

AORRacing Adrenaline Off-Road Racing

2010 ATV & SXS/UTV Rules

AORRacing has final say on any disputes and/or classification of machines to be raced.

1. The ATV & SXS/UTV endurance race will begin as stated for that race. Usually 1-1/2 hours or so before dark. It will be a 3 hour race.
2. The ATV & SXS/UTV short-course race will be a 2 heat and 1 main race.
3. Registration will be held Saturday from 3pm – 6pm and Sunday 7am-9am for short-course.
4. Drivers are responsible for the actions of their entire pit crew.
5. AMA membership is not required.
6. AORRacing does not provide medical insurance for competitors, and we urge you not to compete without it. Medical insurance is the sole responsibility of the competitor.

Classes:

UTV Endurance and Short-Course Classes

100 Open (Yellow background): Engine and suspension modifications are permitted. Turbos, Nitrous, Superchargers are allowed in this class ONLY. Aftermarket cage or stock cage strengthening IS recommended. All cages must have at least 6 mounting locations.

200 Modified (red background): OEM rule. Bed supports may be removed. Frame reinforcements are permitted. Anything legal in stock class plus long travel and/or shock changes plus internal engine alterations are permitted. After market production roll cages are permitted so long as they maintain or exceed OEM material specifications. Aftermarket cage or stock cage strengthening IS recommended. All cages must have at least 6 mounting locations.

300 Stock (white): OEM rule. You can change: tires, wheels, bumpers, skid plates, airbox, filter, fuel controller, clutch, ignition, and exhaust. No long travel or changing of shocks, no internal motor modifications permitted. Frame reinforcements are permitted. Stock cage is allowed in this class.

OEM rule: OEM motor and matching frame combination 4-wheel drive model required if OEM manufactured the unit with it. Frame geometry must remain as designed by the manufacturer of machine.

ATV Endurance Classes

400 4WD QUAD

500 2WD QUAD

NUMBERS

1. **UTVs** - 4" numbers on front and back of vehicle. 6" numbers on both sides of vehicle. You can pre-enter to get your permanent series number.
2. **ATVs** - 6" numbers on front and back of vehicle. You can pre-enter to get your permanent series number.

Short-Course ATV Classes:

ATV

- 600 50cc 4-8 yrs old production ATV**
- 650 90CC 6-11 yrs old production ATV**
- 700 Beginner/Trail Rider**
- 750 0-200cc 2-stroke / up to 400cc 4-stroke**
- 800 250cc+ 2-stroke / 450cc+ 4-stroke**
- 400 Utility 4WD PRO-AM**
- 400 Utility 4WD PRO**
- 500 Open PRO-AM**
- 500 Open PRO**

NUMBERS

- 1. 6" numbers on front and back of vehicle. You can pre-enter to get your permanent series number.**

SAFETY & EQUIPMENT

- 1. All teams must have a fire extinguisher in their pit area.**
- 2. All racers must wear pants, long sleeves, boots (of some kind), helmet, protective eyewear, gloves, chest protector is recommend on the ATVs.**
- 3. Machine Width can be a maximum 72 inches.**
- 4. Stock seat belts are permitted in stock class only. Minimum of four point harness restraints and roll cages are required for all other classes and recommended in the stock class. Foot restraints, nets or doors are required in all UTV classes.**
- 5. Harnesses must be securely fastened on both occupants at all times. Safety nets or arm restraints are HIGHLY recommended in all UTV classes.**
- 6. All machines must start the race with a silencer/muffler.**
- 7. The machine a team leaves the starting line on is the official machine of the team for that event, and may not be switched during the event. The driver/passenger in a UTV during the endurance race can swap.**
- 8. Fuel can only be carried inside the machine's fuel tank.**
- 9. All machines must have a working kill/off switch.**
- 10. Horns, bells or other sound devices are allowed on machines for safety.**
- 11. All machines must have a working head and tail lights or alternative lighting during night session. If lights are to fail, you must remain in the pit area until they are repaired or will be given a penalty of 1 lap.**
- 12. Machines may be tested by officials any time prior to, during or after the event.**

REGISTRATION:

- 1.** SXS/UTV Competitors will be identified by the Team name. Both the driver and the passenger must be present at registration and sign all required forms.
- 2.** All machines and competitor helmets must be taken through **Tech Inspection** prior to racing for the purpose of helmet tag placement, and number assignment. Safety equipment and machine eligibility are the sole responsibility of the Team.

START PROCEDURE:

- 1.** Teams will be assigned a Start Row. Teams shall line up according to the lineup that is posted at the start.
- 2.** A Drivers Meeting will be conducted on the starting line before the start of each race. All competitors are responsible for attending.
- 3.** The start of the race will be a live engine start and the drop of a green flag.

For the endurance race:

- a.** Teams will roll up to the Start Line when directed and stop.
- b.** There will be a 30 second warning and then the start will be in the last 10 seconds.

SCORING:

- 1.** As of now, we will be using hand scoring. So, make sure we can read your numbers!
- 2.** There will be multiple checkpoints throughout the course. Machines must come to a **complete stop** at the checkpoints.
- 3.** If you cut the course, your time will show it and you **WILL BE DISQUALIFIED!**

THE ENDURANCE COURSE:

- 1.** The Endurance course will generally be about 12 miles in length, and will include trails, roads, hills, short-course tracks, or any type of terrain which can be negotiated by a SXS/UTV.
- 2.** The course will be open Friday and Saturday before the race. Teams are permitted pre-run the course to setup their GPS and maps. (We may change it right before the race!)
- 3.** Marking, cutting, tampering with or otherwise changing the course in any manner is strictly prohibited. Course modifications may only be made by an official.
- 4.** No one, except officials and drivers officially entered, may drive on the race course at any time during the event.

