



2026 Baja Nevada Holding Zone/Time Clock/Work Area/ Impound

Holding Zone

1. Once you cross the Official Finish line you will go into a Holding Zone.
2. The Holding Zone allows you to wait for your Race Team to get set up in the Work Area without being on the time clock, considered free time.
3. Only the Participants who crossed the Finish Line on/in the Race Vehicle are allowed in the Holding Zone. No Chase Crews.
4. Riders/Drivers may evaluate the Race Vehicle and make plans with the team while waiting in the Holding Zone before going to the Work Area.
5. There is NO working on race vehicles of any kind from the time you finish until you Enter the Work Area. Electronic Data Transfer is Allowed while waiting in Holding Zone.
6. Failure to follow these Rules will result in a Penalty up to Disqualification.
7. Any racer waiting in the holding area is permitted to swap positions with another banded racer outside of the holding area as long as they inform officials at the official time clock. Only 1 rider or 2 drivers are permitted in the Holding Area at any given time. Ironman racers are allowed to have 1 crew member swap positions.

Time Clock for Work Area

1. You do not need to enter the Time Clock Work Area in the same order you finished the race as some teams may be ready sooner than others.
2. Once your race team is ready for you in the Work Area, you will proceed to the end of the Holding Zone.
3. At the end of the Holding Zone, you will come to the "Check In Time for Work Area".
4. You will be given a Time Card here and it is your responsibility to return it with the Race Vehicle once you are done in the Work Area and ready to enter the Impound Area.
5. A Race Official will have the Official Time Clock and will issue you a Start Time for Work Area.
6. When you return for your Time Check Out, the Race Official will issue you a Check Out Time recording it on your Time Card and will collect the Time Card from you.
7. Failure to Return the Time Card with the Race Vehicle will result in added time to your race clock, the time will continue until your Time Card is returned to the Race Official at the Time Clock.

8. Race Teams will have 1hr 5 min. to complete repairs after they leave the Holding Zone.
9. Race Teams that go over the 1hr 5 min allotted time will have that additional time added to their Official Race Time from Day 1 and it will be applied before they Start Day 2 competition.
10. Race Vehicles that do not use the full 1hr 5 min allotted time will not be issued a time credit for the remaining time.

Work Area

1. The Work Area is Optional and not required. However, Impound is Required for all Race Vehicles who crossed the Official Finish Line on Day 1.
2. Legacy Pit Rules apply for Work Area just like any other Pit Area during the race. See Legacy Rule book page 18-20 for Pit Rules.
3. Any Fuels or Fluids must be placed on a containment mat or remain in the Chase Vehicle. They cannot be placed directly on the ground.
4. Teams are responsible for fluid containment and proper disposal of fluids after servicing race vehicles including fuel drums.
5. Throwing away used full bottles of fluids into a dumpster, disposing fluids onto the ground or leaving fuel drums empty or full are not permitted and any team caught doing so will be penalized up to disqualification.
6. Race vehicles that do not cross the Official Finish Line on Day 1 (DNF) are not required to go to impound. These vehicles can be worked on at any location you choose and can still race on Day 2.

Race Vehicle Impound

1. All Race Vehicles that cross the Official Finish line on Day 1 will be Impounded until your Staging Time for Day 2.
2. Failure to Impound your Race Vehicle will result in a DNF for Day 1.
3. Only Arm Banded Rider or Driver are allowed in the Impound area. Handlebars are allowed 1 rider and Steering Wheels are allowed 2 drivers.
4. Absolutely NO pit crew allowed in the Impound.
5. Absolutely NO working on the race vehicle in Impound except the necessary items to make the machine operable. i.e. Battery Switches, bike stands.