA2000 or newer. 2) US DOT approved 3) British Standards: BS 6658-85 type A/FR, including all amendments. 4) SFI Foundation, Inc.: SFI Foundation, Inc.: SFI Spec 31.1 Rev. A or 31.2 Rev. A. 5) FIA 8860-2004
- **Neck Support:** all drivers are encouraged to wear a motorsports neck brace, neck collar, HANS device or other motorsports neck support system
- **Driving Suit:** all drivers must wear a fire retardant driving suit that conforms to FIA 8856-2000, FIA 1986 or SFI 3-2A/5. SFI 3-2A/1 driving suits are also permitted if worn with approved fire resistant underwear. Driving suit must cover body, arms to wrist and legs to ankles. Fire retardant FIA or SFI approved driving gloves are also required. Fire retardant driving shoes are strongly encouraged. Fire retardant under garments are strongly recommended.
- **Driver Communications:** in-car communications are strongly encouraged. Radios or other communication devices must be securely mounted or stowed. No handheld devices.
- **Consent Form:** all drivers and crew must sign the consent form when receiving their Pit Pass. To sum up a bunch of legal jargon: you will agree that motorsports competition is dangerous and that Wheelman Productions and Leadfoot Rally Staff cannot be held liable for damage or injury. You also agree that we can use your car and good looking face for any and all promotional efforts (you will get an electronic copy of the consent form when you register and will sign a copy at the Leadfoot Rally during registration)
- **Competition License:** anyone that drives at a Leadfoot Rally will need a Leadfoot Rally competition license. This license will be issued with a \$10.00 or more tax deductible donation to the Wounded Warrior Project. Go to www.woundedwarriorproject.org and click "Donate Online" and then select "Donate in Honor or Memory"; type Leadfoot Rally in the Honoree space. Print out your final receipt and have it with you at the Leadfoot Rally registration. Or, you can make the donation (personal checks only) at the event during driver registration.
- **Pit Pass:** all Drivers, Crew and Spectators will need a Pit Pass (please see individual event details for cost and additional information).
- **Racing not Wrecking:** all drivers must agree to race hard but respect equipment. "Rubbin is racin" but intentional damage, unsportsmanlike conduct and/or unsafe driving will result in penalties or expulsion from event
- **Penalties:** all penalties and disciplinary actions will be determined by Leadfoot Rally staff and/or an all driver vote. Disciplinary actions are final and not up for discussion or appeal (penalties could include championship point deductions, weight additions, time/stop and go penalties, fines, car modifications). Leadfoot Rally staff can black flag any driver(s), without driver vote, for unsportsmanlike conduct, if driver is endangering others or if car is causing track damage
- **Passing:** In passing situations it is the responsibility of the overtaking driver to make a safe pass; it is the responsibility of the driver being passed to be aware of cars approaching
- **Practice:** Practice is practice, not racing. Use caution when passing during practice and only pass in open areas. We will have long practice sessions so everyone on your team gets to try that kind of racing. Be smart, don't blow your car up or wreck it in practice
- **Pull Off:** if a racecar fails to operate or is leaking fluids pull off the track immediately. If your car comes to a stop, unless you are on fire or bleeding, DO NOT GET OUT OF YOUR CAR!
- **Accidents:** drivers that cause an accident or incident resulting in caution will be sent to the end of the line up during restart
- **Passengers:** At no point are passengers allowed in a racecar
- **Pits:** absolutely no speeding or aggressive driving in pits, staging or camping area (this goes for pit bikes, golf carts and four wheelers)
- **Drivers Meetings:** drivers meeting are mandatory and not optional. Drivers that are not present (or late) during a driver's meeting will be forced to start the race at the end of the line up
- **Alcohol:** absolutely no alcohol or drugs allowed during competitions by anyone in race area and/or pits

