



# Competition Rulebook

Revision 1.5

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Always check the website for current revision that may include changes, corrections or additions to the competition rules.

Changes to the competition rules may be retroactive.

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# WORN – Winter Off Road Nationals Competition Rulebook

## About this Competition Rulebook

This Competition Rulebook is based loosely on the American Motorcyclist Association (AMA) Rulebook in its layout and organization, however the specific rules herein may be different from the AMA rulebook. This rulebook is a complete rulebook, listing AMA rules used by WORN, so as not to be supplemental to the AMA Rulebook.

WORN Racing, LLC (WORN), a.k.a. Winter Off Road Nationals, exists with an association of individual promoters, motorcycle clubs, and other racing organizations. WORN's role as an entity is to produce a points tracking framework that can be consistently applied at all related events to promote fair competition, and Event consistency, and to produce a Seasonal Awards Event/Banquet.

The following rules are applicable to all WORN events. Rare exceptions to these rules would be advertised at special events such as inter-Series events a.k.a "co-sanctions". At events such as those, specific rules may be adjusted for the particular Event to be suitable for both Series.

All inquiries or questions regarding these competition rules should be directed to WORN.

## DEFINITION OF TERMS USED IN THIS RULEBOOK

- 2.1 - **WORN:** Worn Raging, LLC, a.k.a. Winter Off Road Nationals. An administrative organization that brings together individual Promoters to work under a common set of rules and standards and who will track "points" on Rider's and Promoter's behalf, and hold a Season awards event. WORN provides this rulebook as part of the Series framework for all Promoters, developed with their input, and agreement to all of it's contents. WORN is NOT a Promoter and does not Produce, manage, or control the Event in any way (see "Promoter" in these definitions).
- 2.2 - **Series:** WORN and other similar organizations with structured events and rules.
- 2.3 - **Season:** Entire Race Schedule beginning with Round 1, normally starting in the fall continuing through the last scheduled Event.
- 2.4 - **Event or "Round":** The top level primary activity that includes one or more MC, ATV, Youth, etc. Races. The Event or Round refers to all Races and all activities related to that day(s) activities. An Event may be held over one or two days.
- 2.5 - **Races:** Any single race such as a Motorcycle, ATV, or Youth Race.
- 2.6 - **Amateur Races:** Motorcycle and ATV Races.
- 2.7 - **Youth Races:** Races specifically for Youth classifications
- 2.8 - **Promoter:** The individual or organization who produces, manages and controls and Event. A Promoter is responsible for and is in charge of an Event. The Promoter includes but is not limited to clubs, individuals, partners, or other organizations who are conducting, managing, and controlling all activities at the Event.
- 2.9 - **Event Personnel:** Any person enlisted by or otherwise engaged specifically by the Promoter to assist with running the Event or Races.

- 2.10 - **Scoring Personnel:** Event Personnel engaged in Scoring Activities
- 2.11 - **Managing Director:** Top level manager for WORN
- 2.12 - **Rider:** A person who is or will be competing in a Race.
- 2.13 - **Spectator:** Any person who is not a Rider entered and currently competing in a race in progress. If you aren't racing, you are a spectator.
- 2.14 - **ATV:**  
4 wheeled all terrain vehicles.  
3 wheeled vehicles are not allowed at any Event for any purpose
- 2.15 - **MC:** Motorcycle
- 2.16 - **Machine:** A motorcycle, ATV, or any other gas or electric powered, wheeled vehicle.
- 2.17 - **Rule Committee:** Unbiased individuals with Race Experience and a full understanding of the Rule(s) in question. These individuals may be current or former Event promoters, enlisted by the Managing Director for the purpose of rule interpretation, or penalty assessment, or appeals. A multi-person committee may be formed on an as needed basis by the Managing Director at their discretion, if they feel a multi person group is needed to make a fair and unbiased ruling. The rule committee may also be comprised of the Managing Director only.
- 2.18 - **Website:** The WORN web site: <http://www.wornracing.com>
- 2.19 - **Electronic Communications and the E-mail list:** The WORN official E-mail list. This is an E-mail mailing list used by WORN to communicate important WORN related topics to the subscribed addresses. It is used for Event postponements, adds, cancellations, etc. Instructions for signup can be found on the web site. All Riders are strongly encouraged to subscribe to the official E-mail list. Please go into your mail systems and set your E-mail to allow mark from wornracing.com as not spam. The E-mail list is the 1st place cancellations are announced, along with the website, followed by the WORN Facebook page, and Instagram.

End Section 2

## GENERAL RULES AND INFORMATION

### 3.1 - Official Communications

The primary, official mode of communication between WORN and Riders will be Electronic, via the website and E-mail list.

The WORN Facebook (FB) Page will also get important official announcements. However note Facebook notifications are not always timely, in order, or reliable. Facebook does not always show the most recent information in feeds or on the page for that matter, they use their own algorithms to display, thus the reason we find Facebook an unreliable method for critical updates. So always check the website and Email list first.

Any official announcements or news will be communicated to all media, however the website is the primary official channel.

It is the Rider's responsibility to access one or all of these information sources. We will send out information such as cancellations, postponements, Event location moves, rule changes, location TBA updates, etc. so it is important all Riders monitor the official communication channels. Monitoring more than one is recommended.

### 3.2 - Medical Insurance is Not Provided

WORN DOES NOT PROVIDE MEDICAL INSURANCE. **WORN Promoters DO NOT PROVIDE MEDICAL INSURANCE. Riders are advised to obtain their own insurance.**

### 3.3 - Transponder and Helmet Number Requirement

3.3.1 - WORN uses transponder based electronic scoring at all events. See scoring section of this Rulebook for detailed requirements on Transponder type and placement.

3.3.2 - The transponder is reusable at all events and any other Series using the same brand Transponders.

3.3.3 - Non functional transponders must be replaced by the Rider at the Rider expense.

3.3.4 - Helmet numbers are used as backup for scoring purposes and are Required. See scoring section of this Rulebook for detailed requirements on required Helmet Number placement.

### 3.4 - Signup and Registration

3.4.1 - Riders must be properly registered and entered to participate in an Event.

3.4.2 - Riders found Racing that were not registered will be disqualified (or subject to a \$25 late registration fee if allowed at the discretion of the Event Personnel).

3.4.3 - Riders may purchase a Transponder at any Event at Signup.

3.4.4 - Helmet numbers are available at Signup.

3.4.5 - Riders who change helmets, have defective transponders, damaged labels, etc. must go to Signup at the Event for replacements.

3.4.6 - "Event Scoring System" transponders are not specific to WORN and Riders may use

transponders they already own or may have purchased at other Series Events.



- 3.4.7 - **First Time Registration:** First time WORN Riders must register at Signup at the Event. New- to- WORN transponders (purchased elsewhere) must be verified as correct and functional at Signup. **New WORN Riders must bring helmet to signup.**
- 3.4.8 - **Pre Registration:** After a rider's "First Time Registration", at subsequent events Riders have the option to Pre-register on-line and pay their entry fee with a Credit Card. See website for Pre-Registration links. **Pre-registration is recommended.**
- 3.4.9 - A pre-registered Rider with a Registered Transponder and proper helmet number does not have to come to signup at an Event.
- 3.4.10 - Signup opens at 7AM on Sunday at the Event. At some events Signup will be open briefly on Saturday afternoon.

### 3.5 - Fees

- 3.5.1 - **Entry Fees** amounts will be as advertised on the official WORN flier available on the website.
- 3.5.2 - **Gate Fee** amount will be as advertised on the official WORN flier available on the website. Children 5 years old or younger are excluded. Others may have the gate fee waived at promoter's discretion.
- 3.5.3 - **Transponders** are available for purchase at signup, Cost of Transponder is \$10 each
- 3.5.4 - **Other fees** may be applicable by individual events for non competition activities such as overnight camping, RV hookups, etc. See the current flier on the website and the Email list announcement for any additional fees.

### 3.6 - Rider Conduct and Requirements

- 3.6.1 - **Only ride one machine may be used for a Race.** Penalty for using more than one Machine (swapping Machines) during a race is disqualification.
- 3.6.2 - A Rider may only enter **one Race** at any Event. Riders who participate in more than one Race will be disqualified from both. See Youth Section for an exception to this rule that applies to Youth Riders. For example, a Rider may not ride in the MC Race, and then ride in the ATV Race.
- 3.6.3 - **No pre-riding:** No Rider is allowed to pre-ride the marked course on any Machine at any time prior to a Race. Any Event Personnel who have pre-ridden the marked course, are prohibited from competing in that Race.
- 3.6.4 - **Course inspection:** Riders are allowed to walk or ride the course on foot or a bicycle in order to inspect the course however the Promoter should be notified prior to any course inspections. The course may not be fully marked, there may be landowner access permission issues the Rider is not aware of. The Promoter may deny a request to walk the course for any such reason. Some areas may be off limits to any inspection.
- 3.6.5 - **Modifications to course prohibited:** Any Rider, or Spectator associated with a Rider found to have made any modification to the course during a Race or any course inspection will result in Rider disqualification. Depending on the severity of the offense, the Rider may be banned for the Season. Modifications would include making any change to any physical part of the course, such as moving or removing any arrows or course markings, moving or placing an obstacle, breaking

branches, moving logs, etc. Any Rider found marking “shortcuts” using any method will be disqualified from the Event. Any course safety issue discovered by a Rider should be brought to the Attention of Event Personnel immediately.

