

Northern New Jersey SCCA 2025 Solo Supplemental Rules

(updated 2-2-2025)

These rules supplement the [SCCA National Solo Rules](#). They will take precedence over optional sections of the National rules where conflicts exist. Mandatory sections of the National rules, as defined in Section 1 of the 2024 SCCA Solo Rulebook, will be enforced.

2025 Removal of Vitour Tire Ban

The Solo Events Board (SEB) has removed the Vitour P1 from the exclusion list for Street and Street Touring Categories, making both the P1 and the P1+ eligible for Solo competition in all categories.

Respectful Behavior

The members of NNJR SCCA strive to create an environment that is open and welcoming at its events. It is expected that all who attend our events, regardless of membership status, treat each other with kindness and respect at all times, not just at events. Any disrespectful behavior, regardless of form or location, will be considered as grounds for punitive action, up to and including a permanent ban on event attendance, revocation of regional membership without refund, and reporting the infraction to the National Office. All such decisions will be at the discretion of the NNJR Board of Directors.

Behavior at the Event

Drivers must drive in a safe and controlled manner at all times while on the event site. Speeds in the grid and pit area must remain at a "walking pace," and any extreme driving maneuvers such as tire spinning or "skid pad loops" intended to heat tires before reaching the starting line of the course are expressly prohibited, and may result in forfeiture of a run, or in extreme circumstances, expulsion from the event. Furthermore, any extreme driving displays or unsafe driving behavior in the general area surrounding the event site including public streets are expressly prohibited and may result in disqualification at the discretion of event officials.

Drones

Drones are strictly prohibited from being flown anywhere on site near the stadium. There are sensors at the stadium, and the police can and will show up and ticket you (or arrest you) the moment you put the drone in the air.

No Smoking Areas

NO smoking, vaping, or open flames will be allowed in the grid or any other area where fueling may occur. Other areas may be designated no smoking at the discretion of event officials.

Sound Controlled Events

When site restrictions dictate, sound limits will be enforced. [See the Solo Rules for Sound](#).

Event Points

The fastest single run for each competitor will determine their finishing position. Points are accumulated for each event, thus rewarding good attendance. Points must have been earned at 7* events to qualify for a Class Championship or Driver of the Year. The lowest 2* finishes will be dropped from each competitor's points in total.

**7 events and 2 drops are typical values, but subject to change depending on the number of events in a season*

Points are awarded in two ways:

1. Class Points count towards each Class Championship. Points are awarded as follows:
 - a. 1st = 9 points
 - b. 2nd = 6
 - c. 3rd = 4
 - d. 4th = 3
 - e. 5th = 2
 - f. 6th = 1
2. PAX Points count towards the Driver of the Year award. The [PAX/RTP indexes](#) will be used for all classes. Points are awarded according to the following formula:
 $100 - (2 * (\text{Your PAX Position} - 1))$
such that 1st place gets 100 points, 2nd gets 98, 3rd gets 96, and so forth.

Event Trophies

Event awards will be presented at the event site after the competition is completed. Event awards will be forfeited if not picked up on the day of the event. The minimum number of awards given out in each class will be based on the SCCA Solo Rules. Additional awards may be given out at the discretion of the event chairperson. **(Not currently doing trophies)**

Championship Series

For determination of placing for the year-end trophies in each class, see below for how many events/drops A competitor must compete in a single class for a year-end trophy.

The same applies to Driver of the Year which uses the Pax points.

- 3-6 Events = 1 drop (Must Compete at least 4 events)
- 7-10 Events = 2 drops (Must Compete at least 5 events)
- 11+ Events = 3 drops (Must Compete at least 7 events)

Class Bumping

There is no minimum number of entrants required per class. Class bumping will not occur in classes that have only one entrant.

Timing Head Damage

Any entrant that damages the start or finish timing heads will be required to pay for the replacement of the damaged head at the discretion of event officials.

Approximate costs will be \$25 for the reflector and \$250 for the timing head.

Passengers*

Passengers are NOT allowed in competing vehicles unless it's an approved instructor-run by the Novice Chief or Event Chief. Only registered Novice drivers may have an instructor with them. The passengers must also be wearing an approved, properly fitting helmet and seatbelt. All parts of the passenger's body must remain inside the car while on course. The purpose of this allowance is to accelerate the learning process. Minor (under 18) passengers/drivers must have a properly executed (signed by BOTH parents) Minor Waiver on file.

Annual Tech

Annual Tech can be granted by the Chief of Tech. Having annual tech means skipping the normal tech procedure for the rest of the year. You are subject to spot checks by Chief of tech at any time throughout the season.

Workers

Everyone is required to work a specific heat that is assigned by the worker chief. This allowance does not permit a competitor to miss or be late for their work assignment, nor does it allow for undue delays of the event. Failure to report on time for a work assignment or failing to complete a work assignment will result in all runs for that event being DNF'ed. Should a competitor take a ride during their run heat that results in failure to be ready to compete, that run shall be forfeited.

Registration Hours

Any potential entrant arriving after check-in has closed will not be permitted to run. Exceptions must be approved by the event chairperson. The check-in hours will be clearly posted on the event announcement in Mototспортreg. Pre-registration is required for all

Series Events. Potential entrants arriving without first having pre-registered will be subject to an extra fee with the approval of the event chairperson.

