



August 20, 2025

### **///4 Hours of Melons Rule Book/// Version 1.0///**

#### **4 HOURS OF MELONS ENDURANCE RACE OBJECTIVE:**

The vision of 4 Hours of Melons is to foster an inclusive class welcoming diverse vehicles and skill levels, from stock sedans to creatively modified builds, fostering a competitive and fun 4-hour endurance race over on a budget \$2,000 car (excluding safety gear) emphasizing the watermelon spirit of Suika Circuit. **“This is your junk yard/backyard/barnfind car.”**

The Suika Circuit Staff will always strive for a balance of performance across all vehicles while keeping the barrier to entry as low as safely possible.

#### **DRIVER EXPECTATIONS:**

The expectation is mandatory clean and fun racing! This should ultimately be the drivers' primary focus however, crashing into other cars and repairing race cars is not an enjoyable experience and should be avoided at all cost.

If the President or Vice President of Suika Circuit Operations deem an incident to have been avoidable or intentional, this will result in disqualification and potential suspension or ban to participate in future Suika Circuit events. Keep in mind that car-to-car contact is a poor reflection of wheel to wheel racing in general and can result in costly repairs and potential serious bodily harm. Close quarters, non-contact drafting is acceptable, and should be practiced with extreme care.

#### **MEETINGS ATTENDANCE:**

All drivers must attend all drivers' meetings in a race weekend. If a driver is unable to attend, they must see Suika Circuit event staff for a briefing before entering the track. Driver Meeting will reiterate the importance of quality driving and sportsmanship. If staff perceives participants failing to internalize these ideas, the race class will be terminated for the remainder of the event.

During event check-in, all drivers are required to check-in with Registration/Timing and Scoring as scheduled at the beginning of each event. The purpose of this is to verify transponder numbers, and eliminate duplicate car numbers entries on track.

## **DRIVER ELIGIBILITY:**

1. Drivers must be proficient in operating a motored vehicle.
2. Suika Circuit has the right to reject and remove drivers in cases of driver misconduct. Drivers may be reconsidered after more experience is gained or Suika Circuit High Performance Driving School is completed.
3. Teams must have a minimum of 2 drivers and the drivers must swap at a minimum every 4 hours.

## **VEHICLE RULES:**

Cars must have a purchase price or market value of \$2,000 or less, verified by receipts or market appraisal (e.g., Kelley Blue Book). Safety equipment (roll cage, harness, fire extinguisher) is excluded from the budget.

## **BUDGET VERIFICATION:**

Teams submit receipts or market value documentation at registration. Random audits during tech inspection.

## **PENALTY SYSTEM FOR BUDGET OVERRUNS:**

Cars exceeding the \$2,000 budget face a lap deduction penalty at race start:

\$2,001-\$2,100: 1-lap deduction.

\$2,101-\$2,200: 2-lap deduction.

\$2,201-\$2,300: 3-lap deduction, and so on.

Cars over \$3,000 (10+ lap penalties) face disqualification to deter intentional overspending.

**(Fair market value will apply!)**

## **MODIFICATIONS PERMITTED BUT LIMITED TO FAIRNESS:**

1. Engine - Stock or swapped, **max 15% horsepower increase over stock** (verified by dyno if needed).
  - a. Forced induction and or Nitrous Oxide is allowed within reason.
  - b. **Tuned vehicles will require a dyno.**
  - c. Vehicles must run water in the radiator. **No anti-freeze** however a water wetter supplement is acceptable.
2. Suspension - Basic upgrades can include lowering springs, sway bars, and shocks only. **No adjustable coilovers.**
3. Tires - Street-legal, minimum treadwear rating of 200, max width of 275 mm.

- a. Teams will decide what tire pressure works best with their vehicle setup.
- 4. Minimum Weight - 2,000 lbs to prevent lightweight cars from dominating.
  - a. Open wheel chassis' not allowed.
- 5. Themed builds (e.g., watermelon-painted cars) encouraged, with a Best Melon Theme award.

#### **DRIVER PENALTY SYSTEM:**

Suika Circuit will use the Black-Flag to assess dangerous driving. These behaviors include, but are not limited to:

- 1. Contact for any reason.
- 2. Speeding in the paddock.
- 3. Wreckless driving.
- 4. Lack of car control.
- 5. Unsportsmanlike conduct.

