

BURNT RIVER OFFROAD VEHICLE FACILITY

ATVCCS2006 Rule Book

Welcome to the All Terrain Vehicle Cross-Country Series (ATVCCS). Our mission is to provide ATV riders with an exciting cross-country racing series. This style of racing allows riders to race on a marked course through all season winter, spring, summer and fall. The terrain would be woods, across creeks, and over grass tracks. For those of you who have never done this before, Cross Country Racing is now here for your enjoyment. Below is a guide to the rule book for this series.

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ATVCCS

General Policies

Event Policies

1. Schedule.

Pee Wee/ Youth Beginner/Youth/Ladies/+50 Vet Only

8:00am-9:30am

Sign Up

9:30am

Riders Meeting

9:40 am

Parade Lap

10:00pm

Event Starts

Utility/Junior/30+/40+/Beginner/Pro Only

9:30am-12:00noon

Sign Up

12:00noon

Riders Meeting

12:10pm

Parade Lap

1:00 pm

Event Starts

2. Race Course. Each event will consist of two separate courses. The Pee Wee Course and Main Course. *No riders over the age of 12 are allowed to ride on the Pee Wee Course.* Only the children under 12 will race on the Pee Wee Course. All other races are held on the Course.

3. Course Lengths. The Pee Wee course will range from 1km to 2 kms in length the Main track will range from 15kms to 30kms in length. In case of bad weather or safety concerns, ATVCCS staff will determine if the course will be shorten by any length or if a section of track will be removed for the race.

4. Race Length. Pee Wee (under the age of 8) races will be 30 minutes plus one lap. Pee Wee (8-12 yrs old) 45 minutes plus one lap. Ladies/+50 Vet/Beginners/Youth / 60 minutes and no laps. Pro/Junior/+30/+40/Utility 90minutes plus two laps. The white flag will be displayed no more than 10 minutes before the time limit.

5. Sign Up. Please make sure you make sign up at the designated times. Pee Wee/Youth Beginners/Ladies/+50 8:00am- 9:30am and Utility/Junior/30+ /40/Youth/Beginner/Pro 9:30am-12:00noon. Riders are required to sign up before Parade Lap

6. Parade Lap- All riders have one parade lap before the event starts. Take this time and get to know the track.

7. Riders Meeting. Riders Meeting is mandatory to all riders participating in the event. The referee will give you information about the event and any information about changes to the track. Also he/she will review rules and regulations.

8. Siren/Whistle. When you hear a siren/whistle blowing, this is a signal that a race is about to start. If this is near the time your race is supposed to start you have 10 minutes to make it to the starting line.

9. Trail Markings. All turns will be marked on the inside with a tree, wood stake, 55 gallon drum, or bush. Sometimes there will also be a stake on the outside of a turn to signal riders that they need to turn. When this occurs there will also be a marking on the inside of the turn that all riders are required to go around. For example, if you see a turn in a open field and there is a wood stake with pink or orange ribbon tied to it and another stake further back with an arrow pointing left, what do you do? You go around the wooden stake with the ribbon on it and you turn left. Do NOT cut inside the wooden stake with the ribbon tied on it. Also, if there are two wooden stakes, one on each side of the trail, you must split these stakes. You will see this in areas that may have a mound of dirt we want riders to go over. On the trail you may see a "X", this means danger, and you need to slow down. And if you blow a turn you may see a "W", this means you went the wrong way, and you need to turn around and go back to where you got off the track.

10. Caution Areas. All caution areas are considered to be no passing zones. Caution areas are designated by a yellow flag or by a course official who is signaling riders where they need to go. Slow down in these areas or you will be penalized. Also, there is a Caution Area of 50 feet before and after the scoring chute. No riders may pass another rider in a caution area.

11. Pit Stops. You must pit off the main course and not within 100 feet of the caution area for the scoring chute. Remember scoring area is caution area. You must use Pit stop area that will be mark PIT AREA. This is where you will be allowed to fuel and do maintenance on ATV if required.