Event Schedule

- 7:30 - Arrive
- 8:15 to 9:00 - Registration
- 8:00 approx - Course Open for Walking
- 8:15 to 9:00 - Tech Inspection
- 9:00 - Novice Course Walk
- 9:15 - Course Closed for Walking
- 9:30 - Mandatory Drivers' Meeting
- 9:50 - First car off

Grid

- Grid will be broken up into a two-driver car section and a single-driver car section.
- Drivers of single driver cars are required to remain in the area immediately around their vehicle for the entire duration of their run group unless a maintenance/mechanical concerns, tire pressure checks.
- Drivers must be in their cars 5 vehicles before they are called to stage, or drivers will forfeit their run.
- Grid workers will be instructed to skip drivers not in their vehicles when called to stage, and timing /scoring will be notified to DSQ the run(s).
- Drivers requiring a mechanical should verbally flag down the grid worker if possible, and grid workers will be instructed to remain attentive to participants to ensure smooth running of the run group(s).
- Two driver cars will stage in a line, separately from single driver vehicles. All other grid rules outlined in this section apply to two driver cars.
- Grid workers will be instructed to monitor two driver vehicles, and ensure one driver remains in/around the vehicle at all times.
- Drivers requiring a mechanical should verbally flag down the grid worker if possible, and grid workers will be instructed to remain attentive to participants to ensure smooth running of the run group(s).

Fees

Based on the high site rental fees at the Meadowlands, events use tiered pricing based on the number of pre-registered drivers. The bad news is that low turnout means a higher price, the good news is that the higher cost will mean more runs. An email will be sent out when registration closes to confirm the price. You will then have 2 hours to cancel before your credit card is charged if you decide that the cost of these events is too damn high.

Due to issues determining if we'll have the minimum number of drivers at some events last season. If registration hasn't reached at least 85 drivers 3 days before the event, a late registration fee of \$10 will be charged to motivate everyone to not wait until the last minute to register.

Minimum Drivers to run an event: pre-registered drivers: 95

Prices:

Prices and run counts will vary depending on the number of drivers. Prices will range (for SCCA members) depending on turnout.

- 115+ Drivers: \$80 / 6 or more runs
- 96-115 Drivers: \$85 / 6-8 runs
- 85-95 Drivers: \$90 / 8 runs

Notes:

- An additional \$15 will be charged to non-members to pay for a weekend membership and cover insurance costs.
- Walk-up registration and late registration (starts 3 days before the event) is an additional \$10.

Number of Drivers Per Car Per Heat

The number of drivers per car in any heat will normally be limited to two at any single event. Three drivers per car may be allowed, upon approval by the Event Chair.

Instructors

Instructors are assigned by the Novice Chief or by the Event chairperson.

Only approved instructors may drive a novice in their own car @ 70%.

Novice class

In addition to the standard SCCA classes, a Novice class will be available. Instead of competing only in Novice class, all Novice drivers will drive with and compete in their respective open class and will be eligible for awards. At the end of each event, a separate

list of novice drivers will be created, sorted by index times, and novice awards will be awarded from this list.

The intent of the novice class is to provide an additional incentive and reward for "novice" drivers. The novice class is indexed using the current indexes. The novice-class is open to any beginning driver who has competed for less than a full season. Once a competitor completes enough events in one season to qualify for an end-of-year award, they will no longer be eligible for Novice status. A competitor can opt-out of the novice class at any time. Novice status must be requested during registration for each event.

Pro Class

In addition to the standard SCCA classes, a Pro-class will be available. The intent of the Pro-class is to provide competition for "more experienced" drivers by allowing them to compete in one indexed class. The Pro class is open to any competitor who placed in the top 10 in pax at any event in the prior year. Cars competing in Pro class should have **ONLY** their car number and index class designation (P) on each side of the car, and class designation.

Women's Class

NNJR-SCCA provides a single indexed Women's class.

Women have the option of running in the indexed Women's class (W class), or running in open class, but not both.

Cars competing in the Women's class should have their car number and index class designation (W) on each side of the car, and their open class designation.

Karts

Formula Jr. Karts are not eligible to compete.

Changes to Supplemental Rules

Supplemental Rules will be approved by the active Chief's Team, and published by the Solo Chair(s) prior to the start of the Points Season. Changes to the supplemental rules will be voted on (in person or electronically) by the Chiefs Team. A simple majority of those voting will determine the acceptance of any change.

Below is a list of recommended items to bring to a SOLO event:

(items others have found useful during an Autocross)

- **Lots of water or other non alcoholic beverage**
- **Cooler with lunch and/or snacks**
- **Helmet**
- **Pad and pencil (to draw course map and write down advice, car settings)**
- **Driving shoes**
- **Tire pressure gauge**

- Portable air tank or compressor (We have air on site)
- Portable Jack
- Torque Wrench
- Tools in case you need to repair something
- Chalk or white shoe polish to mark your tires
- Windex and paper towels
- Work gloves
- Racer tape (duct tape)
- Tarp
- Clean Towels
- Sunglasses
- **Sunscreen**
- Extra clothes, hat, rain gear, umbrella
- Garbage bags (to cover things if it rains)