- 3.6.6 - **No unauthorized Riders or Spectators on course:** Only Riders officially entered (in the Race in progress) may ride on any portion of the course (or practice area if provided), and only during their specific Race. For example, no ATV Riders are allowed on the course while the Motorcycle Race is in progress. Riders on the course who are not part of the Race in progress may be penalized, disqualified, and/or asked to leave the Race/Event property at the Promoters or WORN discretion.
- 3.6.7 - **NO PIT RIDING IS ALLOWED AT ANY WORN EVENT!!!** You may not ride a MC or ATV to be raced in order to “warm it up” or “practice”, etc. Any Rider who is deemed as pit riding is subject to disqualification from the Race. Penalties are at the promoters discretion and a Promoter may petition WORN for a loss of all Season points.
- 3.6.8 - Driver License Req'd.** When allowed for necessary transportation on Event property, all persons must have a valid driver license to operate any Machine that is not Racing. With the exception of minor Riders transporting their machine directly to and from the start line.
- 3.6.9 - **Using Machines for Transportation:** Adult Amateur Riders may ride their Machines for necessary transportation to/from start/finish/signup/etc. A youth Rider may ride their machine to the start and from the finish back to their transport vehicle only. All must be in 1st gear, at a maximum speed of 5 MPH, with helmet. Violators may be penalized, disqualified, and/or asked to leave the Race/Event property at the Promoters or WORN discretion.
- 3.6.10 - **Dangerous behavior** of any kind will result in penalties and directives to leave the Event.

### 3.7 - Spectators

- 3.7.1 - See definition “Spectator”
- 3.7.2 - **Spectators are not allowed on the course.** Spectators must remain in public or designated spectator areas.
- 3.7.3 - Spectators are not allowed on the course and must remain in the public areas.
- 3.7.4 - Spectators are not allowed to assist Riders on the course.
- 3.7.5 - Spectators on the course who cause race problems or endanger participants will be directed to leave the Event property.
- 3.7.6 - Spectators who are identifiable to a specific Rider (Parent, Pit Crew, etc.) may cause the Rider to incur penalties for being on the course at the Event Personnel’s discretion..
- 3.7.7 - **Necessary Transportation only:** Any spectator using a machine for transportation on the public areas of an Event property must have a driver license, be over 18 years old, and operate the Machine in 1st gear or at a maximum of 5 MPH. Motorcycles require a helmet.

### 3.8 - Identifiable Event Personnel

- 3.8.1 - All Event Personnel should be identified by consistent markings (e.g. orange colored vests).
- 3.8.2 - All spectators, and Riders should avoid impeding or otherwise slowing the progress of Event Personnel travelling at the Event.

### 3.9 - Race Length

- 3.9.1 - **MCs** will race for 2 hours (minimum of 1 hour 55 minutes) based on the projected overall leaders finish time as projected by software.
- 3.9.2 - **ATVs** will race for 1-½ hours (minimum 1 hour 25 minutes) based on the projected overall leaders time.
- 3.9.3 - **Early Stop:** In the event that a Race must be stopped early, Riders will be scored based on their finish order at the time the Race was stopped.
- 3.9.4 - **Restart:** The promoter may restart if a Race is stopped at less than 1 hour (or < 40 minutes for ATV's)
- 3.9.5 - **Minimum for points:** Race must be run for at least 1 hour (40 minutes for ATV's) to count toward overall Season points.
- 3.9.6 - **Individual Classes may be stopped early** at the Promoter or Score Personnel discretion due to time constraints, weather conditions, or other reasons. When an early stop is deemed necessary, every effort will be made to ensure all A Riders are on the course for the minimum time (1:55 on course).

### 3.10 - Course

- 3.10.1 - **Terrain:** WORN Races are "cross-country" Races. The course may include woods trails, dirt roads, fields, natural or man made obstacles, and any terrain passable by an off-road MC or ATV.
- 3.10.2 - Course length** will be designed based on local terrain with a target of the Race leader having 5 23 minute laps (1:55/5 = 23 minute laps). Courses may have fewer longer laps, or more shorter laps when necessary.
- 3.10.3 - **Course marking** is done using standard half-letter page size paper arrows indicating the direction of the course. Ribbon tape is also used to mark some course boundaries, "do not enter" areas, and potential hazards. Riders disturbing or tearing down course ribbon are subject to penalty at the Promoters discretion. See "Damage to Course Marking" in this section.
- 3.10.4 - **"X" Signs** indicate Danger, Wrong way, or a hazard. Correct or adjust your path as appropriate.
- 3.10.5 - **"W" Signs** indicate Wrong way. Stop, do not continue going the wrong way, See next:
- 3.10.6 - **WRONG WAY:** Do not proceed on the course at any time in the wrong direction. If such travel is unavoidable due to a disabled machine for example, you must do so at extreme slow speed, against the side or off of the course. Riding the course in the wrong direction is dangerous for all and is subject to disqualification or other penalties.
- 3.10.7 - **Course Limits:** All Riders must remain on the marked course at all times. The "Course" is considered to be the immediate visible trail as marked with arrows. The course will extend a maximum of 20 feet to the left or right of single arrow marking.
- 3.10.8 - **"Double arrows":** Where there are 2 arrows located on the left and right sides of the trail/course they represent the limits of the course. Riders must stay between the double arrows where they are posted.

3.10.9 - **Off Course:** Riders in a Race who are found off of the course as defined above are subject to penalties up to disqualification.

**3.10.10 - Reentering the course:**

- .a - Leaving the course and reentering causing a “short lap” is cause for disqualification.
- .b - If a Rider leaves the marked course for ANY reason, the Rider must enter the course within 10 feet of where they left it. Alternatively a Rider may re-enter in a location that is farther from the finish line than where they left the course.
- .c - In cases where this is not possible, the Rider must refuse to be scored for the lap where they were off course.
- .d - Upon completion of the race, it is the Rider’s responsibility to immediately dismount, and tell the Score Personnel and verify they were not scored for the short lap. Be sure the Score Personnel have the Riders’ number and affected lap.
- .e - Riders who self-notify the Score Personnel of the “short lap” will be lose the lap score where the mistake was made, in lieu of disqualification.
- .f - At the scorers or promoters discretion, and only with significant compelling reasons, such a disqualification penalty may be reduced to loss of a lap.

**3.10.11 - Damage to course marking:**

- .a - Ribbon, banners, staked markings, etc. always represent the limit of the course.
- .b - Riders must exercise the proper speed and control at all times to avoid damaging any such markings, stakes, or barriers.
- .c - Tearing down course markings can cause serious Race problems, and course misses by other Riders.
- .d - A Rider who rides through and damages ANY course marking tape, ribbon, stake, banner or barrier of any kind may be penalized up to disqualification.

**3.10.12 - Bottlenecks:**

- .a - In the event of **severe bottlenecks** or a traffic jam at a particular obstacle, a Rider may get off the course only as far as absolutely necessary to clear the obstacle.
- .b - The Rider must take the shortest path back to the marked course immediately after clearing the bottleneck, not the shortest line to the finish.
- .c - On the next lap, the original course must be followed.

**3.11 - Sportsmanship, General Race Behavior**

3.11.1 - **Each Rider is responsible for the actions of their** spectators, and everyone at the Event associated with them. Any Race problems caused by these individuals risks of penalties to the Rider up to and including disqualification and being asked to leave the Event property.

3.11.2 - **Allow Passing requirement.** Slower Riders are required to allow faster Riders to pass. The slower Rider should as soon as possible move the right in order to be passed on the left. The slower Rider must take the first opportunity to allow the faster Rider to pass.

3.11.3 - **Rider contact on the course:** ANY intentional Rider or Machine contact with another Rider is considered unsportsmanlike and is subject to penalty. This is effective everywhere, especially the Scoring area.

3.11.4 - **Team tactics** will not be allowed. Riders found making a “team” effort to block or otherwise compete against another Rider is considered unsportsmanlike and such Riders may be disqualified from current and at WORN discretion, the next Event.

3.11.5 - **Fighting, threats, violence, loss of temper** or other similar conduct with or towards Event Personnel may result in disqualification from the Event, the remainder of the Season, and may include retroactive loss of all accumulated points.

- 3.11.6 - **Unsportsmanlike conduct** by Riders or their guests, pit crew, etc. may result in immediate disqualification of related Riders involved. Determination of unsportsmanlike conduct will be the sole discretion of the promoter, officials, or Event Personnel. Such decisions will be final and not debatable. Unsportsmanlike conduct rules are applied to during an Event and extend to Series related behavior outside Events. Inappropriate actions or behavior directed towards any Event Personnel at any time is considered unsportsmanlike conduct.
- 3.11.7 - No Riders, Event Personnel, Spectators, or anyone else may be under the **influence of intoxicants or drugs** that could affect their normal mental or physical ability. Everyone at all Events is expected to behave responsibly. Drunk and disorderly or any similar conduct will not be tolerated. Disqualification, removal from Event property, banning from Series possible.

End Section 3

## Minors and Age Requirements

### 4.1 - Minors (Riders Under 18 years old)

- 4.1.1 - No Rider under the age of 18 may participate in an Race without the written consent of his/her parents or legal guardians who must be present at the Event.
- 4.1.2 - Written consent is provided only by signature on all liability releases AND entry forms.
- 4.1.3 - Acceptable identification is required for minor releases for both a legal guardian AND the minor.
- 4.1.4 - Copy of Birth Certificate or driver license is considered acceptable identification.
- 4.1.5 - Non-parental legal guardians must have proper legal documentation for guardianship to provide to the promoter.
- 4.1.6 - An authorized adult acting on behalf of the parents or legal guardians must provide a notarized statement indicating they a) have been given the authority by the parent or legal guardian to be fully responsible for the minor during the Race and b) that they have the parents approval to enter the Minor in Race(s).
- 4.1.7 - The parents, legal guardians, or authorized adults must remain present at the Event while the Rider they are responsible for is at the Event.

### 4.2 - Minimum age requirements

- 4.2.1 - Minimum age for MC Youth or ATV Youth Races is 4 years old.
- 4.2.2 - A Youth ATV Race will not be available at all Events see specific Event fliers for details.
- 4.2.3 - A Youth Rider's Age is as of the date of the Event.
- 4.2.4 - The Minimum age to participate in an amateur Adult Race on a MC of less than 250cc displacement is 12 years old.
- 4.2.5 - The Minimum age to participate in an amateur Adult Motorcycle Race on a 250cc or greater displacement Motorcycle is 14 years old.

### 4.3 - Youth Races age requirements

see Youth Section for requirements.

End Section 4



## COMPETITION CLASSES

### 5.1 - Classes available/offered

Any deviations from the standard class structure will be announced via standard communication methods. Unless otherwise announced, the standard WORN class layout is as described in this official competition rulebook.