2. Leadfoot Rally Competition Format

- Drivers compete in the Leadfoot Unlimited or the Recession Racing Class as singles or on teams (there is no limit to the number or members on a team)
- Only one driver can compete in each race event (Drag, Circle, Rumble Rally, Road). Teams can have more drivers experience each form of racing, by switching out drivers for practice, timed sessions, qualifying and brackets.
- **Circle Tracks:**
 - Hot Laps: 2 or more 7 lap sessions
 - Qualifying: best time from 2 consecutive laps
 - Leadfoot Unlimited Class Feature:
 - 25 lap feature race
 - Recession Racing Class Features:
 - Feature Race: 25 laps; top 18 qualifying times
 - B-Feature Race: 18 laps; 19th – 36th qualifying times; race winner thru 4th transfer to Feature Race
 - C-Feature Race: 18 laps; 37th – 60th qualifying times; race winner thru 4th transfer to B-Feature Race
- **Road Race:**
 - Hot Laps: 2 or more 15 minute sessions
 - Qualifying: single lap time
 - Leadfoot Unlimited Class Feature:
 - 15 lap feature race
 - Recession Racing Class Features:
 - Feature Race: 15 laps; top 26 qualifying times
 - B-Feature Race: 12 laps; 27th – 60th qualifying times; race winner thru 6th transfer to Feature Race
- **Leadfoot Rumble Rally:**
 - Rumble Rally format:
 - In a regular Rally or Rallycross race, drivers race against the clock. In a Leadfoot Rumble Rally, 2 drivers race head to head with the first driver across their finish line winning. A Leadfoot Rumble Rally track is a dirt (or possibly mixed surface) loop with no jumps, many turns and some straight-aways. One car will start on the track at a start/finish line and the other driver will start half way around the track on another start/finish line. Both drivers will take off at the same time and the driver that crosses his finish line first after 2 laps wins. The winner will move on to the next bracket while the loser is out (the eliminations work just like drag racing).
 - Timed Laps:
 - Each driver will complete 3 (or more) non-consecutive, full course laps (all 3 lap times will be added up to determine a driver's time).
 - 2 second penalty will be added to lap time for each cone and/or course marker hit
 - The 32 cars with the lowest total lap times get into the 32 car bracket race.
 - Race:
 - The race ladders will be seeded based on best time from timed laps (1 seed matched up with the 32 seed, 2 seed matched up with the 31 seed, etc)
 - Driver with best time/seed will get starting/finishing line choice
 - Bye runs will be determined by lap times/seeds
 - Each bracket race will consist of 2 laps and cars will compete head to head until a winner is determined (Unlimited Class: 20 cars to 16, 16 cars to 8, 8 cars to 4, 4 cars to 2, last round winner is determined) (Recession Class: 60 cars to 32, 32 cars to 16, 16 cars to 8, 8 cars to 4, 4 cars to 2, last round winner is determined)
- **Drag Race:**
 - Drag Race format:
 - Leadfoot Rally Drag Races are bracket races which are head-to-head races based on Dial-In times; drivers usually do not leave the starting line at the same time. Bracket racing is the most popular form of drag racing and ensures that every car has an equal chance of winning. In a bracket race the slower car leaves the starting line before the quicker car. The goal is to reach the starting line before your opponent without going quicker than your dial-in time. If a driver goes quicker than their dial-in they are eliminated. If both cars run quicker than their dial in times the driver who goes under by the most is eliminated. Please note that in drag racing your clock does

not start until you actually leave the starting line. Many novice drag racers believe it starts as soon as the green light is lit. Therefore, the driver with the better reaction time has the advantage as the driver with the slower reaction time needs to play catch up greatly increasing their chances of going too quick otherwise known as breaking out. Leadfoot Rally Drag Races are not heads up races allowing the best driver to win not the quicker car.

- Time Trials:
 - Each driver will get 2 separate runs to determine Dial-In times.
- Race:
 - Elimination rounds will be run on a traditional ladder
 - The first round of eliminations will be random pairings
 - Ladder will be built for rounds 2 and on based on round 1 qualifying. #1 qualifier is the driver who runs closest to their dial in without going under. All drivers who run slower than their dial in will be qualified ahead of those who go under. The driver who runs under their dial in by the most will be the last place qualifier.
 - Coin toss will determine who gets lane choice
 - Drag Race format is single elimination; the loser of each bracket is out. (Unlimited Class: 20 cars to 16, 16 cars to 8, 8 cars to 4, 4 cars to 2, last round winner is determined) (Recession Class: 60 cars to 32, 32 cars to 16, 16 cars to 8, 8 cars to 4, 4 cars to 2, last round winner is determined)

NOTE: above formats are based on full car counts (20 in Unlimited, 60 in Recession Racing); increased laps, hot laps, or races may occur with lower car counts

3. Leadfoot Unlimited Class

3.1 Leadfoot Unlimited Championship:

At each event (Drag Race, Rally Race, Road Race, etc), drivers/teams will be awarded points based on their finishing order for that event. At the end of all events the driver/team with the highest points total will be crowned a multi-motorsports champion.....the Ultimate Shoe.

3.2 Leadfoot Unlimited Race Points (subject to change based on car count):

1st	30
2nd	26
3rd	23
4th	21
5th	20
6th	19
7th	18
8th	17
9th	16
10th	15
11th	14
12th	13
13th	12
14th	11
15th	10
16th - last (must start race)	9

Note: If there is a total points tie for a Leadfoot Rally Championship position, average finishing position for each event will be used as the tie breaker.

