

# APEX LAP ATTACK

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### **Overview**

The primary focus of Apex Lap Attack is to provide a fun and safe environment for competitors to learn about their cars and driving abilities. We seek friendly competition at all our events. These rules are intended to encourage the spirit of a safe and fun event. If the rules do not specifically say participants CAN do something, assume participants cannot do it. Please contact the organizer for event specific schedules and detailed series information. All questions regarding rules should be emailed to [info@apexhpde.com](mailto:info@apexhpde.com). Apex Lap Attack participants will have the opportunity to be awarded a trophy for winning their class at the end of the event as well as any sponsored prizes if applicable.

## **Section 1**

### Vehicle Classes

**Classes** - Apex Lap Attack will recognize five classes of vehicles within the events and reserves the right to weigh any vehicle at any time during the event or event activities. Weights are as presented in tech without a driver, and maximum ballast on any vehicle is limited to 300 pounds.

Classes will be calculated using the online Apex Lap Attack Vehicle Calculator. Each participant is responsible to class themselves appropriately within the provided parameters. Vehicle calculations will be determined by six (6) determining factors; Engine displacement, Forced Induction Tires, Aero, Vehicle Weight w/o driver and Horse Power.

- **Lap Attack 1 (LA1)** - Minimum 15 in the Lap Attack Vehicle Class Calculator.
- **Lap Attack 2 (LA2)** - Minimum 12, Maximum 14 in the Lap Attack Vehicle Class Calculator
- **Lap Attack 3 (LA3)** - Minimum 9, Maximum 11 in the Lap Attack Vehicle Class Calculator
- **Lap Attack 4 (LA4)** - Minimum 7 **6**, Maximum 8 in the Lap Attack Vehicle Class Calculator
- **Lap Attack 5 (LA5)** - Maximum **6 5** in the Lap Attack Vehicle Class Calculator

### **Modifiers and Points**

#### **Displacement**

0-2.9 liters	1
<b>2.0-2.9 liters</b>	<b>2</b>
3.0-3.9 liters	<b>3 2</b>
4.0+ liters	4
EV	4

#### **Tire**

200 TW or above	0
< 200 TW DOT	2
Racing Slick	4

#### **Aero Modifier**

<b>Stock - None</b>	<b>0</b>
<b>Stock/OE trunk lid spoiler and/ or front splitter or less</b>	<b>± 0</b>
Stock / OE High Wing/wicker bill or splitter	2
Aftermarket High Wing and / or Splitter and / or Canards	4

#### **Forced Induction/**Engine Swap****

None	0
Forced Induc. or <b>Engine Swapped</b>	2

### Wheel Horsepower

< 200 HP	-2 0
200-250 HP	-1 1
251-300 HP	1 2
301-350 HP	2 3
351-400 HP	3 4
401-450 HP	4 5
451+ HP	5 6

### Weight

> 4000 lbs	-4
3501-4000 lbs	-2
3001-3500 lbs	0
2600-3000 lbs	2
2300-2600 lbs	4
< 2300 lbs	3 6

### Vehicle Numbers and Event Decals

**\*Lap Attack vinyl side decals and windshield banners will be provided before the start of the event. All competitors are required to display these vinyl decals throughout the entirety of the event without exception. Manipulation or altering of a these decals is prohibited unless approved by an Apex staff member. Vehicle Numbers are also required for every car and must not be duplicated.\***

### **General Rules**

1. Conduct detrimental to the series/sponsors/competitors: All competitors shall uphold the Basic Event Rules in order to promote, elevate and enhance the name, brand and reputation of the organization, including its staff, sponsors, volunteers, and all those affiliated in any way with Apex Lap Attack. ANY act that is ruled to be detrimental to the event, series, sponsors, or staff may result in a championship points penalty or removal from the event and/or series. The competition director will have complete discretion to implement penalties for any reason. Rules, infraction level, or "spirit of the event" interpretation will be at the sole discretion of the Apex Lap Attack competition director, and all decisions are Final.

2. All vehicles entered into an event must be domestic or import, four-wheeled vehicles that are licensed, registered, insured for regular street use, and have a factory affixed OE manufacturer

production tag or plate. Apex Lap Attack does not allow rental cars, kit cars, modern reproductions, or other vehicles that were not issued or do not have a major OE manufacturer factory affixed production tag or plate. No open-wheeled vehicles are allowed, and all vehicles must use a factory or reproduction hood, structural fenders and body panels. Scoops, flares and other modifications are acceptable. Apex Lap Attack will make the final determination of eligibility – questions should be emailed to [info@apexhpde.com](mailto:info@apexhpde.com).

3. Gasoline, E-85, diesel fuel, biodiesel, and electricity are the only fuel/power sources to be used in vehicles entered in APEX Lap Attack events. Nitrous oxide and octane boosters are allowed; however, alcohol and nitro methane are strictly prohibited.

