

# BEST IN THE DESERT RACING ASSOCIATION

## 2021 KING SHOCKS LAUGHLIN DESERT CLASSIC TIME TRIAL EVENT

Thursday September 23<sup>rd</sup>, 2021

TIME TRIALS IS NOT MANDATORY!!!

The **Time Trials** will determine the **START POSITION** for the race for:

- Group A: Class 1000, 1500 & 6200
  - Group B: 6100 & 7200
  - Group C: Trick Trucks

These classes will **START** the King Shocks Laughlin Desert Classic (**LDC**) in the order in which they placed in the Time Trials (TT). The **TT** will be held on Thursday September 23<sup>rd</sup>, 2021. See Schedule of Events for allotted times. The **TT** will be a timed event on an approximately 3 mile long course. If a race entry does not attend the TT they will be placed in order of the draw posted on 9/16/21 behind those who participated in the **TT**. **It is NOT mandatory**. You **MUST** be pre-entered in **LDC** to participate in the **TT**. Every person in the vehicle for the TT must check-in and sign release forms. **Thank you to Steve Olliges & Team Ford for again sponsoring the TEAM FORD POLE AWARD and will come with an awesome trophy.**

### INSTRUCTIONS

1. Registration for the **Time Trials** is at the **Tropicana Laughlin Coronado Room** on **Thursday, September 23<sup>rd</sup>**, from **8:00 AM to 11:00 AM**. You **MUST** sign in and sign Time Trial release forms. You must go through the full registration, sign the release forms, pickup your armband & Time Trials Decals. Everyone who will be in the race vehicle must sign release forms.
2. You will pre-tech your vehicle, fires suit & helmet in the staging area, to confirm BITD safety standards are being met.
3. Start Positions for the Time Trials are decided by the Draw Results held on Wednesday, September, 15<sup>th</sup>.
4. You do not need to line up early, you will be staged by your draw number.
5. The **Staging** for the **C/T Escort Practice Lap** will start at **1:00 PM**. Any vehicle not on time for the site lap, will forfeit the site lap.
6. The **Time Trials** course will be approximately three (3) miles long for C/T.
7. You Must have a crew member at the Start Line of Time Trials that will have radio communications with the race vehicle. Crew member must check in before you can officially start the Time Trials.
8. You will NOT be allowed to walk the Time Trial course prior to the escorted practice lap.
9. The vehicle you use in the **Escort Lap followed by the Time Trials must be the same vehicle you use for the Race.**
10. Upon completion of your **Time Trial** run you will on-load your race vehicle. **There is no pre-running or practice anywhere**; when you are done with the **Time Trials** you are done.
11. All seats in the vehicle **MUST** be occupied. Race vehicles may take off spare tires for the Time Trials. **Note: When Time Trial Rules and Class Rules conflict, Class rules supersede Time Trial Rules.**
12. The Driver of the Time Trials will be issued a Special Arm Band at Time Trial registration and must show it at the Start Line of the Time Trials and show it on Saturday during staging at the Start Line of the race. The Driver who qualifies in the Time Trial must start the Laughlin Desert Classic race on Saturday
13. **TRANSPONDERS are mandatory for the Time Trials.** Make sure your transponder is mounted for the Time Trials, this is how you will be scored. If you do not have a transponder you must order one prior to the event and we will mail it to you so you can mount it. Transponders at \$100 and they are yours to keep.
14. There will be Orange Cones on some corners of the Time Trial course, if your vehicle hits an **ORANGE CONE** on any of the turns you will receive an **automatic 15 sec penalty** for each cone you hit. Each of the corners will have **ORANGE CONES** on both **inside and outside of corner**. Do not hit either of the cones.
15. If you leave the start line of the Time Trials, your vehicle will automatically start ahead of any other entries who do not attend the Time Trials. This includes the practice lap and a DNF.
16. Spectating **WILL** be allowed at the start of the **Time Trial** event!
17. Any ties will be decided by the flip of the coin.