### 5.2 - Age Classifications

WORN age based classifications are as follows:

- 5.2.1 - **30+** (30 years old or older),
  - 5.2.2 - **40+** & ATV 40+ (40 years old or older),
  - 5.2.3 - **50+** (50 years old or older),
  - 5.2.4 - **ATV 50+** (50 years old or older),
  - 5.2.5 - **ATV 4x4 Open**,
  - 5.2.6 - **Schoolboy 12-16**,
  - 5.2.7 - **60+** (60 years old or older)
  - 5.2.8 - **MC TrailRider** (Age: 12+) Special Displacement requirements. See Age Class Qualifications
  - 5.2.9 - **ATV Age classes** with identified age requirements
- a) Some ATV Age classes have upper and lower age bounds Example 16-20
  - b) Some ATV Age classes have only lower age bounds Example 30+
  - c) **12-15 ATV** class. Special age/displacement requirements, see Age Class Qualifications Section

### 5.3 - Age Class Qualifications

- 5.3.1 - Riders competing in “age based” classes with age limits must be the qualifying age at the first Event they compete in during the Season.
- 5.3.2 - A Rider may remain in the qualifying class for the remainder of the Season if they choose, even if their birth date causes their age to exceed the age limit.
- 5.3.3 - Any skill level (i.e. A,B,C) may compete in an age classification that is not explicitly skill level identified (.i.e. Golden Masters, ATV 50+).
- 5.3.4 - Age based classes except as otherwise noted require minimum displacements of: 124cc 2 stroke, and 149cc 4 stroke.
- 5.3.5 - Age based classes require a minimum wheelbase of 50 inches.
- 5.3.6 - Age based Riders may ride in a lower age class if it has no upper limit defined. Example, a 50 year old “Master” Rider may race in the Vet class since Vet is defined as 30 years old or older..
- 5.3.7 - “**12-15 ATV**” Qualifications
  - a) Displacement Allowed (1): 91-200cc 2-Stk or 91-300cc 4-Stk Production/Non-production models;
  - b) Displacement Allowed (2): 301-400cc 4-Stk Production models only.
  - c) Engine displacement reduction are NOT permitted.
  - d) 12-13-yr olds max displacement allowed of 299cc (cannot ride 300cc)
  - e) 14-15-yr olds max displacement allowed is 399cc (cannot ride 400cc)
  - f) Age is as of the Event
- 5.3.8 - **MC TrailRider** additional qualifications: Minimum displacements of 80cc+ 2 stroke, OR 149cc+ 4 stroke.

### 5.4 - Youth Classes

See Youth Section.

### 5.5 - Displacement Classifications

Displacement classifications are based on the Rider’s Machine’s actual engine displacement as indicated on the factory cylinder markings or by bore and stroke calculations. A machine may qualify for the class only if its displacement is

within the indicated range. A machine that has modified displacement must ride in the class matching the actual displacement.

5.5.1 - **'Light' MC Class Designation:** Machine's engine must be: 80-200cc displacement 2-stroke, or 149-250cc displacement 4-stroke.

5.5.2 - **'Heavy' MC Class Designation** Machine's engine must be: 201cc and above displacement 2-stroke, OR 251cc and above displacement 4-stroke.

5.5.3 - **Class Splitting Special Rule** A class made be divided into displacement or age levels due to anticipated high Rider participation. Such a division could happen Mid-Season. If any class is split, the Rider must compete in the class that fits the displacement or age based split. Points will be awarded based on Riders actual finish position for the split class, even if the class is re-combined for Season points.

## 5.6 - Skill classifications

Skill level classifications exist to promote fair competition between Riders and have Riders of similar skill levels competing with each other.

5.6.1 - Riders should choose the skill classification that matches their skill level

5.6.2 - Riders who start in the wrong skill classification risk forced advancement by WORN.

5.6.3 - The skill classification descriptions do not represent that WORN or the promoter has assessed the abilities of the Riders:

5.6.4 - WORN WILL promote Riders competing in the wrong skill classes. Points will be lost if a Rider is force advanced.

5.6.5 - **Expert: "MC AA, ATV Pro, ATV Pro-AM":**

- a) The highest skill level.
- b) Any Rider formally advanced to the Expert class by WORN must ride in an Expert Class.
- c) Any Rider who qualifies for advancement to Expert by WORN rules, See "Class Advancement" section

5.6.6 - **Advanced: "A":**

- a) Very high skill level
- b) Any Rider who rides in an "A" class in any other like competition,
- c) Any Rider formally advanced to the A class by WORN must ride in an Advanced Class.
- d) Any Rider who qualifies for advancement to A by WORN rules. See "Class Advancement" section

5.6.7 - **Intermediate: "B":**

- a) Experienced or generally a faster Rider than the Novice but less than the Advanced.
- b) Any Rider who rides in a "B" class in any other like competition,
- c) Any Rider formally advanced to the B class by WORN
- d) Any Rider who qualifies for advancement to B by WORN rules. See "Class Advancement" section

5.6.8 - **Novice: "C":**

- a) Riders slower than the Intermediate level.
- b) These classes are meant for Riders who are not at the competitive level of the intermediate class but have enough experience to not be considered beginners.
- c) See "Class Advancement" section

5.6.9 - **Beginner:**

- a) Relatively inexperienced or new Riders.
- b) Riders in this class must not have ever trophied in any cross-country Event
- c) Riders in this class must not have ever trophied in any non-Youth Motocross Event.
- d) See "Class Advancement" section

5.6.10 - **Buddy Class:**

- .a - **TEAM:** A team consists of 2 specific Riders who can be of mixed skill levels or ages.
- .b - **Age requirement:** Minimum age is 12 years old as of the event date.
- .c - **Minimum MC displacements:** 80cc 2 stroke or 149cc 4 stroke MC.
- .d - **Machine Quantity:** Teams can ride two Machines or each Rider can ride their own Machine. For 2 machines, each Rider must remain with the Machine they start on. The 2 machines may be different displacement categories but
- .e - **Minor Age Displacements** Adult Race Minor age-to-displacement restrictions must be met (See Minor Age Requirement Section).
- .f - **Rider Subs:** No Rider or bike substitutions are allowed.
- .g - **Same Riders:** Points earning teams must use the same two Riders at every event to earn Season points.
- .h - **Alternate Laps:** Riders must ride on alternate laps. No Rider can do 2 consecutive laps. If a machine or Rider is unable to compete their requisite lap, the team must stop and be scored in place.
- .i - **“Buddy Box”** is the marked area where teams must switch Riders. The Buddy Box will be located after the score tent location.
- .j - **HIGH CAUTION AREA – Penalties:** The buddy box is considered a high caution area. Any Rider who comes into the buddy box at an unsafe speed may be disqualified. Any Rider who crashes into another Rider, bike, spectator, or tears down the ribbon marking the buddy box may be disqualified. Extreme caution must be used when exiting the buddy box, and merging into race traffic. Any Rider who exits the buddy box, and causes another Rider to crash may be disqualified.
- .k - **Allowed in box:** Only buddy class Riders and Event Personnel are allowed inside the buddy box. No Spectators, No pit members, are allowed in the buddy box.
- .l - **NO PIT AREA:** The buddy box is NOT a pit area. No pit operations of any kind may be done inside the buddy box. Any disabled machine must be pushed out of the buddy box only by the team of that machine.
- .m - **Rider swap:** Riders may swap only in the designated buddy box. If Riders are using 2 different Machines, The incoming Rider (#1) must enter the buddy box and TOUCH his front tire to waiting Rider (#2)'s rear tire while Rider #2 is standing beside his Machine. Then Rider #2 can mount their bike and exit the buddy box. If Riders are using one Machine, then the incoming Rider must enter the buddy box, come to a complete stop, and dismount the bike. Only then can the waiting Rider mount the bike and exit the buddy box.

Section 5 con't:

### 5.7 - WORN standard Amateur Adult Race Class Summary

<p>MC</p> <p>Adult Motorcycle A classes</p> <p>AA</p> <p>Open A</p> <p>Lite A</p> <p>30+ A</p> <p>40+ A</p> <p>50+ A</p> <p>Adult Motorcycle B classes</p> <p>Open B</p> <p>Lite B</p> <p>30+ B</p> <p>40+ B</p> <p>50+ B</p> <p>Adult Motorcycle C classes</p> <p>Open C</p> <p>Lite C</p> <p>4-Stroke C</p> <p>30+ C</p> <p>40+ C</p> <p>50+ C</p> <p>Adult Motorcycle Misc classes</p> <p>Buddy Class</p> <p>60+</p> <p>Schoolboy 12-16</p> <p>MC Beginner</p> <p>Women</p> <p>TrailRider</p>	<p>ATV</p> <p>Adult ATV A classes</p> <p>Pro - ATV</p> <p>Pro-Am ATV</p> <p>Open A ATV</p> <p>30+A ATV</p> <p>Adult ATV B classes</p> <p>16-29B - ATV</p> <p>30+B ATV</p> <p>Adult ATV C classes</p> <p>16-20C ATV</p> <p>21-29C ATV</p> <p>30+C ATV</p> <p>40+C ATV</p> <p>Adult ATV Misc classes</p> <p>12-15 ATV</p> <p>40+ ATV</p> <p>50+ ATV</p> <p>ATV Beginner (same rules as MC)</p> <p>Buddy</p> <p>4x4 Open</p>
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### 5.8 - CLASS ADVANCEMENT, CHANGING CLASSES

**5.8.1 - Classification Advancement Rule Changes:** WORN reserves the right to make changes to classification advancement rules at any time during the season. However, advancement rule changes made during a Season will take effect at the end of the Season For example; a change that would cause a Rider to move up to a higher skill division would take effect at the end of that Season and said Rider would be advanced at the end of the Season.

**5.8.2 - Seasonal Advancement.** WORN will advance Riders based on Rider classification rules, normally at the end of a Season. With such advancements the advancements will be posted on the website with E-mail notification. Advanced Riders may appeal such advancement at no charge. Any such appeal must be made in writing to WORN with appropriate documentation stating the case to not advance. WORN will rule on such appeals and rulings will be final.