4. All entrants/drivers must have a valid, government issued driver's license and must be at least 16 years of age. Everyone entering the event venue must sign a liability waiver. All drivers under the age of 18 must have a parent/legal guardian waiver signed during registration.

5. AERO – participant vehicles are allowed to have any installed aero packages. All Aero must be installed to withstand the speeds of the vehicle and be tethered if not bolted to the vehicle. Stock OE aero is defined as an aero package that was/is equipped to a vehicle or is available in a different trim level on that vehicle for that year. Aftermarket aero is defined by any wing, splitter, canards or wicker bill that was not a factory option at any trim level for that specific vehicle. No aero is defined by a vehicle that does not come equipped with a wicker bill, splitter, spoiler, canards, wing etc...

6. Forced Induction and Engine Swaps - participants that have factory or aftermarket "power adders" such as turbochargers, superchargers, pro chargers etc.. must choose "yes" in the Lap Attack Calculator to determine their vehicle class. Furthermore, engine swaps will also count as "power adders" in 2023. "Engine swap" is defined by a power plant that has been placed in the vehicle that is not a factory option and meant to add additional horsepower. Examples of this are K-Swap engines, smaller displacement engines upgraded to larger displacement engines (LS3 to LS7 swap), internal combustion engines to electric motor conversions, etc... While additional displacement will be counted as a "power adder" it is not the only determining factor. Apex Lap Attack competition director will have sole discretion at each event. Questions should be emailed to [info@apexhpde.com](mailto:info@apexhpde.com).

7. Tires - All tires are acceptable and must be accounted for in the Apex Lap Attack Vehicle Class Calculator. Tires will be required to pass inspection. Any modifications or chemical treatments to tires will be unacceptable. Competitors with tires showing any evidence of modification will be immediately disqualified from the event. Safety is of the utmost importance and Apex Lap Attack officials will not hesitate to disqualify questionable tire selections.

8. Tire condition - Tires cannot show any signs of abuse, checking or obvious signs of age or neglect. Tires must have a minimum of 2/32" tread depth at the start of the event and must not show excessive wear. All entrants must have tires with a manufacturer date within five (5) years of the date of the event being entered.

9. Water may be used to cool tires between runs during the event. The use of any type of chemical treatment before or during the event is strictly prohibited and will result in immediate disqualification from the competition.

10. All types of tire warmers, Reflective wraps are permitted.

11. All vehicles must run the entire event as they are presented. The removal or alteration of any components including seats, splitters, spoilers, etc. is prohibited. The addition of removable rollover protection for convertibles is allowed.

12. All vehicles must run a complete exhaust system with mufflers (except EV) and must not exceed 103dB at 50 feet if tested. Tested vehicles exceeding 103dB will be immediately removed from competition and given an opportunity to correct the problem. Two noise violations during a single event will result in disqualification from the event and no points will be awarded.

13. All cars must be equipped with a suitable front and rear tow-hook (or strap), constructed of materials and installed so that they are capable of withstanding the tension required to extract the vehicle. Must have a minimum 2" diameter opening and be easily accessible. Tow point must be clearly marked on the vehicle.

14. All cars must be equipped with, either from the factory or with a suitable aftermarket or fabricated, drive shaft safety loop. In the event of a driveshaft component failure, the safety loop must keep the front of the driveshaft from contacting the ground. Factory loops, tunnels, tubes or x-pipe exhaust are acceptable.

15. Timing & Scoring - Timing inquiries must be brought to the attention of the scoring officials before the event has ended. Once the event ends, the results are final and official.

16. Only amateur drivers are allowed to compete for points accumulation, An "amateur driver," whether he/she drives competitively or recreationally, is one who drives for the challenge it presents, not as a profession and not for significant financial gain. If competitive driving is not currently, or ever has been, your primary or significant source of income, you are an amateur. A "professional driver" has competed at a high level of racing or time trial competition, for compensation that is a significant or primary source of income.

17. Each participant is responsible for any and all cleanup and/or equipment (including transponders) or track damages, including legal fees, caused by themselves or their vehicle during any and all portions of the event. Entrants will not be allowed to compete in subsequent events until damages are paid in full.

18. Registered Instructors may instruct/coach other registered participants during any timed segments. Other non-registered passengers will only be allowed to ride with Instructors or approved Advanced level drivers.

- Right seat passengers must meet all the safety equipment requirements of the driver including helmet, fire suit, harnesses, neck restraint, etc.

19. Participating cars must pass a technical inspection that will emphasize safety. Safety features that do not offer a competitive advantage such as racing specific harnesses, roll cages/bars, fire systems, etc., are acceptable and highly encouraged.

