



General Rules:

1. All riders must assess the course for themselves. Riders must rely on their own judgment and assume all risks of participating.
2. All riders must attend the riders meeting.
3. Warm-up and jetting is available only in the jetting area.
4. No rider is allowed to carry gasoline except inside their machine's gasoline tank.
5. Rough riding will not be tolerated. Ramming, blocking, or any intentional contact made by one rider to another while on the course or in the facility may be cause for penalty. Unsportsmanlike-like conduct happening anywhere on the course, pit area, or check/scoring areas may result in the disqualification of the riders involved.
6. Due to safety concerns, pit bikes and golf carts will not be allowed.
7. Walking or bicycling the course the day before or morning of the race is allowed and encouraged. No motorized vehicles allowed.
8. All fueling must be made in the team's pit area. If a machine runs out of gas the ATV must be towed by a staff tow unit back to the team's pit area. Only the three team riders will be allowed to push their ATV back to their pit area - they shall receive no help from anyone other than their own rider teammates and track-side officials. The ATV must be pushed in the direction of the track - shortcuts to the pits will be allowed. Any ATV that was not entered in the race event will not be permitted on the course. ONLY appointed officials can tow disabled race machines back to the pits. Teams being towed to their pits will not pass through scoring -- therefore that lap will not be credited to their score. Teams being towed in to their pit area will not be permitted to re-enter the course in the spot that they broke down. Teams must continue on from their pits in the direction of the track only.
9. All mechanical changes and rider equipment changes (such as goggles) must be performed in the pits. If the rider's ATV breaks down on the track, only the riding members of their team are permitted to work on their team's ATV while it is on the track.
10. There will be a speed limit in Pit Lane. This will be addressed at the riders meeting. Riders should use extreme caution when entering or exiting their pit area. Riders always have the right-of-way. Racers leaving their pit area must yield to approaching riders.
11. Rule violators will be given penalty infractions. A list of infraction and their assigned penalties will be provided at sign in. Penalties shall be assessed at the discretion of the official based upon the severity of the offense.
12. All machines are subject to post race inspections.

Teams:

1. Teams consist of 1-3 riders. All riders will share the same 4-wheeled ATV.
2. Riders must be 16 years of age in order to participate on any team.
3. Teams will switch riders as many or few times as they wish throughout the race. Teams can only change riders in their designated pit area unless a rider is injured on the track and unable to continue, then and only then, can a riding teammate take over from that point. The referee will then determine if the injured rider can resume as a rider for their team in later laps.
4. Teams can have as many crew members and mechanics as they wish. Mechanics cannot work on their team's machine unless they are in their pit area. Only riders are permitted to work on machines along the track. Riders can use only the tools that they carry with them.
5. A team being towed into the pits will not be scored for the lap that they did not finish under the ATV's own power. Riders and or rider teammates close enough to the finish line may push their ATV to the scoring area and count that lap as long as their lap time is longer than their average lap time.
6. Riders are responsible for the actions of their entire pit crew.

Classes:

1. **Pro:** 2/3 of the team's riders must have raced in the pro class in at least one GNC, GNCC, ITP QuadCross, SCORE, Formula One Pro Quad Stadium, MAXXIS 6 Hours of ATV America, 12 Hours of Pont de Vaux, MAXXIS Winter Olympics, or Huevos Dirt Riot event. If 2/3 of your team has not competed in any of the above in this calendar year and you still wish to compete in the pro class please call us and we will consider your team's pro caliber status.
2. **A:** Teams are not eligible if any of the team's riders raced in a pro GNC, GNCC event this calendar year.
3. **B:** 2/3 of the team's riders must have raced in at least one B class GNC, GNCC, ITP QuadCross, SCORE, Formula One Pro Quad Stadium, MAXXIS 6 Hours of ATV America, 12 Hours of Pont de Vaux, MAXXIS Winter Olympics. The team is not eligible if any of the team's riders raced in an A class at any GNC or GNCC event this year. In addition, the team is not eligible if any of the team members raced in any pro level ATV race this calendar year.
4. **Utility Expert:** Utility class definition determined as originally equipped with racks from the manufacturer. (Kawasaki's V-Force is therefore not eligible). All of the team members must have ATV racing experience.
5. **Industry:** 2/3 of the team's riders must be employed by the team name and the team name must be involved in the motorcycle/ATV industry. In addition all three riding members of the team must have some racing experience.
6. **+30:** All three of the team's riders must be over 30 years of age and have some racing experience.