**5.8.3 - Self Advance or Be Advanced:** Riders who are now or expect they will be riding at the next higher skill level should move to that level on their own accord, without force advancement, or protests from other Riders. In the interest of good sportsmanship and fair competition, a Rider should not wait until they are forced to advance to a proper classification.

**5.8.4 - Sandbagging:** Riders found riding in a classification that is lower than their demonstrated, or otherwise documented skill level ("sandbagging") may be reviewed without notice by a WORN Rule Committee, and such review may result in being advanced mid-season. Consideration may be given to a rider who started the Season and demonstrated class-appropriate skill levels at that time, but gained skill quickly as the Season progressed. Regardless of gained skill, WORN reserves the right to advance any Riders deemed to be riding at a classification below their current ability, on a case by case bases.

**5.8.5 - Forced Advancement: Advanced (A) level to Expert (AA, Pro, Pro-AM) level:**

5.8.5.1 - Riders who must ride in WORN Expert classes fall into ANY ONE of these categories:

- .a - Top 5 overall motorcycle Riders from previous WORN season
- .b - The Top 3 overall ATV Riders from previous WORN season
- .c - Any Rider who competes at the Motorcycle AA or ATV Pro level at any Race during the season must stay in the expert level for the remainder of the season.
- .d - Current GNCC Pro, Pro-AM or Expert Riders.
- .e - Top 10 National Hare Scrambles or Enduro Riders.
- .f - Any other Rider who would fall into this skill level based on past performance or organizational rankings.
- .g - Any Rider who rides in a Expert/Pro class in any other similar competition at any time during our Season must ride "Expert" classes in WORN Events for that season.
- .h - An Expert ATV rider may ride in either Pro or Pro-AM and may change between those classes as both are Expert level.

5.8.5.2 - Expert Advancement Exceptions:

- .a - Riders over the age of 30 who do not ride expert (Pro, AA, etc) classes in other like competition, may choose to compete in an A class, regardless of previous season's overall finish position,
- .b - Qualified Riders may move into or out of the Expert class during a season.
- .c - **Related to other series:** A Rider of any age who meets the **ALL** of the following 3 conditions is not required to ride "Expert" in WORN:
  - 1) Rider raced at Expert level in another Series prior to the start of WORN Season AND
  - 2) Rider will not be racing in the expert level in the future in the other Series AND
  - 3) Rider is eligible to officially demote from Expert in the other Series' PRIOR to the start of WORN Season.

**5.8.6 - Forced advancement Intermediate(B) to Advanced (A) level:**

- .a - Any "B" Rider who placed 1st in class for the previous season must move to an A class the next season.
- .b - Any "B" Rider who placed 2nd in class for 2 out of 3 seasons must move to a A class the next season.
- .c - . Exception: Riders under the age of 16 will not be forced to ride an "A" class regardless of previous season's overall or class place.
- .d - Any "B" Rider who places in the top 10% overall in the previous season must move to an A class the next season.

**5.8.7 - Forced advancement from Novice(C) to Intermediate (B) level:**

- .a - Any "C" Rider who places in the top 15% overall of any 2 Season events must move to the B class AT THE NEXT EVENT. (Points will not be transferred).
- .b - Any "C" Rider who placed 1st in class for the previous season must move to a B class the next season.
- .c - Any "C" Rider who placed 2nd in class for 2 out of 3 seasons must move to a B class the next season.

- .d - Any "C" Rider who places in the top 15% overall must move to a B class the next season
- .e - A rider advanced from a "C" class may never return to the C class in WORN.

**5.8.8 - Forced advancement from Beginner to Novice(C) level:**

- .a - Any Rider 17 years old or older who wins an award in this class must move to a C class at the next Event.
- .b - Any Rider 16 years old or less who wins any award 3 times in the Beginner class must move to a C class at the next Event.

**5.8.9 - Advancement from Youth classification to Amateur:**

- .a - Youth Riders who qualify in age and machine type may advance themselves to an Amateur Classification but no forced advancements from the Youth classification will be forced. Youth Riders can advance directly to a "C", "B", or "A" class depending on their skill level.

**5.8.10 - Classification DEMOTION ( Moving back to a lower classification):**

5.8.10.1 - Class Advancements are considered permanent but may be changed by a written request to WORN.

- .a - Evidence or supporting reasons should be included in the request.
- .b - Request must be accompanied by \$60 administrative/research fee.
- .c - Only Riders who are completely uncompetitive in the class, and who would not dominate the lower class will be considered for return to the lower skill classification.
- .d - Missing Seasons then returning is not generally a cause for classification demotion.
- .e - Requests must be sent or given directly to WORN Managers.
- .f - Requests to return to a Novice class will be considered but approval is rare.
- .g - Granting demotions will only be done when clear, indisputable records or evidence exists that a Rider is incapable of competing at the current level.
- .h - It is the intention of WORN that the SPIRIT of this rule be followed to insure that the correct Riders are riding in the proper skill level classification.

5.8.10.2 - **Demotion (A to B):** A self advanced A Rider who previously competed at the B level, may move back to the B level if they have participated in no more than 2 Races at the A level. This does not apply to forced-advanced Riders. No written request is required. And this may only be done once.

5.8.10.3 - **Demotion (B to C):** A self-advanced B Rider, who competed at the C level last season, may move back to the C class if: a) they have participated in no more than 2 Races at the B level, and b) they Race the classification requirements for the C class. This does not apply to forced-advanced Riders. No written request is required, and this may only be done once.

5.8.10.4 - **Demotion (C to Beginner):** Not allowed. Advancement to the C class is permanent and may never be changed for any reason back to the Beginner skill classification.

5.8.10.5 - **Movement from Amateur to Youth:** A qualified amateur Race Rider of any classification may return to a Youth classification if they meet all the youth qualifications.

End Section 5

## COMPETITION APPAREL REQUIREMENTS:

### 6.1 - Minimum Requirements

These requirements are minimums to compete. Additional safety gear is recommended. Riders not Meeting these requirements may not compete and may be disqualified if they do.

6.1.1 - **Eye protection** in the form of shatterproof goggles, or appropriate and secure safety glasses must be worn during all competition.

6.1.2 - **Protective pants** must be worn during all competition.

6.1.3 - **Long sleeved jerseys** must be worn during all competition.

6.1.4 - **Protective boots** must be worn during all competition.

.a - Boots must be at least 8" high.

.b - Youth Riders must have a minimum of leather or similar protective material, "high top" boots completely covering the ankle and lower shin.

6.1.5 - **Helmet**

.a - A full face DOT approved helmet must be worn at all times when operating a motorcycle or ATV. This includes transporting to the start line, signup, etc.

.b - A Rider not wearing a helmet while operating a vehicle can be penalized or disqualified at the promoter's discretion.

6.1.6 - **Equipment Selection:** It is the Rider's sole responsibility to select a helmet and safety apparel which will provide adequate protection.

6.1.7 - All Safety apparel must be worn at all times during competition.

## MACHINE REQUIREMENTS:

### 7.1 - Handlebars

7.1.1 - must be made of steel, aluminum or other suitable mass manufactured types.

7.1.2 - Repaired, cracked or broken handlebars are prohibited.

### 7.2 - Gas tanks

7.2.1 - must be in good condition.

7.2.2 - Leaking tanks are prohibited.

7.2.3 - Gas may **not** be carried except inside the machines manufactured gas tank.

### 7.3 - Kill switch, Brakes, Throttles

7.3.1 - Every Machine must have a fully functional kill switch

**7.3.2 - ATVs must have a TETHER KILL switch**

7.3.3 - All Motorcycles and ATVs must have functional front and rear brakes

7.3.4 - All Machines must have a self-closing throttle.

### 7.4 - Tires

7.4.1 - Studded tires are NOT allowed on any machine regardless of weather conditions.

**7.5 - Horn**

7.5.1 - The use of any type of horn is not allowed on any machine.

**7.6 - ATV Body Restrictions**

7.6.1 - ATV Maximum overall tire width is 50".

7.6.2 - ATV front bumpers must be of a tubular design with no sharp protruding edges.

**7.7 - Silencers**

7.7.1 - All machines must have functional silencers.

7.7.2 - Exhaust systems must not exceed the maximum sound level of 94db as measured at 20 inches from the exhaust exit.

7.7.3 - Sound checks are not required by the promoters but a promoter may disqualify a machine deemed to be too loud.

7.7.4 - Silencers must remain on the machine for the entire Event.

7.7.5 - Disqualification of one machine by a promoter does not mandate a test of all other machines.

**7.8 - Good working order required**

7.8.1 - All machines must be in good working order

7.8.2 - Machines must have no loose parts, no leaks, and overall be mechanically sound.

7.8.3 - Vehicles may be disqualified from competition due to safety considerations at the promoter's discretion.

**7.9 - Radio communication**

7.9.1 - No communication with any Rider is allowed.

7.9.2 - Radio communication with field personnel or pit crews is allowed as long as it does not interfere with the Event Promoter's frequencies in use.

7.9.3 - Interference with Event Personnel radio frequencies including electronic scoring systems can result in Rider penalties.

**7.10 - Machine Conformity or Spot Inspections**

7.10.1 - The Promoter or Event Personnel may inspect any part of a vehicle entered into an Race at any time before, during or after an Race.

7.10.2 - The Promoter or Event Personnel may disqualify any vehicle that does not conform to the rules.

7.10.3 - A Rider refusing inspection is automatically disqualified from the Event and can be disqualified from the Season at WORN discretion.

**7.11 - Rider's Responsibility for their Machine**

7.11.1 - An inspection by The Promoter or Event Personnel does in no way mean they have deemed the vehicle safe but only that it has met the rules or rule for which it was being inspected. It is the Rider's sole responsibility to determine the condition of the vehicle and riding equipment.

**7.12 - Same Machine Required**

7.12.1 - The machine a Rider starts on in a Race is the machine the entire Race must be completed on.

7.12.2 - At no time may a Rider change machines during an Race.

7.12.3 - If a Rider's original machine becomes inoperable, the Rider MAY NOT return to the course and ride for "practice" or any other reason.

