

iTrack Motorsports ExciteGP 2024 Rulebook

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**Overview**

iTrack Motorsports ExciteGP 2024 Rulebook

iTrack Motorsports ExciteGP was created for drivers of all skill levels to compete in a fun and friendly competition series. This series is designed to not only offer maximum seat time, but to give drivers an event format that focuses on perfecting the art of tandem drifting.

All ExciteGP events are open to drivers of all skill levels. Events will showcase the best in style and speed from the southeast. While most competition series in the southeast provide low seat time, Pro-Am style competition events, ExciteGP offers a grassroots competition for drivers who want maximum seat time and fun!

The three event format will put drivers in a leader board format that awards points and prizes for performance per event. At the end of the three event series, the top driver who scores the most points during the season will be awarded the championship. Again for 2024, ExciteGP will offer two (2) classes based off vehicle prep. These classes are Clubsport and Legends.

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**Driver Requirements**

**Driver Eligibility**

* Drivers must carry a valid state issued drivers license
* All drivers must have attended a minimum of one (1) tandem drift event prior to registering
* Drivers of all skill levels are encouraged to participate.
* Only D1, D2, and D3 drivers will be eligible for Rounds 1, 2, and 3

**Driver Safety Requirements**

* SA2015 or newer helmet is mandatory for all drivers
* Drivers must wear a minimum of 3 point safety belt at all times on track
* Closed toed shoes and long pants are required
* No driver may be under the influence of alcohol or drugs during any portion of the day.

**Vehicle Requirements**

**Vehicle Eligibility - ALL**

* Vehicles currently entered in FD Pro1 series in 2024 competition are not allowed to compete.
* Cages are highly recommended, but not mandatory.
* All cars must pass technical inspection prior to first session
* Cars must be free of leaking fluids
* All lug nuts/bolts must be present and tight
* All cars should be built within the spirit of the rules. (Stylish and presentable builds)
* All cars must follow the iTrack Motorsports general rules (located on [www.itrackms.com](http://www.itrackms.com/))
* No severe body damage can be present. All cars must have all body work at the start of driving and painted one color (No mismatched color panels. Only exception is damages during practice.)
* Batteries must be securely fastened with OEM or aftermarket mounts. (no straps). Cover must be over positive terminal. Battery box if in car.
* All cars competing must have a fire bottle located in the car and easily accessible.

-All cars must have a fire bottle installed and easy to access by the driver

**Vehicle Requirements Continued**

**Vehicle Eligibility - CLUBSPORT**

* All cars must be built within the spirit of Clubsport rules. This means stylish street style cars. Sub 400hp street friendly builds.
* All cars must have full interior from the back of the front seats and forward. Front carpet, door panels, complete dash, and center console are required.
* All cars must use the factory motor available in that year model chassis. (example: Stock VQ35 350z, S52 swap 325is, SR20 swap S13)
* All cars must use the same induction system equipped on the motor from the factory with the exception of factory non-turbo cars available in the US. (Example: 350z must remain N/A. KA-T 240sx is allowed. Contact for details)
* All force induction cars must run a factory setup. Boost can be increased. (Example: SR20 may use a T28 if equipped with T25)
* Nitrous is prohibited in Clubsport
* All cars must retain factory glass including door windows
* Radiators must be mounted in the factory location
* Front tires are open. Rear tire limited to 300TW. Max width of 235mm.
* Tube front ends are eligible in front of shock towers. Rear of chassis must remain unmodified.
* All cars must maintain the factory or factory style headlights in the OEM location
* Bolt-on angle kits are allowed. Moving of shock towers, subframe, or mounting locations is prohibited.

**Vehicle Requirements Continued**

**Vehicle Eligibility - LEGENDS**

* Vehicles currently entered in FD Pro1 series in 2024 competition are not allowed.
* Cages are highly recommended.
* All cars must maintain the factory chassis between the front and rear shock towers. This means no custom tube chassis. The transmission tunnel may be modified.
* All cars must stay within 4 inches of the factory wheelbase
* Engine, transmission, and differential options are unlimited. Sequential style transmissions are NOT legal.
* Front tires are open. Rear tire compound is open. Max width of 285mm.
* Rear mount radiators, fuel cells, etc are legal. If any of these modifications are done, there must be a firewall between the driver and rear of car.
* Interior modifications are unlimited. Lexan windows may be used in place of OEM. Door windows are not required.
* All suspension modifications are permitted. This includes moving the shock placement, suspension mounting locations and subframe.

**Competition Format**

All drivers will be required to attend the morning drivers meeting. Any driver who fails to attend the drivers meeting will not be eligible for Top 16 competition.

**Qualifying/Practice**

ExciteGP will use an open lapping format for practice and qualifying. Instead of having a set number of runs to qualify, judges will be selecting the best 16 drivers to run the Top 16 competition event per class.

* All drivers are given equal seat time. All sessions are considered qualifying runs
* Top 16 drivers will be selected after the final qualifying session
* Top 16 drivers will be selected by performance. Driver Top 16 pairing will be selected at random

**Top 16 Competition**

Drivers will line up according to random pairing of drivers. Battles will be completed in order of lining up. It is mandatory that all drivers follow pairing by iTrack staff.

* It is mandatory for all Top 16 drivers to be present during announcement of drivers and drivers meeting
* Lead follow runs will be pairing in no particular order
* Drivers will be allowed one tire change during competition for Clubsport and two for Legends. (exception at TGPR due to tire consumption)

**Competition Format Continued**

* “One more time” calls will only be used when both drivers fail to score during runs
* All calls are final and official
* Judging will score on the overall performance of the run. This includes but is not limited to speed, line, style, angle, and proximity.
* If a start is jumped or an error is made prior to the start of judge zone, a red flag will be given and a restart can be taken. This may only happen once.
* All drivers will be allowed to work on their car while waiting for next round
* 5 minute mechanical break may only be given once and may not be used during one more time. (exception: both cars are damaged during first run)
* If a driver hits a barrier during competition, they will automatically score a ZERO for that run. If a driver has 2 or more wheels go off course they will score a ZERO.

**Payouts and prizes**

TBD

**Track Rules**

* All drivers must respect the rules of the track and track staff
* All drivers must arrive on time
* All drivers must follow all flag signals
* No race engines can be run between 11-12PM on Sundays due to county laws at all tracks
* No standing burnouts can be made prior to competition run. Warm up Figure 8’s and scrubbing fronts is allowed prior to first lead/follow. No scrubbing or warming tires will be allowed after first run.
* No burnouts in the paddock or standing burnout on track
* No drifting on corded tires
* Illegal drugs, weapons, explosives, etc will not be allowed on the premises
* All pets must be on a leash
* All trash must be placed in a trash can around the track. All tires must be taken home with the driver.

All questions regarding series rules must be forwarded to [itrackmotorsports@gmail.com](mailto:itrackmotorsports@gmail.com)**. All rules are subject to change.**