3.3 Leadfoot Unlimited Racecar Value:

The Leadfoot Rally Unlimited Class is open to any car, any value

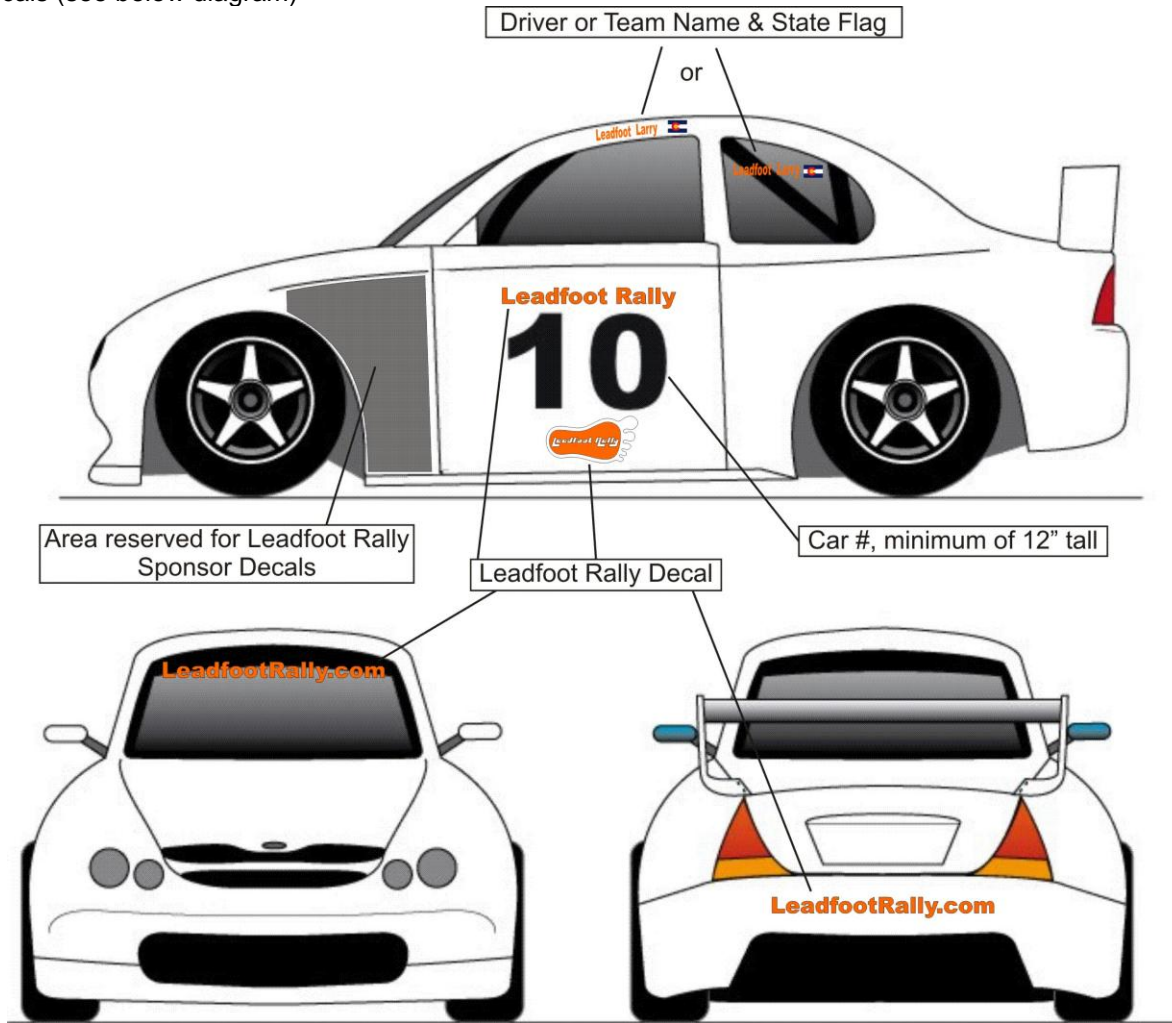
3.4 Leadfoot Unlimited Racecar Rules:

- **What's eligible:** cars can be any make, model or year; any engine displacement, front wheel, rear wheel, four wheel or all-wheel drive that is listed in NADA or Kelly (Blue Book) publications. No non-production based "one-off" vehicles built from the ground up. All cars must have 4 wheels with only the front 2 wheels controlling steering
- **Body:** anything you want can be removed from car except windshield and body (body includes hood, fenders, doors, rear quarter panels, roof, trunk, front and rear bumpers). All body panels/parts must be mounted in original/stock format (no tube chassis and hanging body.....this is not NASCAR or a dirt Late Model race) (hood and trunk can be mounted using quick release pins). No nerf bars or any other kind structural items that extend from stock body
- **Engine:** engine block must be stock cubic displacement for your car make and model (engine block from a different year, same make and model is ok). Same engine and major components (heads, intake, carb, injectors, cam, crank, fuel pump) must be used for all Leadfoot Rally events. Dry Sumps are allowed. Superchargers and Turbo Chargers (stock or aftermarket) are allowed
- **Suspension:** Same major suspension components (A-frames, tie rods) must be used for all events. In-cockpit brake and suspension adjustments are allowed
- **Brake Lights:** all cars must have a minimum of one working rear facing brake light
- **Fire Safety:** all cars must have a fire extinguisher or fire suppression system (fire extinguisher needs to be securely mounted, with metal quick release, where it is easily assessable by driver)
- **Additional Weight:** additional weight (or ballast) can be added anywhere on car that is not on or outside the body. Ballast shall be made of solid metal, and must be installed securely. All ballast must be securely mounted to hard mounting surface (roll cage, chassis, etc) using bolts, washers and lock nuts
- **Kill Switch:** it is recommend but not required for all cars to have a racing application electrical kill switch that disables the battery and the ignition circuits. Switch needs to be mounted where it is easily accessible by safety