12. Finish Line. The official finish line is at the entrance for the scoring chute. No passing in the scoring chute.

13. Pets. All animals must be kept on a leash at all times. Animal owner is responsible for the animal actions if that may occur (example: dog biting)

14. Noise. The rule here is that all off-road vehicle must meet a sound limit of 99dBA or less, Aftermarket loud pipes may be not aloud, so make sure you bring your stock exhaust. All generators must be within 10 feet of the camper, motor home, trailer, etc. that they are supplying power

15. Night Time. Everyone is on foot after 7pm. **NO RIDING AFTER 7pm.** The only exception is ATVCCS staff.

16. Helmets. Everyone is required to wear a helmet at **ALL TIMES** while riding a ATV or Dirt Bike. This includes the pits and all parts of the property. And this includes spectators. ATVCCS officials, EMS personnel, and property owners are exempt.

ATVCCS

Equipment Rules

Equipment

1. Safety Equipment. Approved safety equipment (**helmet, over the ankle boots, protective eye wear, chest protector, gloves, shirt and pants**) must be worn at all times when on the track. Knee pads and elbow pads are recommended

2. Numbers. ATVCCS will provide a number for you at each event. You will receive 4 same numbers. The numbers must be visible to the scorers. Put the number on the front of the ATV and two on the side of the machine and one on the back of the helmet. Please remember your number so you can yell your number out to the score keeper at the scoring chute.

3. Silencers. ATVCCS does not like loud pipes. Noise is bad for our sport and is also the number one reason riding parks are being shut down. All ATV's must be silenced to the satisfaction of ATVCCS officials.

4. Decibels. ATVCCS strongly requires all machines be silenced at or below 99 decibels.

5. Tether Cords. All ATVs must have a tether cord on their vehicles.

ATVCCS

Competition Rules

Competition Rules

1. Pit Stops. All gas stops and any other pit stops must be made off the race track and a minimum of 100 feet outside the caution area for the scoring chute. Pit Area will be provide in a designated area.

2. Starts. All starts will be dead engine, with the rider either on or off of the machine. Prior to the starting of each row, the starter will give a 10 second warning by raising a red flag. At the time the red flag is raised everyone in the starting area is required to kill their machine. Once the starter has checked the first turn for clear traffic the green flag will be raised signaling the start of the race. Each class will start a minimum of 30 second intervals.

3. Scoring Chute. All riders must enter the scoring chute at the end of each lap in order to be scored. No passing is allowed once the rider has entered the caution area for the scoring chute. Passing will only be permitted if an ATVCCS officer instructs the rider to do so. Riders are required to ride in 1st gear at an idle pace while riding through the scoring chute. Failure to do so could cause a rider to be Black Flagged. Riders that damage the scoring chute can also be Black Flagged.

4. Following the Course. Turning inside a corner marker will constitute cutting the course. If a section is marked on both sides of the trail, riders are required to go between the markers. In straight sections marked only by a single ribbon or arrow, riders must not travel more than 15 feet to either side of the main trail. If a rider leaves the boundaries of the course, they must re-enter the course at the same point they left it, except where bottlenecks are concerned. If a rider encounters a bottleneck situation where the course is blocked by other riders, alternative lines are permissible providing they do not shorten the course and are no more than 25 feet outside the main line. If the bottleneck is clear on subsequent laps, riders must return to the marked course.

5. Changing Machines. Riders must finish the race on the same machine they started the race on.

6. Sweepers. A sweep team or rider will ride the course after the leader crosses the finish line. The sweeper will not be allowed to pass any rider currently completing their final lap. Once the sweeper comes through the finish line or 45 minutes have past since the checkered flag was displayed, the race is officially over. The next race may now be started.