Equipment:

1. Teams may race any ATV desired. There will be no displacement limit.
2. Nerf bars and bumpers are optional but recommended.
3. Due to numerous teams that do not have proper working tether cords, we will no longer enforce their use as a rule. We do however encourage kill switches for safety reasons.
4. There is no width specification.
5. Machines must have silencers. The legal sound level is 104 db's. Referee has final discretion.
6. A tech inspection will be conducted to every entry.
7. All ATVs must be equipped with at least one headlight for the second half of the final session. Tail lights are optional if glow stick (provided) is attached and working properly. Additional glow sticks will be on sale at the event.
8. ATVs must have at least three number- plates on the machine. A front bumper plastic number plate and rear bumper plastic number plate are mandatory. Teams will be responsible for their own colored number plate backgrounds based on their respected class. Colored backgrounds will be for sale at the event.
9. The same frame/chassis must be used in both sessions of the race. Frames will be marked at tech. Teams may replace any component as well as the entire motor if necessary, but must do so while the race is in progress. Riders will ride directly from the finish line to the impound area.
10. Welding will be permitted in the pits only.
11. Radios are allowed between pit crew members and riders.
12. Horns are permitted in the pro and A class only. Air horns will be prohibited. Horn legal sound level is 104db's. Referee has final discretion.
13. No sharp or protruding objects area allowed anywhere on the ATV. Referee has final discretion.

Course:

1. Any time a rider leaves the course for any reason he must re-enter the course at the same spot he originally exited in order to be scored for that lap.
2. All riders must remain within 25 feet of the marked course. The course will be marked with arrows. Anytime double arrows are posted on both sides of the course, riders must stay between the arrows. Markers may also include any device placed along the trail to help guide riders, including: ribbons, signs, stakes, hay bales, barrels, tires, etc. Course cutting may result in disqualification. Referee has final discretion.
3. Any rider encountering a traffic jam or bottleneck along the course shall be allowed to go no more than 25 feet off the course to get around the bottleneck only. However, the rider must re- enter the course as soon as possible, and upon approaching this section the next lap, must ride the original arrowed section if the track is clear. If these marking devices are knocked down, riders should stay on the original marked course. Short cutting in these areas could result in penalty. A "bottleneck" is a section of the track that becomes impassable due to riders falling or getting stuck.

Starting and Scoring Procedures:

1. The event uses a LeMans style start. All classes will start at the same time.
2. Riders will line up in their assigned starting positions which are posted at the starting area. These positions are randomly pulled via computer for the first session.
3. The following class order will be closest to the first turn; Pro, A, , +30, B, Industry then Utility.
4. Each team's ATV will be issued a scoring transponder at Tech Inspection.
5. Any team that misses the start of the first session must enter the race course at the starting line and complete the start chute staying within the markings.
6. A one minute signal will be displayed as well as a 10 second signal. The start signal will be gun fire.
7. Only team's completed laps will be brought forward into the second session. The team with the most laps at the end of both sessions will win. If two or more teams are on the current lap at the end of the second session the team leading that lap will win the race.
8. All ATVs will be sent directly to impound where they will be guarded from any contact in between the two (6) hour sessions. Riders will have two minutes to access their ATV before they have to leave the impound area. No one will be allowed in the impound area - no exceptions! Teams not taking the first session checkered flag will have ten minutes from the time the checkered flag waved to get their team's machine into the impound area. Riders must park in their assigned numbered starting spots. Note: All ATVs must be impounded in order to be eligible for the second session! All ATVs will then be positioned for the second session start by our staff. The second session starting order will be that of the first session's overall placement.
9. Teams that need to make repairs directly after the start of the second session can either push their ATV or arrange a staff appointed tow back to their pit area. Riding the ATV beyond track boundaries is considered cutting the course and therefore subject to penalty. These riders cannot attempt to push their ATV to their pit area until all riders have passed.
10. Flags: Yellow: No passing use caution. Red: Stop and slowly report to impound area in a single file line. Black: See official. White with Red Cross: No passing look for EMS on track.
11. The official clock will be displayed at the scoring area. This is where the official time of the event will come from.

Awards:

1. Awards are given at the rate of 50% of the class. Each teammate will receive an award. Participation awards will be presented to all finishing teams. In addition a hard luck award and a hard charger awards will be presented.
2. A rider may protest the scores within the 30 minute period following the posting of the final results. After 30 minutes, awards will be given out.
3. If a team wishes to protest the results, they will have 30 minutes from the time the results are posted. Protests must be filed in writing in order to be considered a valid protest.