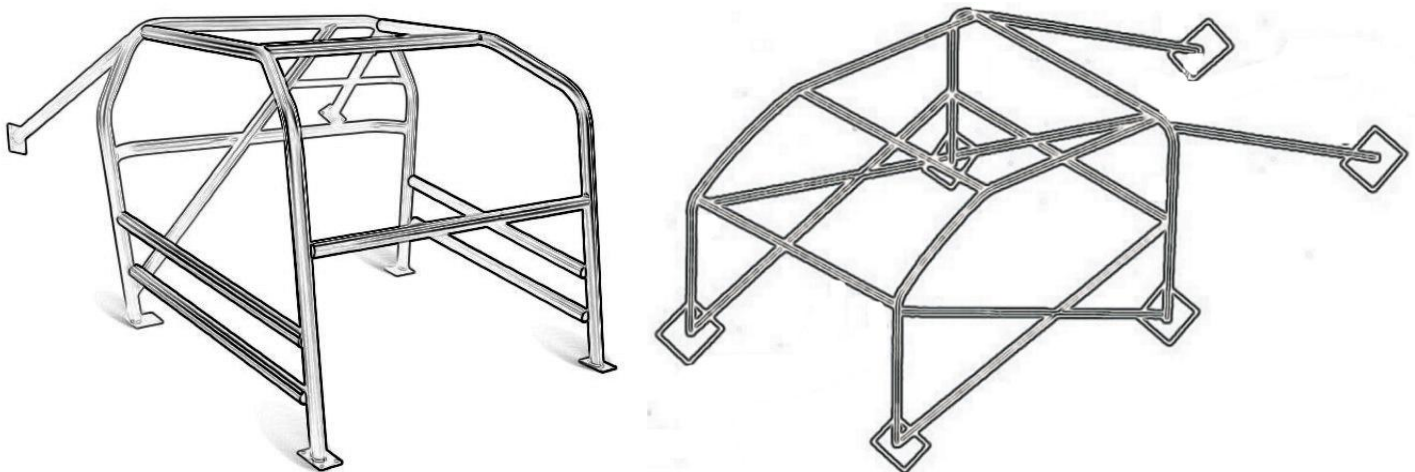
crew on driver's side of car. (Switch can be mounted on driver's side of hood or in cockpit in a location that is easily assessable from driver's side window. In-cockpit mounting locations cannot be obstructed by roll cage, steering wheel, etc. and cannot be more than 15 inches from driver's window)

- **Tires and wheels:** any size tire and wheel can be used. Tires must be street legal and DOT approved. Tires and wheels can be changed throughout the event, however, changed wheels must be the exact same width and diameter of the removed wheel. It is strongly recommended that spares be brought especially for the right front during circle track events. Nitrogen in tires is allowed and encouraged
- **Driveline:** same transmission must be used for all Leadfoot Rally events. All cars must have a shaft safety loop to contain the front/transmission end of the drive shaft and torque arm in case of failure (may not be applicable to all cars). If your car has stock OEM chassis bracing, that is acceptable. If not aftermarket safety loop must be added
- **Airbags:** must be disabled or removed
- **Fuel:** pump or race gas ok. All fuel must be stored in fuel containers no larger than 5 gallons (no large cans or 55 gallon drums)
- **Fuel System:** fuel tanks and entire fuel system must be in good condition with absolutely no leaks. Fuel tanks must be completely separated from driving compartment unless a racing application fuel cell is used. Fuel cells are strongly encouraged
- **Coolant:** no coolant, water only (no coolant and/or antifreeze of any kind including Water-Wetter and other race additives)
- **Muffler:** all cars must have a muffler and noise output of racecar cannot exceed 100 decibels at 100ft (basically, have a muffler on your car and you will be fine)
- **Illegal Modifications:** no computer controlled assistance (or any other mechanical assistance) that aids in drag race competition including but not limited to delay boxes, throttle stops, or stutter boxes. No Nitrous, water or any other kind of non-stock injection
- **Race Changes:** car setup and performance changes are allowed before and during each Leadfoot Rally event (shocks, struts, springs, sway bars, brakes, gearing, on-board computer, wheel spacing, weight ballasts, weight balance)
- **Number:** all cars must have a number, minimum of 12" in height, on driver and passenger doors (you will select your number during registration)
- **Name/Flag:** all cars must have team name or driver name above driver and passenger doors or on passenger and driver rear windows or rear window pillars. After the team/driver names, all cars must also have a small decal of team/driver's home state flag (see below diagram)(if you are a team and from many states, pick the one or use them all. If you are not from the US, then use your country flag). Convertible cars can put name and state flag on top of drivers an passenger doors
- **Personalizing Your Car:** all entrants are allowed to place personal sponsorship logos and info on their racecars. Anything Cosmetic is allowed and encouraged