7. Results. Once the scoring personnel have completed scoring the results will be posted near the Sign up area.

8. Protests. All protest must be lodged in writing within 30 minutes of results being posted. A protest requires at least 2 witnesses who are registered members of ATVCCS. Protest must be taken to the main scoring table and submitted directly to ATVCCS officials. The **Referee and Officials** will review the protest and render a decision on the matter. Any decision rendered by them is final.

9. Machine Protests. Machine protest must be lodged in writing within 30 minutes of results being posted. Cash in the amount of \$500.00 must accompany the written protest. The money is to be used to pay an independent party to tear down the machine with a Referee present. The tear down does not have to happen on location of the track in the dirt. The machine will be taken by the Referee and taken to a shop for the tear down. **If the protest is valid** then the owner of the machine will have to pay for the tear down and the \$500.00 will be returned to the party that lodged the protest. Also, all points for the entire season will be forfeited by the rider who was found illegal. **If the protest is found invalid** then the \$500.00 will be used to pay for the tear down and if any is left over it will go to the rider that was protested.

10. Flags. Flags are defined as follows: **RED - Stop.** Signifies the track is closed or 10 second warning for the start. **GREEN - Go.** Start the race. **YELLOW - Caution.** Used to slow down riders and no passing on YELLOW Flag **WHITE - One Lap To Go.** **WHITE and RED X Medical Personnel needed** (no pass on white and red x flag) **CHECKERED - Finished.** **BLACK - Stop Now.** An official wants to talk to the rider. Being given the black flag does not necessarily mean disqualification, but failure to stop can result in disqualification.

11. Time limit to finish the race. Once the checkered flag is displayed for the leader, all other riders have 45 minutes to finish the race. Once the 45 minutes has expired the race is officially over.

12. Completing a lap. Riders may not have their machine pulled by another machine on the race track. The machine must finish under its own power or by being pushed by the rider and/or fellow riders or spectators.

13. Fuel. No compressed gases of any kind are allowed. No nitro methane allowed.

ATVCCS

Scoring

Scoring

1. Tiebreakers. In any case where there is a tie for a series finishing position, the rider with the most first place finishes will win. If a tie still exists, then the rider with the most second place finishes will win, and so on until the tie is broken. If the tie can not be broken by finishes, then attendance will determine the winner (the rider who started the most races will win the tie). If a tie still exists among two riders in the same class, then the winner will be determined by the rider who won the last race that both riders competed in. If a tie still exists among two riders not in the same class, then the rider with the fastest average lap time for all events attended by both riders will win the tie. Riders must receive at least 1 point, in 7 events, in order to be eligible for a year end award.

2. Finishing. A rider must finish the event to be eligible for finishing points. "Finishing" constitutes completing at least half the number of laps completed by the class leader in the time allotted for each race. For example, if the winner in the Pro Class does 7 laps, all other riders in the Pro Class must complete at least 4 laps to receive finishing points. Quads can not be pulled by another machine on the race course.

4. Points. Points will be awarded as shown in the following table. Note that all positions after 19th will be awarded 1 point. In order to receive points in a particular class the rider must be signed up in that class prior to that race taking place. Also, all riders who purchase a race entry form will receive 1 point (even if they do not make the starting line).

Finishing Position Class Points Awarded

1	25
2	22
3	20
4	18
5	16
6	15
7	14
8	13
9	12
10	11
11	10
12	9
13	8
14	7
15	6
16	5
17	4
18	3
19	2
20	1

ATVCCS

Awards and Pay Outs

Awards and Pay Outs

1. Year End Awards. There will be no year end awards at this time 2006/2007

2. Event Awards. All ATVCCS classes will receive awards based on the table below. Note, All Pee Wee riders will receive awards as long as they score at least 1 point in the event.

Number of Entries Places Awarded

1-2 1 Trophy

3-4 2 “

5-6 3 “

7-8 4 “

9+ 5 “

3. Pro Class Pay Out. There will be no pro pay out for the season 2006/2007 at this time. THIS WILL BE REVIEW FOR 2008 SEASON.

