

REGULATIONS

AUTO



Table of Contents on General Procedures and Regulations

- 1.1. Pit and parking regulations
- 1.2. Track practices
- 1.3. Battle
- 1.4. Team discipline and behavior
- 1.5. Language
2. Meeting at the “Driver meeting” well
- 2.1. Mandatory meeting
3. Race Procedures
- 3.1. Meaning of Flags
- 3.2. Call to Take Position
- 3.3. Starts
- 3.4. When One Lap Has Been Completed
- 3.5. Lap Completed
- 3.6. On-Track Repairs
- 3.8. Penalized Skidding
- 3.9. Off-Track Skidding
- 3.10. In the event of an accident (skid or collision)
- 3.11. Dangerous driving
- 3.12. Confusion
- 3.13. Checks and inspections
4. The winners
5. Decision rendered
6. General regulations for vehicle registration
7. Regulations for vehicles
- 7.1. General regulations for the preparation of vehicles
- 7.2. Vehicle identification
- 7.3. Scanner
- 7.4. Security
8. Classes
- 8.1. Bazou
- Class 8.2. Challenge Class 4
- 8.3. 4 Cylinder Open Class
- 8.4. Semi Pro Class
9. Race scoring
- 9.1. Qualifying points
- 9.2. Final points

1. **General Procedures and Regulations**

1.1. ***Pit and Parking Rules***

- 1.1.1. No alcohol or drugs will be permitted.
- 1.1.2. Traffic on the site must be at a maximum speed of 15 km/h.
- 1.1.3. No dangerous or reckless driving will be tolerated.
- 1.1.4. Garbage can, mat and shovel required in the pits.

1.2. ***Track Practices***

- 1.2.1. It is strictly forbidden for racing cars to drive on the track without the agreement of the (flagman).
- 1.2.2. It is forbidden to drive at high speed on the track when there is a snow removal truck

1.3. ***Battle***

- 1.3.1. The driver has full responsibility for his team.
- 1.3.2. A fight will result in an immediate and indefinite suspension of the driver and his vehicle and the latter will be excluded from the scores and purses.
- 1.3.3. A driver or a team member who threatens or jostles a member of the Ormstown Snow Challenge will be automatically suspended for an indefinite period.
- 1.3.4. Any decision concerning the duration of the suspension will be made before the next program and the driver will be notified.

1.4. ***Discipline and behavior of a team***

- 1.4.1. Only the driver will be able to discuss with the officials.
- 1.4.2. A member of a team who walks on the track during a stoppage of a race will expose his driver to a disqualification.
- 1.4.3. Any driver who disembarks from his vehicle during a race or a stoppage will be automatically disqualified from this race.
- 1.4.4. All racing vehicles must remain in the pit, offending riders will receive a penalty for the day

1.5. ***Language***

- 1.5.1. Any person using inappropriate language or acting towards an official will be expelled from the venue.

2. **Meeting at the “Driver meeting” pit**

2.1. ***Mandatory meeting***

- 2.1.1. All drivers, without exception, must attend the Driver meeting. Failure to comply with this regulation may result in the offending driver being repositioned in last position for his first race.

3. **Race Procedures**

3.1. ***Meaning of flags***

- 3.1.1. Green flag: Start of a race
- 3.1.2. Yellow flag: Vehicles must slow down to a speed of 10/km, competitors maintain the position they occupied on the lap before the flag was displayed. It is forbidden to overtake a competitor when the yellow flag is deployed and waved.
- 3.1.3. Red flag: Immediate stoppage of the race and repositioning of vehicles.
- 3.1.4. Blue flag cut: The driver concerned must slow down and move off the track to let the fastest pass.
- 3.1.5. Black flag: Closed and pointed: Warning / Deployed and waved: Immediate disqualification.
- 3.1.6. 2 crossed flags: Half of the race.
- 3.1.7. 2 parallel flags: 2 laps to complete.
- 3.1.8. White flag: Last lap of the track.
- 3.1.9. Checkered flag: End of the race.

Note 1: Any vehicle directly or indirectly involved in an accident causing the race to be stopped will be repositioned to the rear of the pack.