- **Leadfoot Rally Decals:** all entrants are required to place Leadfoot Rally decals and Leadfoot Rally Sponsor decals on racecar (decals will be given out during tech inspection). Areas on car must be reserved for these decals (see below diagram)



- **Seat:** seat must extend to or higher than middle of driver's helmet and drivers head with helmet on must be a minimum of 2" below the roll cage and/or roof. Purpose built racing seats are encouraged
- **Roll Cage:** all Unlimited Class cars will need a 6 point or better Rollcage that is securely bolted or welded to the racecar chassis. All welds and bends must be good and free of defect. Rollcage should look something like these:



- **Belts/Harness:** all cars must have working, factory or aftermarket 3 point seat belts or better (5, 6 or 7 point racing harnesses are strongly recommended).

3. Recession Racing Class

4.1 Recession Racing Championship:

At each event (Drag Race, Rally Race, Road Race, etc), drivers/teams will be awarded points based on their finishing order for that event. At the end of all events the driver/team with the highest points total will be crowned a multi-motorsports champion.....the Ultimate Shoe(s).

4.2 Recession Racing Race Points (subject to change based on car count):

1st	50	21st	27
2nd	47	22nd	26
3rd	45	23rd	25
4th	44	24th	24
5th	43	25th	23
6th	42	26th	22
7th	41	27th	21
8th	40	28th	20
9th	39	29th	19
10th	38	30th	18
11th	37	31st	17
12th	36	32nd	16
13th	35	33rd	15
14th	34	34th	14
15th	33	35th	13
16th	32	36th	12
17th	31	37th	11
18th	30	38th	10
19th	29	39th	9
20th	28	40 th – last (must start race)	8

Note: If there is a total points tie for a Leadfoot Rally Championship position, average finishing position for each event will be used as the tie breaker.

4.3 Recession Racing Racecar Value:

It's pretty simple. You can run any non all-wheel drive street car you want that is worth \$2,500 or less.

This is going to be the single most enforced rule; your car will be thoroughly inspected by independent automotive experts and all of your fellow competitors (before a Leadfoot Rally begins, your car will be on display to everyone; open hood, open trunk, open doors). The idea of the Recession Racing Class is to have fun, keep costs down and field cars drivers aren't afraid to race hard. Leadfoot Rally staff and other competitors will take this rule very serious.

Your car cannot cost more than \$2,500 total (not including the below exempt items). This is not the government; you do not need a lawyer or financial advisor to help interpret it. The \$2,500 dollar value is the street value (not auction, scrap metal or salvage title amount) of your car with everything on it. If someone gives you the car or parts for it, good for you; judges are still going to look at what the car is worth, not what you have in it. Consider the value that we determine like a Supreme Court ruling (there are no appeals). If your car is not far over the \$2,500 mark, you can take off parts (not body parts) until its value is down. If that's not an option, you will have to suffer the penalties or race in the Unlimited Class.

Leadfoot Rally staff and independent automotive experts will look over every nut, bolt and behind all the Bondo to determine your car's value. Although we are pretty set in our ways, your story and/or persuasion might help your cause (you might want to be prepared with receipts, Craigslist ads, photos or a note from your mother). Basically, we are not out to get anyone but we want to enforce the rules and keep the competition fair. If your racecar is deemed to be worth more than \$2,500 you will lose 5 championship points for every \$50 over the \$2,500 maximum. If your car is deemed to be worth more than \$3,250.....go home, or welcome to the Leadfoot Unlimited Class.

