

PART C ENDURANCE RACE RULES AND PROCEDURES

1. INTRODUCTION

- 1a.** All VRRR rules and procedures are in effect for and during any VRRR Endurance Race. The Endurance Rules and Procedures are designed to cover specific needs for endurance races.

2. RIDERS AND TEAM MEMBERS

- 2a.** Only registered riders may compete on machines they have registered for. No borrowing riders. No substituting riders.
- 2b.** All registered riders do not have to compete.
- 2c.** There is no limit to the number of riders a team may register.
- 2d.** Each rider may compete for no more than one hour plus 2 laps in total for a 2 hour race. Red flag time does not count towards the one hour plus 2 lap limit.
- 2e.** All riders must be qualified to race in accordance with VRRR policy for that event.
- 2f.** Each team must have a minimum of three members, two of which must be riders.
- 2g.** All team members who enter the hot pits (including during red flag periods) must comply with VRRR policy for that event. Everyone in the hot pit lane must have signed the waiver and be wearing the proper wristband.
- 2h.** All team members operating in the hot pits must be wearing long pants (no shorts), shoes (no sandals) and shirts (no cut-off shirts or tank tops).

3. PROCEDURES

- 3a.** All teams must have a name.
- 3b.** All entry forms must be complete with all fees paid, memberships verified and waivers signed before a team may enter the track.
- 3c.** All teams including all riders and crew must attend mandatory endurance riders meeting before start of race. A roll call will be taken and any team member not present will not be eligible to participate in the race.
- 3d.** All teams may provide a scorekeeper who can keep track of laps in the event that the transponder system fails. If a team wishes to forego the scorekeeper when using transponders, they do so at their own peril. Should the transponder system fail there will be no back up for laps lost. Score sheets will be available at the endurance team meeting.

- 3e.** Grid positions will be determined by order of entry. However they may be altered by bike classification, allowing the larger more powerful bikes to start in front of smaller machines.
- 3f.** Pit selection is on a first come, first served basis. Bikes of each class will have their pits grouped to one side or the other of the transponder loop to keep scoring accurate. Pits will be laid out by the pit marshals prior to the race. Each pit must be identified by a sign displaying bike number.
- 3g.** Red flag time is part of the length of the race. The clock will continue to run during the red flag and the race will not be extended.
- 3h.** Any rider involved in a crash, defined as the handlebars touching the ground, may ride slowly back to the pits after receiving approval from a marshal. The rider must seek and receive medical clearance prior to re-entering the race. The bike must be presented to tech inspection to be cleared prior to re-entering the track.

4. PIT LANE PROCEDURES

- 4a.** Right of Way in pit lane goes to the rider exiting the track. Riders returning to the track must give way.
- 4b.** Each machine must stop within a marked stop line or box at the entrance to pit lane. The rider must come to a complete stop and place both feet on the ground. Machine may proceed only after a brief inspection and when directed by pit marshal.
- 4c.** Absolutely no smoking in pit lane or within 15 feet of inside pit lane wall.
- 4d.** No vehicles of any kind (including pit bikes) in the hot pit lane during the race.
- 4e.** All machines operating in pit lane must be in 1st gear and maintain a speed under 20 kph. Obvious violators, in the judgment of a pit marshal, will be held at pit out for 30 seconds before being allowed to re-enter the track. A repeat violation will result in a loss of laps.
- 4f.** Teams must notify pit marshal when moving bike behind pit wall
- 4g.** No bikes may enter the track once the checkered flag is displayed.
- 4h.** Power starter rollers in pit area are permitted.
- 4i.** Under no circumstances shall a bike be ridden against the direction of traffic.

5. MACHINES

- 5a.** All machines must be able to pass tech inspection at any time during the race

- 5b.** No bike substitutes after start of race
- 5c.** All machines must meet the applicable VRRRA class rules to be eligible.
- 5d.** Water drain in cap well of fuel tanks fitted with flush mount caps must be plugged at the fuel cap location with a rubber bung.
- 5e.** Any team wishing to use quick-change hardware must have that hardware pre-approved by tech prior to the event. This may be by providing actual hardware to tech or a detailed drawing and description. Any machine showing up at an event with quick-change hardware not pre-approved will not be permitted to race.

6. PIT STOPS

- 6a.** Each team must supply a working fire extinguisher of minimum capacity of 5lbs., which must be manned and pointed at machine during all stops. Failure to do so will result in loss of laps.
- 6b.** All fuel cans must be hand held (no towers or pressurized systems) and approved for fuel storage (UL, CSA etc). The maximum size of any fuel container allowed in the hot pit is 10 litres. All fuel cans must be equipped with non-sparking fittings (aluminum, brass, plastic etc). Approved gravity dump cans and valved cans may be used, provided they are accepted by tech inspection.
- 6c.** Tank changes are not permitted for fueling.
- 6d.** No more than one fuel can on hot side of pit wall at any time.
- 6e.** Engines must be turned off during fueling.
- 6f.** Bikes must stop completely within the assigned pit area.
- 6g.** Rider must be off the machine prior to and during fueling
- 6h.** Each team must have at least one crewmember, in addition to the fire extinguisher handler, to assist in fueling and rider changes. An extra rider may also act as crew.
- 6i.** Teams wishing to share pit areas must be pre-approved prior to race.
- 6j.** During a red flag the pits are closed. You may line up at pit in or the start line in single file and wait for restart. If a machine is in the pits when a red flag is displayed all work must stop until the race is re-started. Direction for restart will come from the Race Director.
- 6k.** Riders in pits during a red flag will start from pit lane and will be released after the restart.

7. PENALTIES

- 7a.** Rule infractions will result in a loss of laps. This will be done at the end of the race event after reviewing transponder times and control sheets.
- 7b.** On track infractions will be assessed penalties according to their severity. This could include laps, stop and go, up to and including disqualification.
- 7c.** Race Director will apply all penalties.
- 7d.** Any team using a non-registered rider will be disqualified.
- 7e.** Any team allowing a non-registered crew member in the hot pit lane during the race, will result in a loss of laps.