ENDURANCE ON TRACK REGULATIONS:

- 1.** Machines must remain on the marked course. The marked course is within 25 feet of race arrows. However, machines must stay within the confines of the following markers: **double arrows** posted on both sides of the trail, ribbons, signs, stakes, hay bales, barrels, motocross track, grass track, etc..
- 2.** Teams encountering a traffic jam or **bottleneck** may go more than 25 feet off the course to get around the bottleneck only. However, the Team must re-enter the course as soon as possible, and upon approaching this section the next lap, must drive the original arrowed section if the track is clear. If the original marking devices are knocked down, the Team must stay on the original marked course regardless. A "bottleneck" is a section of the track that becomes impassable for any reason, with the exception of check points.
- 3.** Machines may not cut to the inside of a **white pole corner marker**.
- 4.** If a machine leaves the course for any reason it must re-enter where it left.
- 5.** Teams may make repairs and otherwise receive **mechanical assistance** anywhere along the course from anyone. All such repairs and assistance must be made without causing interference with other competitors in a suitable area off the racetrack.
- 6. Radios** are permitted between pit crew members, drivers, and passengers.
- 7. Reckless Driving.** No driver may operate his machine in such a manner as to endanger life or limb of other competitors, officials or the public. Drivers will be penalized for the reckless operation of their machine, including but not limited to the deliberate ramming, blocking or intentional contact with another Team, or for running into an official. Competitors are solely responsible for their own safety.
- 8. Team Tactics** are prohibited, and include but are not limited to: blocking, allowing another Team to pass in order to affect the outcome of the race, or exchanging machines in order for another Team to continue the race. Teams involved will be penalized.
- 9. Unsportsmanlike Conduct.** Persons whose appearance, conduct, associations or affiliations, on or off the track, deemed not conducive to the best interest of this sport or who exhibit conduct which is inappropriate, offensive, abrasive or in bad taste, may be excluded or suspended from AORRacing at the discretion of the Race Director.

Competitors engaged in any event, public appearance, media activity or any other situation relating to their participation in the series must refrain from intentional physical contact with any participant, inappropriate or profane language, fraud, and unsportsmanlike behavior. At the sole discretion of AORRacing, competitors who exhibit behaviors deemed inappropriate or unsportsmanlike, prejudicial or detrimental to the best interests of the sport, or detract from the enjoyment, appreciation or interests of the fans, sponsors or other supporters of the sport, may be penalized by docking of points, disqualification, or both. Such penalties are not subject to protest or appeal.

- 10. IMPORTANT:** Alcohol or narcotics in designated pits, on the race course or in the surrounding areas by any person is strictly forbidden. Any entrant or crew member in an event that shows evidence whatsoever of being under the influence of any of aforementioned shall be subject to suspensions from all future AORRacing sponsored events. You can drink after the event if you so wish. This is a family event. Keep that in mind.

THE SHORT-COURSE:

1. The short-course will be 50' wide with long smooth table-tops, jumps, moguls, etc. This is a NOT MX style track.
2. The short-course will not be open for riding 3 days before the race. Practice will be before the race on race day.
3. Each heat will be 10 laps and the main will be 15 laps. We will shorten the track for the youth classes. Youth classes will probably be 5 and 8 laps.
4. Normal flag colors apply:

Green:	Go under normal conditions.
Yellow:	Caution, no passing in this area.
Red:	Restart of race.
White:	1 lap left to go.
Blue with yellow diagonal strip:	You are being lapped, please move aside.
Black:	Disqualification, please get off track and proceed to officials.

RACE FINISHES:

1. The race officially ends for all contestants at the completion of the lap in which the checkered flag is displayed to the winner.
2. To be considered as having completed a lap, the driver and his machine must cross the finish under the machine's unaided ability. Towing is not allowed. If a machine is towed in from the course, that lap will not count.
3. Machines will be scored in order of finish and laps completed. It is not necessary to complete all laps in order to be scored.
4. **Endurance:** Teams have 15 minutes to finish the race after the overall winner takes the checkered flag. A Team may question the results within the 30-minute period following posting of the final results. Afterwards, awards will be given out.
5. Awards are given at the rate of 1 per 3 team entries. To win an award, a team must complete 50% of the laps of the class winner. One award will be given per team.
6. **Impound:** After the race, the top three overall teams, as well as any other team requested by an official to do so, must leave their machines at a designated impound area until released by the official.
7. **Protests** must be in writing and specify the grounds for the protest.
8. **Penalties** will be assessed at the discretion of the official based on the severity of the offense, and may include one or more of the following: position(s), lap(s), time adjustment, disqualification, suspension, loss of championship points, fine, probation, etc.

2010 Summer/Fall Series Points

Place	Points
1 st	30
2 nd	25
3 rd	20
4 th	15
5 th	10
6 th	9
7 th	8
8 th	7
9 th	6
10 th	5
11 th	4
12 th	3
13 th	2
14 th +	1
DNF	0