Note 2: Any vehicle entering the pits on a yellow flag will have to retake its position behind the pack.

3.2. ***Call to take your position***

- 3.2.1. Starting positions will be drawn randomly each morning when you register.

3.2.2. After the white flag of the race preceding you is completed; you, the driver of the next race, must be positioned at the false starting grid, under penalty of being repositioned at the end of the pack. Officials will not wait for latecomers. Riders registered, but absent at the start of their respective race will be considered as non-participants for this race. (position displayed in the pit)

3.2.3. For the safety of all, depending on the number of registrations in each class, the weather or the size and/or condition of the track, officials reserve the right to form several groups per class

3.3. *Starts*

3.3.1 *Positioning lap*

The complete lap that all drivers of the class must complete before each official start given by the " flagman ", this lap must be completed at a reduced speed in order to allow the official markers to take good note of the position of each vehicle.

3.3.2 *False start*

A driver who causes a second false start will be automatically repositioned at the end of the pack.

3.3.3 *Flying start*

During a new start, following a stoppage of the race, it is permitted to start overtaking before reaching the " flagman " as soon as the green flag is given. In addition, the marking of positions will begin after one lap of the track has been completed.

3.4. *When there is a lap completed*

3.4.1. If one or more vehicles skid and come to a stop, the " flagman " will wave the yellow flag. The vehicles must then continue to turn at a speed of 10/km. The vehicle(s) at fault will be repositioned at the end of the pack.

3.4.2. The starting positions will be those of the last lap recorded by the markers.

3.4.3. The first has the choice of the inside or the outside and it is he who gives the start.

3.5. *Completed Lap*

3.5.1. All vehicles must pass the flagman to obtain official credit for a completed lap, including the last lap. Any driver who fails to complete their last lap will be awarded the points for the last lap.

3.6. *Repairs on the track*

3.6.1. Repairs must be made in the pits only.

3.6.2. A vehicle with mechanical problems may continue to run, but only wide, under penalty of disqualification.

3.8. *Penalized skidding*

3.8.1. Any vehicle that, after skidding, attempts to stop the race without having made some effort to restart by itself will be penalized one lap at the new start.

3.9. *Skidding off the track*

3.9.1. A vehicle that skids off the track must return to the track from where it came off, in order to avoid being disqualified. (NO POSITION GAIN)

3.9.2. When there is not yet a lap completed following a start and an incident occurs, the race will restart and the vehicles will be placed back in their initial starting position. However, if there is a vehicle at fault, it will restart last.

3.9.3. A driver who causes a yellow for a second time will be black flagged and will be the end of that race.

3.10. *In the event of an accident (skid or collision)*

3.10.1. In the event of an accident the flagman will present the yellow or red flag. Subsequently the officials will intervene on the track. For safety reasons, no assistance will be given to a driver until the race is stopped.

3.11. *Dangerous driving*

3.11.1. Any driver who, in the good judgment of the officials, drives his vehicle in a dangerous manner for the purpose of pushing, blocking, causing interference or for any other reason, will be subject to disqualification or suspension. (At the discretion of the flagman and the officials)

3.11.2. Following an initial warning from the flagman , any driver who persists in obstructing the race will be shown the black flag, unfurled and waved, which will force him to enter the pits for the duration of the race.

3.12. *Confusion*

3.12.1. If a situation calls into question the interpretation of a rule, the benefit of the doubt will be given to the rule in question, rather than to the person who confused it, in order to protect other competitors.

Note: Any stop on the track during a race to speak to the flagman or an official is **strictly prohibited** , under penalty of disqualification.

3.13. *Checks and inspections*

3.13.1. Officials will be authorized, at any time, to carry out a total or partial inspection of any vehicle that has raced.

3.13.2. Visual checks, following a procedure established in advance, will be carried out regularly at the beginning of each program, as well as at the end of each event. These will be made with the appropriate equipment that the officials are provided with.

3.13.3. A visual protest must be submitted 10 minutes before the start of the race, and be approved by the inspector,

and is free of charge.