ATVCCS

Rider Classification

Rider Classification

1. Engine Sizes. All riders are to be classified by ATV size and age limit. ATV's must be ridden in the class dictated by their manufactured engine size according to the table below.

Class Eligible ATV

Pee Wee 50 (6 yrs + under) 50cc Stock*
Pee Wee 90 (7-9 yrs of age) 90cc Stock*
Pee Wee 90 (10-11 yrs of age) 90cc Stock*
Youth Beginner (12 -15yrs of age)* 400cc or less Stock*, 90cc or less mod
Youth (12-15yrs of age) 400cc or less
Utility (16 yrs of age or older) 4-wheel drive, and shaft drive
Ladies 2 or 4 stokes, open cc
50+ 2 or 4 stokes, open cc
Pro 2 or 4 stokes, open cc
Junior (24 under) 2 or 4 stokes, open cc
30+ 2 or 4 stokes, open cc
40+ 2 or 4 stokes, open cc
Beginner (16yrs + older) 2 or 4 stokes, open cc

* **All 50cc and 90cc machines. NO** engine, clutch, transmission, air filter box, carburetor, ignition, or exhaust modifications allowed. Production frames, and ATV engines only. Tires, sprockets, shocks, A-arms, and swing-arms **MAY** be changed or modified. Also, if your machine is a 2 stroke, you may remove the oil injector pump and run pre-mixed fuel.

* **Youth Beginner.** **NO** engine, clutch, transmission, air filter box, carburetor, ignition, or exhaust modifications allowed. Production frames, and ATV engines only. Tires, sprockets, shocks, A-arms, and swing-arms **MAY** be changed or modified. Also, if your machine is a 2 stroke, you may remove the oil injector pump and run pre-mixed fuel. Note: there is only a cc limit on the upper end, riders may compete on 90cc machines and 90cc machines can be modified. All machines over 90cc must adhere to the stock rule stated above.

2. Engine bore and stroke. If an ATV engine is bored or stroked beyond manufactures overbore specifications **AND** is larger than the class displacement maximum, it will only be legal in those classes that allow open cc limits.

3. Age Classes.

Classes rider must be a certain age or younger. To be eligible for age classes where a rider has to be a certain age or less, riders must be the correct age on June 15, 2006. Example. Rider "A"s birthday is on June 15th and the rider will be 16 years old on this day. Rider "B"s birthday is on June 16th and the rider will be 16 years old on this day. Rider "A" would not be allowed to continue competing in the Youth Class (which is for riders 15 and younger) while rider "B" would be allowed to finish out the season in the Youth Class.

4. Classes rider must be a certain age or older. To be eligible for age classes where a rider has to be a certain age or older, the rider must be the required age or older on the date they are competing in this class.

5. Changing Classes. A rider may voluntarily change classes either laterally or by moving up at any time during the season. Previously earned points will transfer as follows: the rider will carry the number of points they earned in the races they competed in, not to exceed last place points in the class they are moving to, and not to exceed the number of points they earned in the class they are moving from.

6. Additional Classes. There will be no additional classes. A rider may only participant in one class for the day.

7. Bumps During the Series. If a racer shows lap times that place he or she in the top 5 of the next higher class in any two races they participate in, the ATVCCS Referee will review this rider for possible bump to the next higher class. Previously earned points will transfer as follows: the rider will carry the number of points they earned in the races they competed in, not to exceed last place points in the class they are moving to, and not to exceed the number of points they earned in the class they are moving from.

8. Bumps After the Series. At the end of each series, the ATVCCS Referee will collect data from all races to evaluate riders for possible bumps to a higher class. The events data will be collected from are all events that had consistent race conditions for all competitors.