7.12.4 - Standard penalty for related infractions will be disqualification.

7.12.5 - Penalty may be reduced under specific circumstances at Promoter discretion.

End of Section 7





## RIDER'S MEETINGS:

### 8.1 - MANDATORY MEETING

8.1.1 - All Riders are required to attend the Rider's Meeting. Riders may incur penalties form missing information give at Riders meetings. Any such penalty will stand and may not be appealed.

### 8.2 - Meeting Start Signal

8.2.1 - The start of the Rider's Meeting will be signaled using a horn, megaphone or sound system.

8.2.2 - All Riders are **required to turn off engines during the Rider's Meeting** regardless of their proximity to the Meeting.

8.2.3 - This includes all Riders in the pit area, and all other locations within earshot of the Rider's Meeting.

### 8.3 - Start Time & Location

8.3.1 - Rider's Meeting will be held in the start area 10 minutes prior to the start time of all MC and ATV Races.

### 8.4 - Penalties

8.4.1 - Riders failing to stop engine or otherwise interrupting a Rider's Meeting may be penalized.

## STARTING PROTOCOLS:

### 9.1 - Standard Start Time

9.1.1 - Youth ATV will start at 8:00 AM local time.

9.1.2 - Youth MC will start at 8:00 AM local time.

9.1.3 - Micro ATV will start at 10:00 AM local time.

9.1.4 - Micro MC will start at 10:30 AM local time.

9.1.5 - Motorcycles will start at 11AM local time.

9.1.6 - ATVs will start at 2PM local time.

9.1.7 - It is the Riders responsibility to know the local time zone.

### 9.2 - Start Methods

9.2.1 - Dead Engine – The Rider is on or beside the machine and the engine is ON prior to the start

9.2.2 - Live Engine - The Rider is on or beside the machine and the engine is ON or OFF prior to the start flag.

9.2.3 - Standard WORN method for MC and ATV is a dead engine start.

9.2.4 - Youth Race Start Methods – See Youth section.

### 9.3 - Start Order

9.3.1 - Class starting order will be standardized each season by WORN

9.3.2 - All promoters at all Events will use the same standard starting order.

9.3.3 - Multiple smaller classes may be combined on one start row.

#### 9.4 - Start Line Marking

9.4.1 - Starting order will be marked with signs on stakes to identify class rows.

9.4.2 - Large classes may be started on two rows, with both rows starting at the same time.

#### 9.5 - Rider Lineup Requirements

9.5.1 - Riders must line up at **right angles** to the starting line signs in a neat orderly fashion,

9.5.2 - Rider's row must start **no further than 10 feet from the start line stake** or marking,

9.5.3 - Riders must be **no further than 10 feet apart** between Riders

9.5.4 - Riders must line up to **the starting field side of all stakes** and markers.

9.5.5 - Riders must not be touching start line stakes

9.5.6 - Riders MAY NOT move start line stakes, or lineup outside the markers unless explicitly directed to do so by Event Personnel.

9.5.7 - Riders who are not lined up properly may cause false starts in the next class and thus may be penalized for failure to comply.

9.5.8 - Penalty if imposed will be loss of 1st lap score.

#### 9.6 - WORN Start Procedure

9.6.1 - WORN Start procedure to be used at all WORN Races

9.6.2 - **Starter location:** The starter will be clearly visible to the entire start line and wearing identifying clothing in the general area of in front of the first row.

9.6.3 - **Flag:** A green flag will be used to start the Race.

9.6.4 - **Kill Engine Signal:** The starter will give the signal to kill engines about 30 seconds before the start. This signal will be a flat hand motioned across starter's throat. **ALL RIDERS, ALL ROWS, ALL CLASSES, MUST KILL THEIR ENGINE**

9.6.5 - **10 Sec Warning:** The starter will hold the flag down to their side. At approximately 10 seconds before the start, the starter will slowly raise the flag above their head to signal 10 seconds until start.

9.6.6 - **Flag Drop:** After the 10 second warning, the starter will drop the green flag which is the signal to start your engine and proceed.

9.6.7 - **Start Sequence timing:** At the Promoter's discretion, class rows will be started 30 seconds to 1 minute apart.

9.6.8 - **Starting on Wrong Row:**

9.6.8.1 - ANY RIDER FOUND STARTING ON THE WRONG ROW will be penalized a minimum of one lap, a maximum of disqualification.

9.6.8.2 - At scoring time, the Rider's FIRST lap will be removed and their place recalculated.

9.6.8.3 - A Rider who starts on the wrong row and only finishes one lap will have their score placed so as to be last in their class 1 minute behind the next Rider.

9.6.9 - **False Start**

9.6.9.1 - Any Rider who has a false start (starts before the green flag is dropped) must return to the line behind their class and start with the next class.

9.6.9.2 - A Rider who has a false (early) start and does not return will be penalized a minimum of one lap.

9.6.10 - **Failure to start:**

9.6.10.1 - Any Rider whose machine does not start within 30 seconds of the start must remove their machine from the start area immediately.

9.6.10.2 - Such a Rider may reattempt to start their machine with the next class.

9.6.10.3 - A Rider who does not clear the start line (get completely to of the way of other Riders) in time for the next class start may be penalized.

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9.6.10.4 - Once the starter has given the “engines off” signal, NO ENGINES are to be started including any from prior classes who have not yet started.

9.6.10.5 - This process will continue until all rows are started.

End of Section 9

## SCORING:

### 10.1 - Scoring System(s) Rider Requirements

10.1.1 - Riders are required to use their assigned transponder AND the helmet number given to them at signup. Riders who fail to use their assigned transponder or number will not be scored.

#### 10.1.2 - TRANSPONDER Requirements

- .a - WORN events will be scored using an electronic RFID transponder scoring system. "E5500000xxxx" "Event Scoring System" brand transponders are required.
- .b - Riders who use the wrong transponder may be penalized up to disqualification if their incorrect number caused other scoring errors.
- .c - The transponder must be applied on the under side of the helmet visor on the front or leading edge. If the helmet visor has metallic paint on it then the transponder should be applied on the inside of the front of a Rider's chest protector.

#### 10.1.3 - Helmet Label Requirements

- .a - In addition to the Transponder the Rider will be issued a Helmet Number at signup.
- .b - This Helmet number must be displayed clearly on the left side of the Helmet
- .c - Label must be located along the lower left edge of the helmet, just below the left ear.
- .d - Label should be approximately in-line with the centerline of the Rider's neck.
- .e - Label should not cover any vents where it may be punctured or torn.
- .f - The label should not be covered by any goggle strap.
- .g - Riders who fail to place their number in the correct position may not be scored.
- .h - Riders claiming missed scores will be required to show their helmet with their transponder and label in the correct position. Failure in either case may result in no score.
- .i - It is the Rider's responsibility to insure the number provided does not come off during a Race.
- .j - The helmet must be completely dry and oil free prior to applying the label. The labels supplied have sufficient adhesion to remain affixed to the Rider's helmet if the helmet is properly cleaned before the label is applied.
- .k - Taping the label to the helmet in lieu of using the label's own adhesive backing is not acceptable.
- .l - A Rider who is missing their label may not be scored. Minimum penalty for a missing label is loss of one finish position, or one lap, depending on severity of problems caused.
- .m - No more than one number label can be visible on the left side of the helmet. Riders with old numbers or multiple numbers may not be scored and may be penalized if the old number causes problems. All other numbers should be fully covered or removed
- .n - Replacement Helmet Labels are available at Signup.

10.1.4 - Personnel and Event Personnel at signup will assist any Rider with questions about transponder and label placement prior to a Race.

### 10.2 - Scoring Tent Protocols

10.2.1 - The scoring tent is an extreme high caution area.

10.2.2 - Riders must enter the tent quickly, but in full control, at a very slow speed to allowing the antenna to "read" the Riders transponder. The Rider may go slow or stop as required.

10.2.3 - Riders who do front wheel wheelie stops, sliding stops, wheelie out of the tent, slide into the tent, run into the tent, run into Event Personnel, ram Riders in the tent, etc. are subject to penalties of lost laps, or disqualification depending on severity.

10.2.4 - Riders who make contact with scorers or equipment due to speed or control issues will have a minimum penalty of one position, maximum of Season disqualification.

- 10.2.5 - Any damage to equipment in the scoring area will result in penalties, fines, AND repair costs.
- 10.2.6 - Riders must enter the scoring tent while in complete control of their machine and move SLOWLY through the tent.
- 10.2.7 - Riders should look straight ahead so their backup helmet number can be seen and recorded.
- 10.2.8 - A flag in the tent will be displayed indicating the Race status.
  - 10.2.8.1 - A green flag indicates the race in progress
  - 10.2.8.2 - A white flag indicates one lap to go
  - 10.2.8.3 - A Checkered flag indicates the Race is over.
- 10.2.9 - A computer display will indicate the Riders **unofficial** place in their class, their Rider number, and the Rider's time behind the next Rider in their class that is in front of them. This display is located approximately 25-50 ft past the score tent.
- 10.2.10 - It is the Rider's responsibility to be scored. Riders who leave the tent without being scored may not be scored. The scoring system will beep to indicate you were scored and the Score Personnel may give you a hand signal that you have been scored. Riding through the tent without being scored is the Riders fault.
- 10.2.11 - If a Rider leaves the tent without being scored and wants to stop and be scored, they must move out of the way of any Riders behind them. After all traffic has cleared the tent, the scorer may manually enter the Rider's number, in the event that their transponder did not read. A Rider who refused to clear the tent or wait, may not be scored. A Rider who enters the tent backwards on a machine may be disqualified. In the event of a missed score, a Rider may dismount and enter the tent on foot to be scored as long as their machine does not block the course.
- 10.2.12 - When being scored, the Rider must make every effort to clear the tent quickly as to not create bottlenecks.
- 10.2.13 - **No Delays in Tent.** Riders are not allowed to pit, find drink water tubes, adjust, check mechanical items, etc. inside the scoring tent. Riders must come in quickly, stop to be scored, and get out. Nothing else. Riders causing delays in the tent may be penalized.
- 10.2.14 - A Rider who kills their engine must dismount and remove the machine from the tent immediately. If a Rider kills their engine in the scoring tent, and IF no Riders are behind them, the Rider may make a QUICK attempt to start their machine. Failure to remove the machine from the tent while holding up other Riders may result in penalties of a lap. Riders removing their machine must move the machine at least 15 feet beyond the tent exit and clear of exiting Riders.
- 10.2.15 - Riders are not allowed to converse with Scoring Personnel during the Race except to report emergencies. The Scoring Personnel are not allowed to answer general questions (i.e. how many laps to go) as this may cause distractions or delays in scoring other Riders.
- 10.2.16 - All Riders MUST enter the scoring area in **single file** and at no time should the front tire pass the rearmost part of the machine in front of them or penalties may be incurred.
- 10.2.17 - Penalty for Passing inside the scoring tent is disqualification. An exception is if the Rider is specifically and clearly instructed pass by the Score Personnel.
- 10.2.18 - Causing another Rider who is inside the Scoring Tent to fall due to contact in any form may result in disqualification.

