

2008 FairCross “FX” and Asphalt Racing “ARX” Rules

Announcements made the day of the event supercedes all printed or previous information

WARNING: Motor vehicle mishaps in competition events can result in injury or death. Minors without parental consent or supervision should never use motor vehicles. Bear Bottom MotoSports Promotions, the hosting fairgrounds or sponsors **do not** test the skills of individual participants or judge rider competence in the FairCross “FX” or “ARX” events. Participants are solely responsible for their safety. Bear Bottom MotoSports Promotions, hosting fairgrounds or sponsors **do not** inspect vehicles; participants are solely responsible for the condition of their vehicles and their competence to operate them. As no formal engineering designs exist for the design or building of FairCross “FX” or “ARX” tracks, participants are solely responsible for their safety at a Bear Bottom MotoSports Promotions FairCross “FX” or “ARX” event and should assess their own ability to negotiate each individual track. Participants who doubt the competence of track officials, have concerns about the safety of the course or their own ability to negotiate the course or are uncertain about the condition of their vehicle or doubt the competence of fellow competitors should not participate and should request the return of their entry fee before practice activity begin.

WE ENFORCE A ZERO TOLERANCE TO DRUGS & ALCHOL ON THE RACE TRACK AND IN THE PIT AREA FOR ALL RIDERS & CREWS

SECTION 1. GENERAL RULES

- 1) Referee will have final say in all matters
- 2) Riders and family/pit crew who direct abusive language or strike a Race Official of Bear Bottom MotoSports Promotion are subject to disqualification for the entire event. Each racer is responsible for the action of his/her family/pit crew.
- 3) Minimum personal protection equipment to race a FairCross “FX” event.
 - a) Current Snell/Dot approved helmet, year 2000 or newer
 - b) Long sleeve shirt
 - c) Blue jeans
 - d) Goggles
 - e) Gloves
 - f) High top leather work boots
- 4) All minors must have a parent or legal guardian on site or an adult with a notarized permission slip to race
- 5) No jumping or passing on a Red Cross flag, maintain your position.
- 6) No jumping or passing on a yellow flag, maintain your position.
- 7) 1st gear idle to and from the racetrack. NO PIT RIDING you could be disqualified.
- 8) No 2-minute hold at the starting line, have your machine ready to race.
- 9) No one except racers officially enter, may practice or race on any portion of the racetrack
- 10) The machine the racer brings to the starting line for the 1st moto/heat is consider the qualified machine for that day’s event
- 11) If a racers physical stature is such that he/she cannot reach the ground with both feet, blocks may be used but must be removed immediately after the start.
- 12) Any racer that jumps the start may be subject to a dock lap.
- 13) Any race stopped with 2 or fewer laps completed will be re-started. Any race stopped with over 2 laps completed will be re-started on the track with the green flag.
- 14) The referee may consider a race complete if more then 60% of the laps have been run.
- 15) Under no circumstance may anyone ride a race machines in the wrong direction on the track during a race event.
- 16) A racer whose machine becomes disabled before reaching the finish line may push his/her machine un-aided in the direction of the track over the finish to be scored, “FX” events only.
- 17) If a racers machine stops for any reason during a race, he/she must restart without any outside assistance. If a racers falls on the track during the event a flag person or track staff may help to get the machine off the racer, “FX” event only
- 18) A racer leaving the race course must re-enter at the same point where they left the course, failure to do so will result in being docked (1) lap.
- 19) A racer who rides in a way that endangers officials, track personal, other racers or the public will be subject to immediate disqualification by the referee.
- 20) The race is officially ended for all contestants when the checker flag is dropped for the winner.
- 21) Each moto/heat results will be consider official 30 minutes after posting if no racer request a re-check within 20 minutes of the results being posted. **Bottom line after 30 minutes moto/heat results are final and will not be changed.**

- 22) Racers racing an "X" class cannot race in a "C" class. Once an "X" racers always an "X" racer.
- 23) Bear Bottom MotoSports Promotions uses the (2) moto format to determine overall finish positions. 1st moto/heat finish position plus (+) 2nd moto finish position equals (=) overall finish. Lowest number determines the winner and so on down the line. In the event of a tie, the 2nd moto finish breaks the tie.
- 24) At the sole discretion of the referee a class may be scored for overall position from (1) moto.
- 25) Starting line position: 1st moto/heat by computer generated line sheet if requested if class has full gate. 2nd moto position will be by 1st moto/heat finish.
- 26) Starts will be by rubber band and a started board. The started board will start with 20 sec showing, then turned completely around to show 15 sec, once the board is turns sideways 2 to 5 sec the rubber band will be released and start the race.
- 27) Flags on the Race track: "what do they mean"
 - a) Green: Race is a go
 - b) Yellow: Caution, slow down maintain your position, no passing or jumping
 - c) White w/Red cross: Ambulance or medical personnel on track, rider injured, slow down maintained your position, no passing or jumping.
 - d) Black Flag: If pointed at you, leave the race track and see the Referee at once
 - e) White: (1) one lap to go in racing.
 - f) Checker: Racing is done, leave the track
 - g) Red: Stop all racing and stay in that spot until directed by track official on where to go.
- 28) No family/pit crew or racer shall be on the race track or in front of the starting line while a moto/heat is on track in competition. Parents are allowed on the race track during the race for the 50cc bikes & Quads classes only and they may aid the racers in starting their machines, but if the machine becomes disable the racers only may push the machine across the finish line to be scored, "FX" events only.
- 29) All race machines entered into competition must be in safe operating condition.