9. Moving Down. Once a rider has moved or has been bumped to a higher class, they may not move back down unless they have filed a written petition with ATVCCS Referee and that petition has been unanimously approved by the Referee or Officials. Previously earned points will transfer as follows: the rider will carry the number of points they earned in the races they competed in, not to exceed last place points in the class they are moving to, and not to exceed the number of points they earned in the class they are moving from.

10. Pro Class. This is the class for the fastest riders in the series. This class is also strictly voluntary; no rider will be forced by the Referee to move into this class. There is no limit on the size of engine displacement. This class races for 90 minutes plus two laps.

11. Junior Class. This is the class for experience riders that are 24 or under on June 15, 2006. There is no limit on the size of engine displacement. This class races for 90 minutes plus one lap.

12. 30+ Class. This is the class for riders who are 30 years old or older. There is no limit on the size of engine displacement. This class races for 90 minutes plus two laps.

13. 40+ Class. This is the class for riders who are 40 years old or older. There is no limit on the size of engine displacement. This class races for 90 minutes plus two laps.

14. 50+ Class. This is the class for riders who are 50 years old or older. There is no limit on the size of engine displacement. This class races for 45 minutes plus one lap.

15. Youth Class. This is the class for experience riders who are 12-15 years of age on June 15, 2006. Also, this class is limited to 400cc engine displacement or less. This class races for 60 minutes plus no laps.

16. Utility Class. 16 yrs old or older. This is the class for 4-wheel drive and shaft driven ATV's. Chain driven 4-drive ATV's are not eligible in this class. There is no limit on the size of engine displacement. This class races for 90 minutes plus two laps.

17. Beginner Class. Just like it says, this is the class for first timers and/or riders who have not ridden ATV's very much. This class races for 60 minutes plus no laps.

18. Ladies. This is the class for the lady riders. There is no limit on the size of engine displacement. This class races for 60 minutes plus no laps.

19. Youth Beginner. This class is for beginner riders who are 12-15 years of age on June 15, 2006. The machine must be 400cc or less and must be stock. **NO** engine, clutch, transmission, air filter box, carburetor, ignition, or exhaust modifications allowed. Production frames, and ATV engines only. Tires, sprockets, shocks, A-arms, and swing-arms **MAY** be changed or modified. Also, if your machine is a 2 stroke, you may remove the oil injector pump and run pre-mixed fuel. Note: there is only a cc limit on the upper end, riders may compete on 90cc machines and 90cc machines can be modified. All machines over 90cc must adhere to the stock rule stated above. This class races for 60 minutes plus no laps.

21. Pee Wee 50. This is the class for riders who are 6 years old or younger on June 15, 2006. The machine must be 50cc or less and must be stock. **NO** engine, clutch, transmission, air filter box, carburetor, ignition, or exhaust modifications allowed. Production frames, and ATV engines only. Tires, sprockets, shocks, A-arms, and swing-arms **MAY** be changed or modified. Also, if your machine is a 2 stroke, you may remove the oil injector pump and run pre-mixed fuel. This class races for 30 minutes plus.

22. Pee Wee 7-9 yrs of age. This is the class for riders who are 7-9 yrs of age on June 15, 2006. The machine must be 90cc or less and must be stock. **NO** engine, clutch, transmission, air filter box, carburetor, ignition, or exhaust modifications allowed. Production frames, and ATV engines only. Tires, sprockets, shocks, A-arms, and swing-arms **MAY** be changed or modified. Also, if your machine is a 2 stroke, you may remove the oil injector pump and run pre-mixed fuel. This class races for 30 minutes plus one lap.

23. Pee Wee 10-11 yrs of age. This is the class for riders who are 10 years old or younger on June 15, 2006. The machine must be 90cc or less and must be stock. **NO** engine, clutch, transmission, air filter box, carburetor, ignition, or exhaust modifications allowed. Production frames, and ATV engines only. Tires, sprockets, shocks, A-arms, and swing-arms **MAY** be changed or modified. Also, if your machine is a 2 stroke, you may remove the oil injector pump and run pre-mixed fuel. This class races for 45 minutes plus one lap.