- a. A total of 5 black flags will result in termination of your teams' race.

#### **AWARDS:**

- 1. Overall Winner : Team covering the most distance in 4 hours.
- 2. Class Podium : Top 3 teams in Melons Class.
- 3. Special Awards : Best Melon Theme (fan-voted), Most Reliable Melon (fewest mechanical issues), Spirit of Suika (best sportsmanship).

#### **SAFETY TECH INSPECTION:**

- 1. Verifies safety equipment: roll cage (FIA or SCCA-compliant), 5-point harnesses, fire extinguisher (minimum 2.5 lbs, mounted), window nets, and kill switch.
- 2. Checks helmets (Snell SA2020 or newer) and racing suits (SFI 3.2A/5 or higher).
- 3. Ensures no fuel leaks, secure battery mounting, and functional brakes/lights.
- 4. Conducted pre-race; failure results in immediate correction or disqualification.

#### **INTEGRITY INSPECTION:**

- 1. Verifies car budget and modifications to prevent cheating.
- 2. Teams submit build sheets (parts, costs, mods) and receipts or market value proof (e.g., Kelley Blue Book).
- 3. Random audits include engine checks, part valuation, and dyno tests if suspected over 15% horsepower increase.

4. Non-compliant cars receive lap penalties (\$100 over = 1 lap) or disqualification if over \$3,000.
5. Conducted pre-race with an appeal option within 24 hours.

### **PRICING STRUCTURE:**

Individual Entry: \$200 per driver, covering race registration, track access, and basic amenities (pit access, timing systems).

### **CHECKLIST:**

#### Safety Tech :

1. Roll cage: Welded, no cracks, FIA/SCCA-compliant.
2. Harness: 5-point, non-expired, securely mounted.
3. Fire extinguisher: 2.5 lbs minimum, accessible, charged.
4. Helmet: Snell SA2020 or newer.
5. Suit: SFI 3.2A/5 or higher.
6. Battery: Securely mounted, no leaks.
7. Brakes/lights: Fully functional.

#### Integrity Tech:

1. Receipts/market appraisal: Confirm car value  $\leq$  \$2,000.
2. Build sheet: Matches declared mods (engine, suspension, tires).
3. Tires: 200+ treadwear,  $\leq$  275 mm width.
4. Engine: Dyno test if suspected  $>15\%$  hp increase.
5. Weight:  $\geq$  2,000 lbs (weighed on certified scale).
6. Penalties assigned: 1 lap per \$100 over \$2,000.

### **CAR LOG BOOK:**

Not mandatory but recommend that all vehicles have a logbook or a logbook accepted by the Technical Inspector.

**APPEALS:**

A driver may appeal any penalty he/she receives to the Race Steward. All appeals must be made to the Steward's Committee during the event. The final ruling of the Steward's Committee may be appealed to the President or Vice President of Suika Circuit Operations.

**MEDIA:**

Approved media is authorized at Suika Circuit/Sandia Speedway during events. Media will have the proper credentials, attire, and be experienced to operate media equipment such as cameras and drones. Cell phones will not be allowed for official Suika Circuit media. Media must post in the designated media stations while conducting media on track.

## **FLAGS DEFINED:**

Green Waved: The race is under way at the instant the green flag is waved. This flag is displayed by the Starter only.

Green Motionless: Indicates that the course is clear.

Yellow Motionless: Danger, slow down, no passing from the flag until past the incident.

Yellow Waved: Great danger, slow down, be prepared to stop. No passing from the flag until past the incident.

Red: The red flags will inform all drivers that they must stop racing immediately and stay in their vehicles until further instructed.

Blue with Diagonal Yellow Stripe Motionless: Another competitor is following you very closely. Check your mirrors.

Blue with Diagonal Yellow Stripe Waved: A faster competitor is trying to overtake you. Check your mirrors.

White: The white flag will be used as “1 lap to go”.

Furled Black: “ WARNING ” – You are driving in an unsafe or improper manner – if continued, you will be given the black flag. Displayed by the starter only. Driver acknowledgement is required.

Waving Black: Pull into pit and grid until further directed.

Black with Orange in Center: There is something mechanically wrong with your car. Proceed to the hot pits at reduced speed.

Checkered: The race is over! Complete one cool down lap before entering the pit.