### 10.3 - Scoring Stopped Races

In the case of a stopped Race, the Race may be scored based on the score of the Riders as they finish or the race may be scored based on the current standing of all Riders at some particular point in the race (i.e. end of lap 2) at the promoters or scorers discretion.

End of Section 10

## FINISH AREA PROTOCOLS:

### 11.1 - High Caution, no passing Zone

- 11.1.1 - Prior to the Scoring Tent, large yellow "signs" or flags will be prominently displayed on each side of the course
- 11.1.2 - These signs will be approximately 25 to 50 feet from the Score Tent entrance.
- 11.1.3 - These signs mark the **strict no passing** and high caution zone. **At all times.**
- 11.1.4 - Riders passing in this area may be penalized.
- 11.1.5 - Normal penalty for passing in this zone, but not inside the scoring tent, will be loss of the offending lap's score.
- 11.1.6 - Within the no passing zone, no part of the front tire should pass the rearmost part of the machine in front.
- 11.1.7 - Riders must be in single file in this zone
- 11.1.8 - **Allowable passing exception**

Riders may pass within the no-passing zone if the passed Rider is on a disabled machine AND the passing Rider is explicitly directed to pass by the Scoring Personnel.

### 11.2 - White Flag

- 11.2.1 - The white flag will be displayed at the scoring tent to indicate the leader is on their last lap
- 11.2.2 - The white flag will be displayed to the leader when it is estimated that the leader will have ridden the minimum Race time upon completion of one more lap.

### 11.3 - Checkered Flag

- 11.3.1 - When the leader has completed the "last lap" after the white flag is displayed, the checkered flag is displayed.
- 11.3.2 - When the Checkered flag is displayed, the race is over for each Rider as they enter the tent for their final score..
- 11.3.3 - The race may be declared "over" any time prior to the leader's finish at the Promoter's or Score Personnel's discretion. This may be done in order to clear the course of slower Riders for the next Race, clear course before dark, clear course due to track conditions, etc.
- 11.3.4 - A "Checkered Flag" may also be displayed in the High Caution, no passing zone prior to the score tent
- 11.3.5 - Since the High Caution Area is always a no passing zone, the Race is effectively over at the start of the High Caution area when the checkered flag is out, regardless of the flag's position.
- 11.3.6 - No passing may be done beyond any Checkered flag.

### 11.4 - Course Clearing Allowed Time

- 11.4.1 - Once the Race is over and a Checkered flag is "out", a countdown timer for all other Rider's to complete the course is started.
- 11.4.2 - Riders will have 1.5 times the leaders finish lap time to make it back to the scoring tent and get a final score. For Example, if the leader's last lap time was 20 minutes, all Riders remaining on the course have  $(1.5 \times 20) = 30$  minutes to make it back to the Score tent and be scored..
- 11.4.3 - Any Rider who does not make it to the scoring tent before it is closed will be scored based on their previous lap (if they made one). Score Personnel may extend the scoring close time at their discretion.

### 11.5 - STOP when race is over

- 11.5.1 - It is the Rider's responsibility to see the checkered flag and stop Racing.
- 11.5.2 - Riders must not re-enter the course after the checkered flag has been displayed indicating the end of the race.
- 11.5.3 - A Rider who re-enters the course and completes a lap after the checkered flag is displayed will be penalized.
- 11.5.4 - Penalty will be loss of the "extra" lap score plus the loss of the score for the last lap completed.

**11.6 - DNF**

A DNF (Did Not Finish) score will be assigned to any Rider not completing at least one lap.

**11.7 - Compete under Own Power**

- 11.7.1 - Riders must complete the course on their own or their machine's power.
- 11.7.2 - A Rider may push their machine to the finish line but may not be helped by spectators
- 11.7.3 - A Rider may not block the course in order to push their machine across the finish line.
- 11.7.4 - A Rider pushing their machine to the finish must do so on the marked course.

End Section 11



## **RACE RESULTS:**

### **12.1 - Posting**

12.1.1 - After all riders are scored and the course clear time has passed, results will be tabulated and class results will be posted in beside the Event Award Podium near Signup.

12.1.2 - Results will be posted by class and include the Rider's name, place, helmet number, and manufacturer brand per signup entry.

### **12.2 - Contingency Affecting**

12.2.1 - Riders in contingency programs must check the results AT THE EVENT to ensure they are correct.

12.2.2 - Rider must Check the manufacturer is correct.

12.2.3 - Corrections must be provided to Scoring Personnel at the Event or the Rider MAY LOSE CONTINGENCY credit. Event Personnel cannot verify manufacturers after the Event.

### **12.3 - Do not disturb posted scores**

12.3.1 - Riders are not allowed to remove the posted results unless directed to do so by the Score Personnel.

12.3.2 - If a Rider has a question or problem with the posted results the Scoring Personnel should be notified to see if it was human error. Otherwise protest procedures can be initiated if appropriate.

### **12.4 - Results Finalization**

12.4.1 - After the protest period, has ended the results are final.

12.4.2 - Any errors found after the fact will not affect award positions.

### **12.5 - Protest Period Reduced**

12.5.1 - In the event there are no protests, and all Riders are present, the protest period for a class may be waived or reduced.

### **12.6 - Human Error**

12.6.1 - In unusual circumstances where obvious human error was involved, and it is clear beyond doubt that the scores are incorrect, then at the discretion of WORN, finish positions may be corrected.

12.6.2 - Such corrections will not affect Trophy awards as awarded after protest period and will affect Points only.

### **12.7 - Rider responsibility to review**

12.7.1 - It is each Rider's responsibility to check their final score on the official posted results.

12.7.2 - It is each Rider's responsibility to communicate perceived errors on their score during the protest period.

### **12.8 - Unofficial Displays during Race**

12.8.1 - Scores displayed at the score tent are “unofficial”.

12.8.2 - Scores seen during a Race may be adjusted prior to posting Official results.

12.8.3 - Adjustments may be due to errors at signup, disqualifications, penalty assessments, etc.

End Section 12

## PROTEST PROTOCOLS:

### 13.1 - For Rider Classification

13.1.1 - Protests and appeals related for Rider classifications must be provided in writing to WORN for rulings.

13.1.2 - The specific rule number(s) from this Rulebook must be used when claiming a rule violation.

13.1.3 - WORN will make Rider classification rulings and handle Rider classification related protests.

13.1.4 - In cases where Rider classification protests at an Event cannot be decided due to lack of information at the time of the protest, then the ruling will be in favor of the person being protested.

13.1.5 - Rider classification protests may have rulings that are applied retroactively after an Event.

13.1.6 - Appeals will be decided by a Rule Committee.

13.1.7 - Rulings on Rider classifications will be final.

### 13.2 - Who can Protest

13.2.1 - Any Rider competing in an Race may make a protest regarding rules violations by Riders participating IN THEIR CLASS. Or, if the Protesting Rider was personally affected by the protested Rider during the Event.

13.2.2 - The protest must be made before the end of the protest period of 30 minutes after scores are posted.

### 13.3 - Protest Period

13.3.1 - The protest period starts when the scores are posted and ends 30 minutes after the scores are posted.

13.3.2 - Protests must be made during the Protest Period

### 13.4 - Protest Actions

13.4.1 - Scoring Personnel have the authority to disqualify or impose penalties on Riders as a result of a protest.

13.4.2 - A disqualified Rider loses all awards, points, etc. from that Race.

13.4.3 - Protest decisions can be retroactive to other Season’s events at WORN rule committee’s discretion

13.4.4 - Complex Protests and rulings for same may be deferred until a later date at Promoters discretion. In cases of deferred protests, awards may be held.

### 13.5 - Protest Costs

13.5.1 - Any legitimate expense incurred by the Scoring Personnel due to the protest must be paid by the protesting party.

13.5.2 - Scoring Personnel may demand from the protestor a deposit sufficient to cover such expenses.

13.5.3 - Costs may include: transportation of an impounded vehicle, award postage, and any off-site work costs performed on the protested Rider's vehicle.

End Section 13

## **RACE AWARDS:**

### **14.1 - Award Types**

14.1.1 - Amateur class's awards will be in the form of a Plaque or Trophy.

### **14.2 - When Awarded**

14.2.1 - Awards will be presented to Riders after the protest period at the Event Awards Podium.

### **14.3 - Award Quantities**

14.3.1 - Award quantities may be adjusted based on class turnouts.

14.3.2 - Except where otherwise advertised, standard class quantities will be awarded.

14.3.3 - Adult Race standard quantity is 1st through 3rd place.

14.3.4 - Youth Race standard quantity is 1st through 5th place.

### **14.4 - Inability to Score Race**

14.4.1 - In the rare event of any problem that prevents scoring of a Race that day, the scores will be calculated and the results posted AFTER the Event, as soon as possible, usually within 48 hours.

14.4.2 - In such cases, awards will be available at the next Event.