SECTION 2. MOTOCROSS BIKES (in addition to the general rules)

- 1) See 2008 FairCross "FX" classes on website: www.faircross.com
- 2) FairCross "FX" is for MotoCross designated bikes only, no enduro or trail or mini bikes. Approved MX models: (*see manufacture website for bike classification*)
 - a) Kawasaki: KX & KX-F
 - b) Honda: CR & CR-F
 - c) Suzuki: RM & RMZ
 - d) Yamaha: YZ & YZ-F
 - e) KTM: SX & SX-F
- 3) Number plates shall be of white background with 8" black numbers, placed on the front and both sides of rear of the MX bike. Bear Bottom MotoSports Promotions will not be responsible for miss scored bikes if this system is not used.

SECTION 3. QUADS (in addition to the general rules)

- 1) See 2008 FairCross "FX" classes on website: www.faircross.com
- 2) FairCross "FX" is for Sport Quads only, no utility Quads or 3-Wheelers allowed (*see manufacture website for Quad classification*)
- 3) Number plates shall be of white background with 8" black number, placed on the front bumper and the rear grab bar of the Quad. Bear Bottom MotoSports Promotions will not be responsible for miss scored Quads if this system is not used.
- 4) All Quads must have aftermarket nerf bars.
- 5) All Quads must have a tether type kill switch in working order
- 6) All Quads should have front and rear lights removed or coved by duct tape
- 7) Stock or quality aftermarket exhaust system shall be used. No outlaw exhausts are allowed.

SECTION 4. UTVS (in addition to the general rules)

- 1) Class: UTV Mod (18 years or older) Modified only.
- 2) Approved UTV's as modified.
 - a) Yamaha Rhino
 - b) Kawasaki: Teryx
 - c) Polaris: Rangers & RZR
 - d) Kubota: RTV
 - e) John Deere: XUV series only

- 3) Number plates shall be of white background with 8" black number, placed on the front bumper, rear tailgate and both sides of the roll cage behind the driver compartment. Bear Bottom MotoSports Promotions will not be responsible for miss scored machines if this system is not used.
- 4) Helmets: full face, 2000 or newer Shell/Dot approved
- 5) Drivers windshield rock guard is highly recommended
- 6) One-piece fire-suits are required. The suit must cover from the neck to the ankles and to the wrist.
- 7) Fire resistant gloves are required
- 8) Head and neck restraints are mandatory. D-cell, R-3 or Hybrid are recommended.
- 9) Fire resistant boots are required.
- 10) Wheel spacer will be allowed
- 11) Fuel cells are required, stock fuel tanks shall be removed from the machine completely.
- 12) No alcohol or Nitrous along with superchargers and turbochargers are permitted
- 13) UTV's are required to have a heavy-duty type 5-point fast release latch seat belt, anti-submarine strap and should straps with metal-to-metal buckles and connectors. The system shall consist of one 2" wide anti-submarine strap, one 3" wide seat belt and two 3" wide shoulder straps. No push button or "Y" type shoulder harness are permitted
- 14) Safety net for drivers side is highly recommended
- 15) No passengers are allowed in race machine while in competition.
- 16) Stock seat shall be removed and replaced with an aftermarket race seat.
- 17) Batteries must be mounted securely within the race machine.
- 18) Aftermarket roll cages are highly recommended.

SECTION 5. ASPHALT RACING: QUADS AND GO-KARTS ONLY

Note: This is the first year for this type of event. Classes, format and rules will change for both Quads and Go-Karts, as the series grows based on the turnout of machines. With our research these are the best classes to start off with for the 2-event schedule for 2008. As always your constructive comments are welcome.

QUADS: Above rules applied with these changes. Class structure is the same as "FX"

- 1) No knobby tires front or rear.
- 2) Rear lowering struts allowed
- 3) Front lowering/sway bars allowed
- 4) Starts will be Green flag
- 5) Full racing leathers are highly recommended
- 6) Full face helmets are highly recommended

GO-KARTS: Above General rules applied along with these changes.

- 1) Classes at website: www.faircross.com click on the Asphalt Racing "ARX" link
- 2) Full face helmet, year 2000 or newer Snell/Dot approved
- 3) No loose hair, jewelry, bandanas or any other object will be allowed extend out back of the helmet to a points within 6" of any rotating object.
- 4) Collar type, unaltered neck braces designed for motor sports is mandatory in all classes.
- 5) Drivers are required to wear jackets of leather, vinyl an abrasive nylon or equivalent along with full length jeans or protective pants.
- 6) High top sneakers, leather boots, or racing shoes, socks and gloves are mandatory.
- 7) No knobby tires front or rear.
- 8) No pit riding, slow as possible to and from the pit and race course.
- 9) Starts will be Green flag