LEMONS RALLY RULES v3

1: GENERAL

1.1: DON’T BE A DOUCHE. That’s what expensive rallies are for.

1.2: OBEY THE LAW. This isn’t a race. Obey all traffic and other laws.

1.3: REFUNDS. Full refunds 60 or more days before the event. After that you get merciless heckling only--no refunds or fee transfers.

1.4: ORGANIZER AUTHORITY. Lemons has complete authority to give or remove points; to change routes or schedules; and/or to kick your ass out.

1.4.a: ACCIDENTS AND/OR MOVING VIOLATIONS. ...are two great ways to get your ass kicked out.

1.5: ROUTES. The Route Book lists daily starts, finishes, and checkpoints. It’s your job to pick which roads get you there.

1.6: YOU’RE LIABLE. What you’re doing here can be dangerous. You’ve made the decision to do it anyway, and you understand and accept that you’re responsible for what happens as a result.

2: ELIGIBILITY

2.1: VEHICLE ELIGIBILITY. Open to anything street-legal and road-insured (be ready to show proof).

2.2: PARTICIPANT ELIGIBILITY. A full, valid, and current street license is required for drivers (be ready to show proof). If you can’t show a full, valid, and current street license, you’re welcome to ride but not drive (crew). Anyone under 18 must present this minor waiver signed by a legal guardian.

3: SAFETY

3.1: DO WHAT WE SAY, DAMMIT. Lemons can demand any change to routes, schedules, vehicles, teams, etc. This is not a debate—either do it, or go home.

3.2: ROADWORTHINESS. Teams are responsible for ensuring their vehicles are roadworthy and free from dangerous defects at all times. **Lemons does not perform an inspection of rally vehicles and makes no assurances or guarantees regarding any vehicle’s condition, safety, or fitness.**

3.3: EMERGENCY SUPPLIES. Every vehicle should carry a decent first-aid kit and 48 hours’ supply of food and water for everyone in it.

4: SCORING

4.1: STARTING POINTS. Extra starting points are (capriciously) awarded by (wholly unqualified) judges for vehicle awfulness, team hopelessness, general hilarity, etc.

4.2: CHECKPOINT POINTS. Each day has scenic, historic, and/or weird-ass checkpoints with various point values. You probably can't hit 'em all, so just pick the routes that appeal. To be scored, take a pic of your car (or mascot) in front of the checkpoint and post it online as described in the Route Book.

4.2.a: CHECKPOINT POINTS FOR THE DIGITALLY ILLITERATE. Look--we aren't sending guys to man checkpoints/get eaten by bears just so you don't have to learn Facebook. Find a 12-year-old kid with an iPhone or just read our [Checkpoint Posting for Grampas](#) guide.

4.2.b: MASCOTS: Since it's hard to get a pic of your car at some checkpoints, teams also carry their own hand-held mascot. Pics of either get you credit for the checkpoint, but car pics are eligible for way more bonus points—so take car pics when you can.

4.3: AWESOMENESS POINTS: Additional points at the organizers' discretion for excellent photos/videos/web posts you share with us; for super-mensch behavior; for heroic repairs; for adventures above and beyond; and for anything else we deem atypically awesome.