### **14.5 - Cash Award Classes**

14.5.1 - Two Classes that can receive cash awards are MC AA, and ATV Pro

14.5.2 - Standard class payout is \$500 minimum for each class

14.5.3 - Classes must have a 3 entry minimum to qualify for a standard payout

14.5.4 - Classes with  $\leq 2$  entries will receive a 100% payback of entry fees collected for the class.

14.5.5 - Higher amounts may be offered by specific Events, see official communications for details.

### **14.6 - Season Awards**

14.6.1 - Season awards (a.k.a End of Season awards) are based on the WORN Points system.

14.6.2 - Season awards will be presented at an annual Banquet or End of Season awards event.

14.6.3 - Season award quantities will be determined using the same format as Race Event awards

14.6.4 - Season award quantities may be changed from standard amounts based on class average turnouts.

14.6.5 - Season award quantities will be announced along with the Season Award winners after all the Season's Events have concluded and results are tabulated.

14.6.6 - In addition to class awards, WORN will provide Season awards to Overall, Overall B, and Overall C, in MC and ATV categories.

End of Section 14

## **SERIES POINTS:**

### **15.1 - How are Points Earned**

- 15.1.1 - Series Points are accumulated based on Race performance for Riders to earn Season Awards
- 15.1.2 - Every Rider has the opportunity to earn Points by entering a Race.

### **15.2 - Who earns points**

- 15.2.1 - Points will be awarded and tracked for all WORN Riders in the class they are registered.

### **15.3 - Changing Points Classes**

- 15.3.1 - Riders may change point's classes at any time.
- 15.3.2 - No notice to WORN is required to change Points classes.

### **15.4 - Carryover between classes**

- 15.4.1 - Points may not be "carried over" from one class to another. When a Rider changes classes all their previously entered races from the first class will show in the new class as zeros, the same as would show for not entering that Race. These zeros can be dropped from points calculations in the new class.

### **15.5 - Earn award for one class only**

- 15.5.1 - Points Riders who change classes Mid-Season will only receive one end-of season award. End of season points will be based on the class with the highest finishing place.

### **15.6 - When Points start accumulating**

- 15.6.1 - Point's accumulation will begin with the first Race where the Rider enters.

### **15.7 - Races where Rider's Points are Earned**

- 15.7.1 - The number of Races to use in determining points will be the Rider's top Race scores.
- 15.7.2 - A Rider must enter the minimum number of Races to qualify for Season awards.
- 15.7.3 - Minimum Race participation is 1 less than the "Top scores Counted" value for a season.
- 15.7.4 - Races counted toward the minimum must be "entries", not finishes.
- 15.7.5 - A DNF does count toward the minimum.
- 15.7.6 - An Entry in any class counts toward the minimum.
- 15.7.7 - "Top scores counted" applies to class and overall points.
- 15.7.8 - In the case of overall points, the same minimum and top score values apply.

### **15.8 - Points Calculations**

- 15.8.1 - Points will be calculated for end of season awards by WORN.
- 15.8.2 - The Rider's eligible class point scores will be totaled for end of season awards.
- 15.8.3 - Riders not entering the minimum number of Races will not be considered for awards.
- 15.8.4 - There must be a minimum of 8 rounds held in a season for a Season Awards Event to be held.

**15.9 - Entry Minimums, Counted Races**

Determination of Races Counted in a Season (a.k.a Drop quantity)

Top Scores Counted = The quantity of a Rider's best scores that are counted toward Series Awards.

Minimum Race Entries = Minimum Season Entries required to qualify for Season Awards.

<b>Races in Season</b>	<b>Top Scores Counted</b>	<b>Minimum Race Entries Required</b>
8	7	6
9	7	6
10	8	7
11	9	8
12	10	9
13	11	10
14	12	11

**1.1 - Race Class Ranking (Place) to Points Quantity**

Points Schedule. How many points for finish place

1st = 30	6th = 15	11th = 10	16th = 5
2nd = 25	7th = 14	12th = 9	17th = 4
3rd = 21	8th = 13	13th = 8	18th = 3
4th = 18	9th = 12	14th = 7	19th = 2
5th = 16	10th = 11	15th = 6	20th = 1

**15.10 - Race Overall Ranking to Overall Points Quantity**

Points Schedule for Season Overall finish ranking:

- 1st = 530
- 2nd = 525
- 3rd = 521
- 4th = 518

Finish Positions from 5<sup>th</sup> place on earn overall points using the following formula:

**(521-[Finish Position])**

Example for 11<sup>th</sup> Place Overall, 521-11 = 510 Overall Points

Negative values earn no points.

DNF = 0 Overall points

**15.11 - Ties**

15.11.1 - Ties in points will be broken by counting the Rider with the most 1st place points awarded, 2nd place points awarded, etc. until a winner is determined.

15.11.2 - When counting the most 1st place finishes, 2nd place finishes, etc. ALL Season Entries will be included in the calculation. If this does not result in a tiebreak then a tie will be declared.

Section 15 Con't:

**15.12 - Work day points**

- 15.12.1 - Work day points are designed to allow a Promoter of required course worker to be able to successfully compete as Riders without penalty for putting on an Event.
- 15.12.2 - A Promoter may not allow "friends" to be course workers for the sole purpose of earning work day points in lieu of entering a Race.
- 15.12.3 - Any Rider earning work day points must be an actual worker at an Event, publically visible for all to see they are a worker.
- 15.12.4 - Work Day Points are available to a Rider for One Event per season.
- 15.12.5 - Points earned will be the average between the Race prior and the Race after the work day.
- 15.12.6 - If The Rider's work day is on the first or last Event of the season their points will be the average of the two Races prior or two Races after the work day whichever applies.
- 15.12.7 - IN order to qualify, a Rider must complete the "work day point's approval" form found on website.
- 15.12.8 - The approval form must be submitted to WORN no later than 8 days prior to the Work Day Event (by Saturday of the preceding week).

End Section 15

## PENALTIES FOR RULE VIOLATIONS

### 16.1 - Bad Behavior, Unsportsmanlike Conduct

- 16.1.1 - The promoter, or Event Personnel may disqualify any Rider, from an Event or Race for any violation of an WORN rule, insubordination, or other actions deemed at the sole discretion of the Promoter or Event Personnel to be detrimental to the race and the sport.
- 16.1.2 - Such disqualification includes the loss of any rights with regard to the Event in question and may result in being directed to leave the Event site.
- 16.1.3 - A Rider may protest some disqualifications during the protest period.

### 16.2 - Penalties Applied

- 16.2.1 - Penalties may be imposed on a Rider for rule violations. In general, penalties assessed will be at the discretion of the Promoter or Scoring Personnel depending on the nature of the offense and its circumstances.
- 16.2.2 - Where specified the Penalty for a specific Rule will be applied.
- 16.2.3 - Penalties may also be any of the following:
  - .a - Reduction of one or more positions within their class.
  - .b - Reduction of the number of laps completed.
  - .c - Disqualification. Riders may be disqualified during a Race or after an Race. In the case of during-Event disqualification, no notice will be given to Rider since this may cause disruptions to the remaining participants. Such disqualification will be posted in the results.
  - .d - Additional penalties. Riders may receive additional penalties including but not limited to retroactive penalties, disqualification from next Event, or disqualification from the Season.
  - .e - Loss of points. Points may be forfeited for the Race, or retroactively, for all Races that Season.

### 16.3 - Disciplinary Action Offenses

- 16.3.1 - The following AMA adopted and other offenses are subject to disciplinary action by the promoter, Scoring Personnel, or WORN. This list is for guidance to competitors but does not restrict WORN from invoking penalties for other actions detrimental to the sport which are not specifically listed herein.

#### **This is not a complete list of possible offenses**

- .a - A Rider who in any way attempts to gain unfair advantage by any means.
- .b - Intentional "Cheating" of any form.
- .c - Falsifying one's name, age, or ability level.
- .d - Entering and competing on an unqualified machine.
- .e - Failing to attend Rider's Meetings.
- .f - Riding in such a manner as to endanger life and limb of others.
- .g - Failing to respond to or heed Event Personnel instructions.
- .h - After leaving the marked course, failing to re-enter the course at the same location.
- .i - Receiving any form of prohibited physical assistance or radio communications.
- .j - Causing a race to be stopped.
- .k - Abetting or knowingly engaging in a race which is "fixed" or prearranged.
- .l - Offering or giving bribes, wagering on outcomes.
- .m - Attacking Event Personnel or engaging in a fight. This includes any person and any incident anywhere on the premises prior to, during, or after an WORN Event.
- .n - Engaging in any unfair practice, misbehavior, or action deemed by the Promoter, Event Personnel, or WORN to be detrimental to the sport.

End of Section 16



## YOUTH RACES:

**Warning: Motor vehicle mishaps, in competition or otherwise, can result in injury or death. Motor vehicles should never be used by minors without parental consent or supervision. Winter Off Road Nationals, LLC (WORN), does not test the skill of individual participants in amateur or youth Races, nor do they license amateur or youth competitors or judge Rider competence. Participants (and Legal Guardians) are solely responsible for their own safety.**

**Be aware that motor sports are inherently dangerous. Neither WORN nor the promoter will test the skill of individual participants or inspect the condition of their motorcycles. Parents or legal guardians must remain present at all times and are solely responsible for the condition of their child's motorcycle and their competence to operate them. The promoter does not provide medical insurance coverage. If you have doubts about your child's personal abilities to participate in this Race or if you believe your personal insurance coverage is not adequate to compensate you for any injury or loss that might occur, do not to enter your child in this Race.**

### 17.1 - Youth Rules are Supplemental

Unless otherwise provided for in this section, all WORN rules also apply to Youth Races. It is the Rider and Responsible Adult's responsibility to understand all applicable rules.

### 17.2 - Course Inspection

Parents and Legal Guardians are strongly encouraged to inspect the course prior to the race. Any questions or concerns should be brought to the immediate attention of Event Personnel or the Promoter.

### 17.3 - Minor Release

Parent or Legal Guardian must sign a minor release form allowing youth to compete. Legal Guardian must have notarized documentation reflecting their legal guardian status. This document must be retained by the promoter and filed with Riders release form. Parent and/or legal guardian must have proper photo identification to sign releases.