Items that do not count toward \$2,500 total car value:

- Any labor charges associated with your racecar
- Safety Additions (Roll Cage, Safety Harnesses, Racing Seat, Fire Suppression System, Fuel Cell, Fuel Tank Mounting, driveline safety loop, kill switch)
- New or newer OEM replacement parts (parts must be from your car make and model; shocks from a Porsche on your Honda doesn't fly and will be added to your cars value)
- Wheels and Tires
- Windshield (if upgraded to Lexan)
- Battery (battery and mounting hardware)
- Brakes (brake components, rotors, calipers, etc)
- Weight Ballasts
- Taxes and/or registration fees
- Anything cosmetic or is part of your team theme. Examples are custom noses, paint, graphics, police lights or fake hood scoops (the sky is the limit on cosmetic additions. You can show up with a \$10,000 paint job and still be legal)
- Anything in cockpit of car that does not increase performance (racing steering wheel & quick disconnect, window net, pedals, stereo, gauges, CB, mirrors, fuzzy dice, etc).

Determining the \$2,500 value:

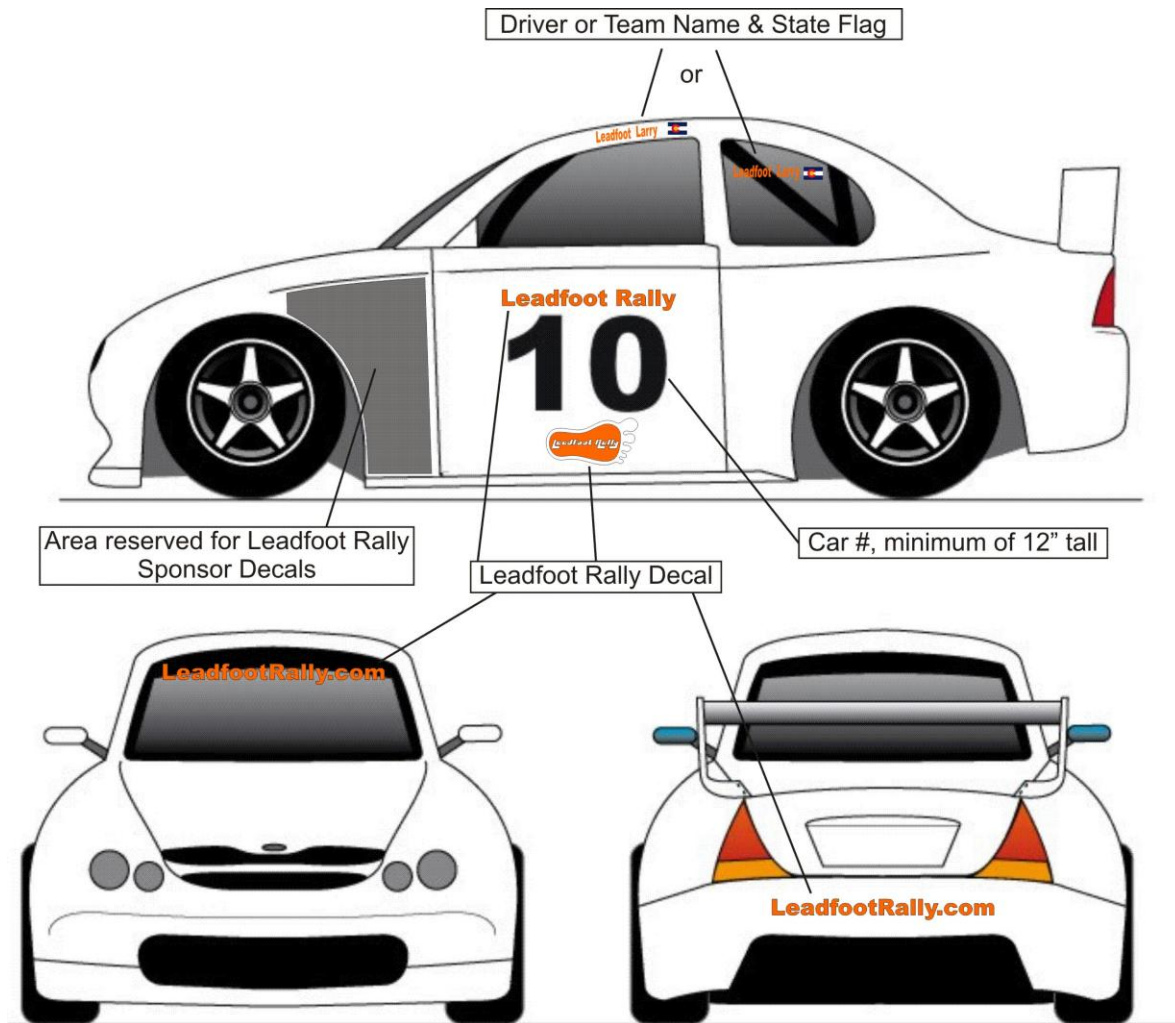
Value is based on street value. This is what it costs the average person to buy this car as it sits from classifieds or private party. As it sits means with all performance upgrades/modifications (all performance upgrades/modifications will be based on new retail values even if you purchased them used). \$2,500 value is not based on what you paid your mother, your buddy that owns a car lot or what you paid at a police auction. We will use a combination of our automotive expertise and the 2010 Kelly Blue Book consumer values (www.kbb.com) where applicable (Kelly Blue Book values will be based on private party purchase in zip code 80601, your cars actual miles, your cars transmission, no options and fair condition). If in doubt about the value of a car, contact an Leadfoot Official at: info@leadfootrally.com, 303-396-3759.