3.13.4 A mechanical protest.....

4. **Winners**

4.1.1. Unless otherwise instructed, the top 3 finishers or any other designated competitor, must bring their vehicle to the inspector or any other designated location, following receipt of the checkered flag. Failure to comply with this rule may result in disqualification.

5. **Decision rendered**

5.1.1. Any decision rendered will be final.

6. **General regulations for vehicle registration**

6.1.1. A membership card is mandatory for all drivers.

6.1.2. Registered numbers are not transferable from one owner to another without the consent of the Ormstown Snow Challenge management

6.1.3. It is mandatory to have registered and inspected your vehicle before the driver meeting, otherwise you will be repositioned at the end of the pack.

6.1.4. It is mandatory to have registered your co-driver before the driver meeting, otherwise you will not be allowed to have one for this program.

6.1.5. A risk recognition and acceptance form must be duly completed for each driver and co-driver as well as for each minor driver at the start of each season. (For minor drivers, the form must be completed by a parent or legal guardian)

7. **Regulations for vehicles**

7.1. *General regulations for the preparation of vehicles*

7.1.1. Bumpers must be in their original location.

7.1.2. A chain at the front and rear of sufficient length and securely installed, will be mandatory to allow easy removal of vehicles disabled on the track.

7.1.3. Mud flaps are mandatory for all rear-wheel drive vehicles. They must be located 2 inches or less from the ground and be at least 24 inches wide on each side. They must be constructed of rigid material and equipped with a retaining chain to prevent them from lifting.

7.1.4. No exterior mirrors.

7.2. *Vehicle identification*

7.2.1. Number of 3 **digits maximum** , painted on the 2 front doors of the vehicle, at least 12 inches wide, at least 18 inches high and in a contrasting color to that of the vehicle.

7.2.2. Number written in a bright color on the windshield, at the top of the passenger side.

7.2.3. Rigid number installed on the roof of the vehicle with a maximum size of 24 inches by 24 inches.

7.2.4. No letters will be accepted.

7.2.5. After one year of inactivity your number will be canceled.

7.3. *Scanner*

7.3.1. Wearing a scanner is mandatory for all drivers in the SEMI PRO and 4 CYL OPEN classes.

7.3.2. FM Radio- All vehicles in the BAZOU AND CHALLENGE 4 class must have a working FM radio or portable radio-VERY WELL ATTACHED

7.4. *Safety*

7.4.1. Red light is mandatory at the rear of the vehicle. The light must remain on at all times. (LED bar accepted)

7.4.2. The driver must be isolated from the fuel tank, the fuel line, and the battery.

7.4.3. Any interior reinforcement must have a minimum of 1.5 inches in diameter and 90 mil . Thickness.

7.4.4. Wearing a protective helmet with SNELL certification and a seat belt are mandatory at all times.

7.4.5. A 2.5 lbs . ABC type fire extinguisher is required for each vehicle.

7.4.6. Functional brakes on all 4 wheels are mandatory.

VERY IMPORTANT NOTE

In case of doubt or regulation that is not listed, it must be approved by management.

8. **Classes**

8.1. **Bazou Class (Class with little or no experience)** So the top three in the championship will have to move up to CHALLENGE 4 for the following season.