20. Battery safety - All combustion engine vehicles must use an AGM or maintenance free flooded battery as its primary starting battery with a minimum of 65 min. reserve capacity per SAE guidelines. **No**

~~lithium batteries will be allowed unless it is original equipment for the exact vehicle entered without any modifications to the starting or charging systems.~~

21. All convertibles or any open top vehicle must have proper rollover protection – no exceptions. The top of the roll hoop must be higher than the driver’s helmet while seated properly in the car.

22. Helmet use is required during all segments of the event. Helmets must have a SNELL rating SA2010 or newer. Motorcycle or DOT helmets are not allowed under any circumstances.

23. Non-synthetic clothing (cotton, wool, leather, etc.) covering the torso, arms and legs shall be required during segments of the event. No open toe shoes or sandals/flip flops allowed.

24. Seatbelts or safety harnesses must be installed correctly and worn properly during all segments of the event. A minimum 3-point factory installed seat belt is required for all vehicles. Lap only belts will not be acceptable for any time trial segment.

25. All drivers will be required to have the ability to exit the vehicle from a competition position (full safety gear and fully harnessed) within 12 seconds.

26. Participants that drive unsafely or exhibit unsafe behavior, in the sole discretion of the officials, during any segment of the event will be immediately disqualified and removed from the event.

27. Protests - any participant may file a rule protest against any other participant by submitting a written inquiry directly and in-person to the event/competition director, along with a \$200 protest fee. Protests may only happen during the actual event wherein the car or driver in question is participating. Officials will immediately review the request and make a determination on the inquiry. If a participant is deemed to be in violation of the rules, a points penalty, to be determined by the competition director, will be assessed or they will be immediately placed in the Unlimited class and the protest fee will be returned to the protester. If the inquiry is found to be within the confines of the rules, the protest fees will not be returned and both participants will be returned to the event. This is supposed to be a friendly competition; our preference is that competitors talk to each other about misunderstandings before filing a formal protest.

## **Section 2**

### **Lap Attack Time Trial**

The Lap Attack will be a time trial format with multiple run groups running multiple sessions on the designated road course. Run groups will be designated prior to segment start based on driving experience, comfort level and abilities as determined by both the participant and Apex Lap Attack officials. Apex Lap Attack officials reserve the right to move participants to a different run group based on the input of track spotters, participant feedback, and official’s observations. Should you believe your driving skills do not match the Apex Lap Attack designation, please bring documentation to make your case. Verbal attempts at proving your driving skills will not be considered and any attempts to do so may result in the invocation of rule #1. Run group designation is at the sole discretion of Apex Lap Attack officials and the Competition Director.

~~Run groups will be designated as follows:~~

- Run group —(A) **Fastest** Guidelines — may have attended and graduated from an advanced course at an accredited driving school, familiar with competitive track flags, etiquette, rules and “racing line”, may have a sanctioned competitive license, and/or competed in wheel-to-wheel racing events
- Run group —(B) **Faster** Guidelines — may have attended and graduated from an advanced course at an accredited driving school, familiar with competitive track flags, etiquette, rules and “racing line”, may have a sanctioned competitive license, and/or competed in wheel-to-wheel racing events
- Run group —(C) **Fast** Guidelines — may have attended and graduated from an advanced course at an accredited driving school, familiar with competitive track flags, etiquette, rules and “racing line”, may have a sanctioned competitive license, and/or competed in wheel-to-wheel racing events

Passing will be allowed anywhere with a point-by – specific event/track rules will apply and be communicated during event specific drivers meeting

***Run Group – Novice or Non-Solo – Will not be allowed entry into the Lap Attack format. All Novice and Non-Solo drivers will be instructed either in car or with Lead-follow procedures and are not eligible to compete. Moving drivers from this group to the Lap Attack format will be the sole discretion of the Apex Lap Attack Officials.***

1. The official time for each run will be as measured by the “transponder” attached to the vehicle.
2. Apex Lap Attack officials may, at their discretion, alter or change the road course configuration for safety, excessive speed, and to run the segment in the allotted time. Participants in all run groups will run the same course configuration.
3. Any vehicle that spins, loops or leaves the track surface (4 wheels off) for any reason will be black flagged and required to report directly to the event steward as soon as safely possible. Multiple black flags issued to a participant may result in a deduction of championship points or immediate dismissal from the event.
4. A participant's official score for the event will be the lowest timed lap of the segment.
5. The participant with the lowest timed lap in their respective class will be declared the winner. In the event of a tie within a class, considering the second fastest lap of each tied participant for each session, and so on until the tie is broken will break the tie.
6. Swerving, burnouts, dry hops, etc. to warm tires is strictly prohibited on pit lane and may result in a deduction of championship points.
7. Contact with any marker (cone, barrel, etc.) designating a speed monitoring or limiting element, may result in the loss of your fastest recorded lap time of the day