24. Numbers. Riders will be assigned a Temporary number when they register for the series.

28. Starting Grid. The order of the starting grid will be the same at all ATVCCS events unless the Referee decides differently. The starting grid will be posted at the events.

ATVCCS

Penalties

Penalties

In a perfect world, there would be no need for penalties in racing. But we all know the reality. In order to maintain fair and safe competition for all participants, ATVCCS will not hesitate to assess penalties when required. The following is a list of the things that can get a racer in trouble and what the result will be. Note that in the event of disqualification from an event, all fees paid will be forfeited. Also, the listed items below are not the only things that can get you in trouble. As new situations arise the Referee and Officials will make appropriate decisions.

- 1. Course Cutting.** Intentionally cutting the course will result in loss of one lap. Unrealistic lap times will be considered proof of track cutting.
- 2. Hanging Your Own Ribbons.** Anyone found to be modifying the course other than an ATVCCS official will be penalized to the satisfaction of the Referee. Note that this is a very serious offense and you could be expelled from the property.
- 3. Unsportsmanlike Conduct.** Verbal and physical abuse between riders and/or crew members will not be tolerated. While a certain amount of rubbing is expected in racing, intentionally attempting to harm another rider by ramming, t-boning, or any other takeout move is unacceptable. Any such conduct will result in immediate disqualification from the event. If a rider is involved in such behavior on a second occasion, all points earned to date will be lost. If there is yet a third occurrence, the rider will be removed from the series altogether.
- 4. Ignoring the Red Flag.** When the red flag is displayed at the starting line, the course is closed. Riders found on the track when it is closed will be disqualified from the event.
- 5. Jumping the Start.** Riders who jump the start will be docked 1 lap. This penalty will only be enforced if the rider proceeds with the lap, and does not return to the starting line.

6. Ignoring the Black Flag or Medical Flag (white with a red cross).

Rider will be disqualification from the event.

7. Ignoring the Yellow Flag or Caution Area. This may result in disqualification from the event.

8. Starting in the Wrong Class. If a rider advances his position by leaving the starting line before his or her correct class, they will be penalized one lap. A rider may leave the line any time after his or her class has left with no penalty.

9. Illegal Engine. Loss of points earned to date. The only exception will be if the parties on both sides involved and the Referee agree to a lesser penalty.

10. Improper Bike Identification. Riders with numbers not displayed according to ATVCCS standards will receive one warning. All subsequent infractions will result in disqualification.

11. Switching Riders or ATV's. The penalty for changing riders or ATV's during a race will be immediate disqualification and loss of points earned to date.

12. Speeding in the Pits or Camp Area. Breaking the speed limit of 10 mph in the pits or camping area will result loss of a lap if the rider has not yet competed that weekend. If the rider has already competed, 1 lap will be docked from their score. Riders are responsible for their guest and family members. Note: a rider can be penalized for the actions of their guest and/or family members. And for most all ATV's first gear or lower is required in order to stay under 10 mph.

13. Not Wearing a Helmet. Anyone caught not wearing a helmet will required to identify what racers they are camped with and those riders will be penalized for this infraction. ***NOTICE RACERS: IT'S GOING TO BE UP TO YOU TO MAKE SURE YOU'RE GUEST, FAMILY MEMBERS AND OR ANY OTHER SPECTATORS IN YOUR CAMP IS WEARING A HELMET ANYTIME THEY ARE ON AN ATV OR DIRTBIKE.***

ATVCCS

Fees

Fees

- 1. Gate Fee.** The charge at the gate will be \$10.00 per person and \$5.00 under 12 yrs of age.
- 2. Competition Fee.** The entry fee is \$40 for an Adult and \$30 12-15 yrs of age
- 3. Pee Wee Class Entry Fee.** The entry fee is \$25 under the age 12
- 4. Refunds.** No refunds after riders meeting.