8.1.1. Vehicle: 4 cylinder car N/A no diesel and turbo - completely stock (no modifications allowed).

- 8.1.2. Type: Rear or front wheel drive (2 wheel drive only)
- 8.1.3. Reinforcement: **MINIMUM** one external pipe exceeding 6 inches on each side of the door fixed very securely and one pipe behind the seat mounted on 2 steel plates on the floor and ceiling minimum 9 inches by 9 inches. (MAXIMUM one passenger cage)
- 8.1.4. Tires: 4 DOT tires must be the same size (ex: 185/75/15 x 4) . NO RECAP. Tube accepted only. NO DOUBLE TIRES
- 8.1.5. Weight: No added weight is tolerated (STOCK)
- 8.1.6. Bumper : The front and rear bumper covers must be removed.
- 8.1.7. Occupant: 2 people, co-driver accepted with the same regulation of reinforcement on the passenger side.
- 8.1.8. Radio: Functional FM radio
- 8.1.9. Fire extinguisher: Inside the vehicle, accessible to the riders, ABC type 2.5 lbs . (Mandatory)
- 8.2. **Challenge 4 Class (class for experienced drivers)**
Same regulation as 8.1. except 8.1.4, 8.1.5 and 8.1.6
Tires: 4 DOT tires same diameter. NO RECAP. Tube accept only. NO DOUBLE TIRE but MODIFICATION ALLOWED
WEIGHT: weight accepted provided you are properly attached .
BUMPER : BUMPER covers are acceptable but must be securely attached.
- 8.3. **Class 4 OPEN CYLINDER**
- 8.3.1. Vehicle: 4 cylinder production car no diesel
- 8.3.2. Type: Front or rear wheel drive, (2-wheel drive only)
- 8.3.3. Engine: 4-Cylinder Open Engine (NOT PROHIBITED)
- 8.3.4. External reinforcement: ``SIDE RAIL`` slide bar tolerated diameter 1.5 inch leaning on the body between the two wheels only. The ends must be completely curved towards the body.
- 8.3.5. Interior reinforcement: ROLL CAGE mandatory (minimum 3 pipes in the driver's door of 1.5 inches in diameter.
- 8.3.6. Belt: Seat belt with at least four anchor points.
- 8.3.7. Tires: Stock DOT tires with company street studs.
- 8.3.8. Bench: Racing bench strongly suggested.
- 8.4. **SEMI PRO Class**
- 8.4.1. Vehicle: 8-cylinder production car. Pick-Up Accepted
- 8.4.2. Type: Rear-wheel drive, 2-wheel drive only. (traction control stabs prohibited)
- 8.4.3. Engine: 8 cylinders only. (no NOS or similar substances)
- 8.4.4. Transmission: Manual or automatic company. (Direct Drive prohibited)
- 8.4.5. Exterior reinforcement: A minimum of exterior reinforcement will be accepted without being catchy.
- 8.4.6. Interior reinforcement: Full cage mandatory. (Minimum of 3 pipes in the doors of 1.5 inches in diameter)
- 8.4.7. Weight: No weight limit provided you are properly strapped in.
- 8.4.8. Seat belt: Original seat belt has 3 anchor points minimum for both occupants.
- 8.4.9. Tires: 4 DOT winter tires maximum of 33 inches. Modifications allowed. (No RECAP will be accepted)
- 8.4.10. Rear Spoiler: Rear spoiler accepted at the end of the suitcase with a maximum height of 6 inches.
- 8.4.11. Mudguard: MANDATORY (See general regulations)
- 8.4.12. Fire extinguisher: Inside the vehicle, accessible to the riders, ABC type 2.5 lbs . (Mandatory)
- 8.4.13. Occupants: 2 occupants maximum AT ALL TIMES
- 8.5. **ENDURO 4 - 6 - 8 CYLINDERS**
For 4 cylinders: refer to point 8.2 with 1 pipe - if very strong or otherwise 2 pipes in the door.
For 6 - 8 cylinders: refer to point 8.3

VERY IMPORTANT NOTE

In case of doubt or regulation that is not registered it must be approved by the management.

Important note : Changes to the regulations contained in this document are likely to be made at any time, the officials will inform you during the "driver meeting".

9. Race scoring

9.1. Qualifying points

1= 12 pts 3= 10 pts 5= 8 pts 7= 6 pts 9= 4 pts 11= 2 pts

2= 11 pts 4= 9 pts 6= 7 pts 8= 5 pts 10= 3 pts 12= 1 pts

9.2. Final points

1= 60 pts 6= 46 pts 11= 36 pts 16= 27 pts
21= 22 pts 2= 56 pts 7= 44 pts 12= 34 pts 17= 26 pts 22= 21 pts
3= 52 pts 8= 42 pts 13= 32 pts 18= 25 pts 23 and += 20 pts
4= 50 pts 9= 40 pts 14= 30 pts 19= 24 pts
5= 48 pts 10= 38 pts 15= 28 pts 20= 23 pts