4.4 Recession Racing Racecar Rules:

- **What's eligible:** cars can be any make, model or year; any engine displacement, front or rear wheel drive that is (or was) listed in NADA or Kelly (Blue Book) publications. No non-production based "one-off" vehicles built from the ground up. No All Wheel Drive or 4 Wheel Drive vehicles (AWD or 4WD cars are eligible only if one set of wheels is disengaged by removal of drive line, axel, U-Joints or other permanent means). All cars must have 4 wheels with only the front 2 wheels controlling steering
- **Replacement/Upgrade Parts:** all OEM (Original Equipment Manufacturer) or equivalent (NAPA, Autozone, Carquest, Etc) parts can be replaced and will not count toward \$2,500 car total. All aftermarket parts that increase performance will count toward \$2,500 car total and will be based on new, retail prices.
- **Body:** anything you want can be removed from car except windshield and body (body includes hood, fenders, doors, rear quarter panels, roof, trunk, front and rear bumpers). All body panels/parts must be mounted in original/stock format (no tube chassis and hanging body.....this is not NASCAR or a dirt Late Model race) (hood and trunk can be mounted using quick release pins). No nerf bars or any other kind structural items that extend from stock body. Aftermarket wings and/or spoilers are allowed but will be factored into \$2,500 car value
- **Chassis:** chassis must remain stock; no tube frames, custom full or half frames and no front clip swaps. Subframe connectors, strut bars or other methods for increasing chassis rigidity are allowed
- **Engine:** engine must remain in stock location and no engine changes (engine must be the exact same engine that came stock in your make of car. VIN #s do not have to match but you cannot put in an engine from a different car manufacturer or model (engine from a different year, same make and model is ok). Aftermarket replacement motors are allowed as long as they are not considered a horsepower and performance upgrade). Only stock internal motor modifications/rebuilds allowed. No internal rebuilds/modifications that increase performance (cylinder boring, pistons, rings, crank and camshaft). No performance or upgraded cylinder head(s) (all components must remain stock: lifters, valves, valve springs) If you have any or all of these types of engine modifications you can still compete, however, you will incur point penalties. *Valve covers will be removed and a compression test will be performed on all racecars during inspection.*