### 17.4 - Legal Guardian Present

The parent or legal guardian must remain present at all times during the Rider's participation or presence in any Event.

### 17.5 - Signatures Required

A parent or legal guardian must sign below the minor's signature on the entry form for the form to be complete.

### 17.6 - Minor Skill Level

- 17.6.1 - The minor must be mentally and physically able to control their machine on their own, at all times and to ride it safely.
- 17.6.2 - Physical ability means the ability to stop, start, stand still on, mount, dismount and put both feet on the ground with their Machine.
- 17.6.3 - The promoter or Scoring Personnel has the full authority to disqualify a Rider that in their opinion cannot safely control his/her motorcycle.

### 17.7 - Assisting Riders at Start

No youth Rider may be given any assistance on dead engine starts.

### 17.8 - No riding any machine on the course

No Parents or any adults, except Event Personnel or sweep Riders, are allowed to ride any vehicle on the course during any race.

### 17.9 - Youth Classifications

Youth classes offered have combinations of age, displacement, and machine design requirements. WORN classes are selected based on historical participation levels Machine availability, and AMA class offerings. There may not be a class to fit every Rider.

### 17.10 - Electric bikes

Electric Machines are allowed in any youth class as long as minimum / maximum wheel size and wheelbase requirements are met. Riders must meet all class requirements to participate. In the event of a dead start, the electric Machine should be switched off in lieu of Engine off.

### 17.11 - Rider Age vs. Class selection

17.11.1 - A Rider's age as of the date of Season Round 1 will determine his/her age for the entire Season. Whether or not the Rider participated in Round 1.

17.11.2 - A YOUTH Rider may move to the next higher age class if they will be eligible to do so at any time during the SEASON,

17.11.3 - Once a YOUTH Rider moves to the next higher age class, they may not move back to the lower age class.

17.11.4 - Riders are encouraged to determine at the beginning of the Season which age class they will participate in for the Season.

### 17.12 - Youth Motorcycle Classifications

17.12.1 - The following classifications are Motorcycle only, no ATV is eligible to compete in Youth Motorcycle Races.

#### 17.12.2 - Super Mini 12-15

- .a - Age 12-15.
- .b - Machine: 79-112cc 2 stroke, or 75-150cc 4 stroke.
- .c - Minimum wheelbase of 48",
- .d - Maximum wheelbase of 51"
- .e - Minimum rear wheel size of 14".
- .f - Maximum front wheel size of 19"

#### 17.12.3 - Youth 11-13 85cc

- .a - Age 11-13 may ride a 66-85cc 2-stroke, or 75-150cc 4-stroke Machine.
- .b - Minimum rear wheel size of 12".
- .c - Maximum rear wheel size of 16",
- .d - Maximum front wheel size of 19"
- .e - Maximum wheelbase 51".

#### 17.12.4 - Youth 7-10 85cc

- .a - Age 7-10 may ride a 66-85cc 2-stroke, or 75-125cc 4-stroke Machine.
- .b - Minimum rear wheel size of 12".
- .c - Maximum rear wheel size of 16",
- .d - Maximum front wheel size of 19"
- .e - Maximum wheelbase 51".

**17.12.5 - Youth 10-11 65cc**

- .a - Age: 7-9
- .b - Machine: 52-65cc 2 stroke or 52-112cc 4 stroke
- .c - Minimum wheel size 10"
- .d - Maximum wheel size 14"
- .e - Maximum wheelbase 44"

**17.12.6 - Women 12+**

- .a - Age 12 and older.
- .b - Open Class.

**17.12.7 - Youth 7-9 65cc**

- .a - Age: 7-9.
- .b - Machine: 52-65cc 2 stroke or 52-112cc 4 stroke.
- .c - Minimum wheel size 10"
- .d - Maximum wheel size 14"
- .e - Maximum wheelbase 44"

**17.12.8a - Micro 65 Beginner**

- .f - Machine: 52-65cc 2 stroke or 52-112cc 4 stroke.
- .g - Minimum wheel size 10"
- .h - Maximum wheel size 14"
- .i - Maximum wheelbase 44"

**17.12.8 - Micro 7-9**

- .a - Age: 6-8.
- .b - Machine: 0-51cc stock & 0-70cc 4-stk.
- .c - Maximum wheel size 12"

**17.12.9 - Micro 4-6:**

- .a - Age: 4-6.
- .b - Machine: 0-51cc stock & 0-70cc 4-stk.
- .c - Maximum wheel size 12"

**17.13 - Youth ATV Classifications**

17.13.1 - See section 18 below.

**17.14 - Youth Race Format**

- 17.14.1 - Youth classes start separately, 1 minute apart.
- 17.14.2 - Youth start order will be: Super Mini 12-15, Youth 11-13, Youth 7-10 (85cc), Youth 10-11 (65cc), Youth 7-9 (65cc), Novice Women (12+), E Open 10+
- 17.14.3 - Youth Race has a Dead engine start
- 17.14.4 - Youth Race time is 45 minutes minimum for the leader.

**17.15 - Micro Race Format**

17.15.1 - Micro Race classes start separately, 30 sec apart.

17.15.2 - Micro Race start order will be: Micro (65cc Beginner), Micro 7-9 (50cc), Micro 4-6 (50cc),  
Micro E 4-6

17.15.3 - Micro Race is a LIVE Start

**17.15.4** - Micro Race time is 25 minutes minimum for the leader.

#### 17.16 - Start Format

17.16.1 - The Youth Race will be a Dead engine start

17.16.2 - The Micro Race will be a Live engine start

17.16.3 - Riders will start on their motorcycle

17.16.4 - Youth Riders must be spaced with a minimum of 2' between handlebar ends

#### 17.17 - Passing

17.17.1 - Passing any Rider must be done in sportsmanlike manner

17.17.2 - All passes must be done carefully but particularly when passing slower or smaller Riders and machines.

17.17.3 - Unsportsmanlike Riders who make contact of any kind with other Riders may be removed from the Race.

17.17.4 - No youth Rider is to come into contact with another youth Rider at any time on the course.

17.17.5 - Removal from a Race due to contact is at the discretion of the Promoter or Event Personnel.

#### 17.18 - Start time

17.18.1 - All Riders must be on the starting line ready to start by their Race start time

17.18.2 - The Youth Race Starts at **8:00 AM** sharp

17.18.3 - The **Mandatory Riders meeting** will be held followed by the start flag protocol and start of the race.

17.18.4 - The Mini Race will start immediately after the Youth Race and this time will vary depending on the course and time to clear Riders. Mini Riders should arrive early and monitor the Youth Race so as to be ready when their Race starts.

#### 17.19 - Standard Adult Scoring procedures apply

Rider is responsible to understand Scoring Section including procedures in this rulebook, standard scoring rules apply.

#### 17.20 - Spectator Minimum Distance from Scoring Personnel

Guardians, parents, guests, etc. must remain at least 15 feet away from all Scoring Personnel. Do not have conversations with, or distract the scorers. Failure to comply may result in penalties to the Rider.

#### 17.21 - Discretion to Remove a Rider from a Race

17.21.1 - Riders may be disqualified or removed from an Race at the sole discretion of the Promoter or Score Personnel based on the Riders perceived abilities, or if a Riders is perceived to be riding recklessly.

17.21.2 - Such decisions are final and may not be debated by Riders, or supporting adult(s).

17.21.3 - Any undesirable conduct by the Rider or supporting adult(s) regarding such a decision may result in further penalties.

#### 17.22 - Safety equipment

17.22.1 - See Equipment Section of this rulebook which applied to all Races including Youth.

17.22.2 - Safety equipment requirements strictly enforced

17.22.3 - Equipment rules apply at ALL times a Youth is operating a machine..

### 17.23 - Youth Play/Casual/Non-Race Riding, Severe penalties

17.23.1 - Youth Riders are not allowed to ride their machines at ANY time on the Event facilities or course except going directly from their vehicle/pit to the start line and back.

17.23.2 - Youth Riders must be in 1st or low gear while going to and from the start/finish line.

17.23.3 - Youth Riders found riding at other times may be penalized including disqualification from the current and next Event. And retroactive removal of awards and/or points.

17.23.4 - Repeated offenders will be banned from the Season.

### 17.24 - Multiple Race Entries For Youth Riders

17.24.1 - Youth classification Riders may compete in the Youth Race and ONE Adult Amateur Race so long as ALL age AND machine requirements are met for both Races.

## Youth ATV

### 18.1 - MICRO ATV Classes – 10:30 AM Race

#### 18.1.1 - Micro 4-6 50cc ATV Class:

- 0-50cc
- 4 to 6 years old

#### 18.1.2 - Micro 7-9 50cc ATV Class:

- 0-50cc
- 7 to 9 years old

#### 18.1.3 - Micro 7-11 90cc ATV Class:

- 70-90cc
- 70-125cc 4 Stroke
- 7 to 11 years old

### 18.2 - Youth ATV Classes – 9:00 AM Race

#### 18.2.1 - 90cc Stock ATV Class:

- 71-90cc Motor 2 Stroke
- 71-125cc 4 Stroke
- 8 to 15 years old
- \*Stock ATV
- \*DRR, Apex and Pitster Pro youth Quads will race in the Production Classes

#### 18.2.2 - 90cc Production ATV Class:

- 2 Stroke 71-90cc
- 4 Stroke 71cc – 125cc
- 8 to 15 years old
- \*Production ATV

#### 18.2.3 - YXC2 Super Mini - ATV Class:

- 2 Stroke 71-100cc
- 4 Stroke 75cc – 250cc

- 12 to 15 years old
- \*Production/Non-Production model ATV \*Youth frames only\*

18.2.4 - YXC1 300 ATV Class:

- 2 Stroke 71-200cc
- 4 Stroke 75cc – 300cc
- 12 to 15 years old
- \*Production/Non-Production model ATV \*Youth frames only\*

## **Contact Information:**

All WORN Events are Promoted by independent people or organizations so please refer to the web site or individual Event flier to find specific Event contact information. WORN is not responsible for Event management in any way. WORN is an advertising entity contracted by the individual Event promoters to advertise their Event and provide an end of season awards banquet.

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