- **Engine Upgrades:** you can add bolt-on external engine upgrades but they will be factored into your \$2,500 car value. Bolt-on upgrades include air intake, forced air systems, carburetors, fuel injectors/systems, coil, cap, rotor, power control module, electronic control module, spark plugs and wires, belts and drive pulleys, engine mounts (Cylinder heads and head components are not considered bolt on; see above rule). Bolt-on upgrades must be used for all Leadfoot Rally events and cannot be added or removed once car has been through tech
- **Turbo/Superchargers:** No aftermarket or non-stock superchargers or turbochargers (If your car did not come stock with a supercharger or turbocharger you cannot add one. If your car came stock with a supercharger or turbo charger you can only run a stock or stock rebuilt charger; no performance modifications or performance turbo/superchargers allowed)
- **Driveline:** All parts of the drive system including gearing (transmission, rear end or other), transaxles and drive wheels (front or rear wheel drive) cannot be changed once your car has been through tech. All cars must have a shaft safety loop to contain the front/transmission end of the drive shaft and torque arm in case of failure (many not be applicable to all cars). If your car has stock OEM chassis bracing, that is acceptable. If not aftermarket safety loop must be added. (*Aftermarket safety loop is considered a safety item and is not counted toward \$2,500 car value*)
- **Suspension:** anything goes but upgrades to stock will be counted toward \$2,500 value. The same suspension components must be used for all Leadfoot Rally events (shocks, springs, struts, A-Frames, rod ends); only shock bumpers and/or bump stops can be added or removed after car has been through tech. Shocks and spring rates can be adjusted but no changing or moving mounting locations of any suspension component.
- **Brakes:** (*safety item, not counted toward \$2,500 car value*) anything goes (*NOTE: brake adjustment and/or bias system will be counted toward your \$2,500 car value*)
- **Brake Lights:** all cars must have a minimum of one working rear facing brake light
- **Fire Safety:** (*safety item, not counted toward \$2,500 car value*) All cars must have a fire extinguisher or fire suppression system (fire extinguisher needs to be securely mounted, with metal quick release, where it is easily assessable by driver)
- **Additional Weight:** (*item not counted toward \$2,500 car value*) additional weight (or ballast) can be added anywhere on car that is not on or outside the body. Ballast shall be made of solid metal, and must be installed securely. All ballast must be securely mounted to hard mounting surface (roll cage, chassis, etc) using bolts, washers and lock nuts. Addition, removal or movement of ballasts will not be allowed once car has been through tech
- **Kill Switch:** (*safety item, not counted toward \$2,500 car value*) it is recommend but not required for all cars to have a racing application electrical kill switch that disables the battery and the ignition circuits. Switch needs to be mounted where it is easily accessible by safety crew on driver's side of car. (Switch can be mounted on driver's side of hood or in cockpit in a location that is easily assessable from driver's side window. In-cockpit mounting locations cannot be obstructed by roll cage, steering wheel, etc. and cannot be more than 15 inches from driver's window)
- **Tires and wheels:** (*safety items, not counted toward \$2,500 car value*) any size tire and wheel can be used. Tires must be street legal, DOT approved with a minimum tread wear rating of 190. Tires and wheels can be changed throughout the event as wear occurs. If tires are changed out they must be replaced with the same type of tire (example, if you are running standard street radials for the road course you cannot change out to a rally/dirt tire before the Rumble Rally). If wheels are changed, they must be the exact same width, diameter and offset of the removed wheel. It is strongly recommended that spares be brought especially for the right front during circle track events. No tire modifications of any kind will be allowed (chemical treatment, shaving, grooving or siping). No wheel spacing/offset changes once Leadfoot Rally starts. Nitrogen in tires is allowed and encouraged
- **Airbags:** all airbags must be disabled or removed
- **Fuel System:** (*tank or fuel cell, tank mount/mounting, fuel lines, fittings are considered safety items and are not counted toward \$2,500 car value; fuel pumps, carburetors, regulators and injectors are factored into car value*) Fuel tanks and entire fuel system must be in good condition with absolutely no leaks. Fuel tanks must be completely separated from driving compartment unless a racing application fuel cell is used. Fuel cells are strongly encouraged. Nothing in the fuel system can be added, removed or changed once your car has been through tech
- **Coolant:** no coolant, water only (no coolant and/or antifreeze of any kind including Water-Wetter and other race additives)
- **Fuel:** absolutely no race gas (pump gas only; aftermarket retail in-tank octane boosters ok). All fuel must be stored in fuel containers no larger than 5 gallons (no large cans or 55 gallon drums)
- **Exhaust:** anything goes but exhaust must exit behind driver position and noise output of racecar cannot exceed 100 decibels at 100 feet (basically, have a muffler on your car and you will be fine on decibels)
- **Illegal Modifications:** no computer controlled assistance (or any other mechanical assistance) that aids in drag race competition. No Nitrous, water or any other kind of non-stock injection. No computer/ecm adjustment of any kind while car is on track

- **Number:** (*item not counted toward \$2,500 car value*) all cars must have a number, minimum of 12" in height, on driver and passenger doors (you will select your number during registration)
- **Name/Flag:** all cars must have team name or driver name above driver and passenger doors or on passenger and driver rear windows or rear window pillars. After the team/driver names, all cars must also have a small decal of team/driver's home state flag (see below diagram)(if you are a team and from many states, pick the one or use them all. If you are not from the US, then use your country flag). Convertible cars can put name and state flag on top of drivers an passenger doors
- **Personalizing Your Car:** (*items not counted toward \$2,500 car value*) all entrants are allowed to place personal sponsorship logos and info on their racecars. Anything Cosmetic is allowed and encouraged: hood scoops, steer horns, police lights and especially custom paint. Remember, the purpose of this rally is fun.....make your race car stand out, create a theme for your team, turn heads and create laughs (nothing obscene or offensive will be allowed). At each Leadfoot Rally, drivers will vote on the best theme and one lucky driver/team will win the coveted Leadfoot Lampion Award.
- **Leadfoot Rally Decals:** all entrants are required to place Leadfoot Rally decals and Leadfoot Rally Sponsor decals on racecar (decals will be given out during tech inspection). Areas on car must be reserved for these decals (see below diagram)



- **Seat:** (*safety item, not counted toward \$2,500 car value*) seat must extend to or higher than middle of driver's helmet and drivers head with helmet on must be a minimum of 2" below the roll cage and/or roof. Purpose built racing seats are encouraged
- **Roll Cage:** (*safety item, not counted toward \$2,500 car value*) a 6 point or better Rollcage that is securely bolted or welded to the racecar chassis, is strongly recommend (but not required) for all Recession Racing Class cars. Rollbar/and or Rollcage is required for all convertible racecars.
- **Belts/Harness:** (*safety item, not counted toward \$2,500 car value*) all cars must have working, factory or aftermarket 3 point seat belts or better (5, 6 or 7 point racing harnesses are strongly recommended).