



Arizona Off-Road Promotion (AZOP)

ATV Rules

Arizona Off-Road Promotions (referred to as AZOP hereinafter) rules and regulations. Off Road racing is a hazardous sport, you could be severely injured or killed, these rules and regulations are established to meet minimum, acceptable requirements and to provide orderly conduct of racing events, these rules and or regulations are in no way a guarantee against injury or death to participants, spectators or any other person or persons.

1. The race director or referee shall have the authority to penalize, suspend or disqualify any entrant or entrant's crew for rule violations. We also have the right to ban anyone for bad behavior.
2. AZOP assumes no responsibility for postponement and or cancellation of events based on inclement weather or unsafe track conditions,
3. AZOP reserves the right to refuse or deny any entrants application.
4. AZOP reserves the right to amend any rules based on course conditions, safety of the riders or any other circumstances that may arise.
5. AZOP members are not employees; members assume all responsibility for all charges.
6. Safety equipment is the rider's responsibility.
7. You must have a current year AZOP membership to receive points for the event.
8. You must have a current year AZOP membership to run your own number, if not AZOP will sell you a day pass for \$20 which includes three pre printed numbers starting with a zero. (this is how we know to take you out of the points)

- **Courses**

1. The event courses will be marked, in the single track areas you are only permitted five feet either side to pass and you must get back on the designated trail. In the open areas you will be allowed 10' on either side. PLEASE preserve the desert to the best of you ability there will be other wide areas to pass. Do NOT cut corners.
2. Some courses will be Motocross track with desert and obstacles.
3. You will be disqualified for going backwards on the course. NEVER GO BACKWARDS ON THE COURSE.
4. If a rider leaves the course for any reason he/or she must re enter the course at that location
5. No riders pit crew is permitted to go on the course without permission of the race director.
6. No course cutting- No cheating you will be disqualified
7. **Hare Scrambles**- typically run 7-30 mile loops in a continuous loop format. Race duration typically ranges about 2hrs.
8. **Grand Prix**: typically located adjacent to and comprises part of an MX track. May mix off road sections, single track sections, MX sections, flat track sections and hill climb sections, in a localized setting with continuous loops of the same course. Race duration about 1 hour.

- **Penalties**

These are examples of possible penalties, the race director or referee reserves the right to issue penalties based on the severity of any action. The race referee will have final say in any case.

1. Race vehicle traveling backwards on the race course.
2. Pit support vehicles on the track without race director's approval.
3. Disrespectful or abusive conduct toward any race worker or official
4. Passing in the scoring chute – could be a 2 minute penalty
5. Course Cutting or Cheating
6. Speeding through any MPH posted signs.

- **Entrants-Riders**

1. All riders must sign all appropriate forms of registration, and releases all under age entrants must have a notarized copy of parental consent form on file and must be accompanied at all events.
2. **NO PLAY RIDING**, you may ride your quad to the start line in first gear, absolutely no play riding is permitted except in a designated area provided by the race director. Please leave non race motorized toys at home, this goes for anyone in your pits and spectators.

- **Pit Area**

1. No pit riding is permitted- No children under the age of 14 driving UTV's Etc., will be permitted.
2. There may be live pits (Pro Style) at any event. Most will be slow monitored pit area with posted MPH signs.
3. You must have at least a 5lb fire extinguisher in your pit area during all fuel stops.
4. Please pick up your own trash. Don't leave it for us. Keep the desert clean of trash.
5. Please watch your children at all times- You are responsible for their safety. No playing in the pit areas.
6. All pets must be on a leach at all times.
7. Campfires may be permitted in a confined area. Depending on location of event.
8. Must pit 25' off race course.
9. Spectators must stay 50' from course.
10. Dead engine pits stops at all races

- **Race Vehicles**

1. It is the riders and or drivers responsibility to have your vehicles safe to drive or

ride. Some races there will be minimal technical inspection but other races tech inspection will be mandatory. The race director has the right to insist on any changes that may need to be made prior to your race.

2. Race director or referee reserves the right to change your race number at any time.
3. ATV's must have a lanyard kill switch attached.
4. Some Races will require a forest approved spark arrestor and sound test 96 decibels. Any race held on BLM, Forest Service or State land this will be required.
5. ATV Nerf bars are recommended but no necessary

- **PPE- (Personal Protective Equipment):**

1. You must wear a Snell or DOT approved helmet without notable cracks or damage AZOP strongly recommends that entrants use helmets specifically designed for racing. The race director or referee has the right to insist you change helmet if they see any such defects.
2. Eye protection (Goggles) shatter resistant must be worn by all Motorcycle or Quad entrants.
3. It is highly recommended you wear race style clothing designed to protect your body. (Long Pants, Boots minimum 8" Lace up if not race boot, Gloves, Knee guards) Must be worn.

- **Numbers**

1. We do use designated colored backgrounds based on your ability level.
2. AZOP is not responsible for scoring if your number is not recognizable to the scorers. It is the riders or drivers responsibility to have the proper number on your race vehicle.
3. AZOP reserves the right to change or give entrants temporary numbers if needed.
4. ATV- Number- Front-Rear, back of chest protector
5. Day pass numbers are 3 digits and start with a 0 and are sold at registration for \$20 per set of 3. Mandatory for day use racers.

- **Disqualifications**

1. Any use of drugs or alcohol during a race will be subject to disqualification.
2. Any entrant or entrants crew caught going backwards on the course will be disqualified.
3. Any entrant that makes false statements on any registration form or AZOP document or false signatures is subject to disqualification, and will not receive any refunds.
4. Any entrant disqualified for any reason forfeits all prize money and or points issued in such event.
5. No crew can go on the track to retrieve a broken vehicle during a race; anyone caught doing so without the race director's approval could be disqualified.
6. Rider/Drivers are responsible for everyone associated with them such as family members, crew members, animals, kids etc....
7. Any verbal or physical abuse to a AZOP official or track worker is subject to disqualification.
8. Any fighting on AZOP property is subject to disqualification.

9. Any entrant who purposely runs into or intentionally hits another rider or driver is subject to penalties and or disqualification.
10. Course Cutting- Cheating- Immediate disqualification.
11. No flying drones without AZOP approval.

These are examples of disqualification, the race director or referee has the right to impose penalties or disqualification based on the severity of any incident.

- **Classes**

It is the riders or drivers responsibility to race the highest level ability class they have raced with any other organization. NO SANDBAGGING!!!!

Levels

Pro ATV Expert ATV Sportsman ATV ATC Class Open
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ATV Classes

- **Pee Wee ATV**
 - ATV 50-79cc, 4-6yrs old, must be on a quad no larger than 79cc
 - ATV 80cc+ Beginner, 80cc-150cc
 - ATV 80cc+ Advanced, 80cc-150cc
- **ATV Mini Classes**
 - 71-150cc 8-11yrs old, 71-150cc displacement limit
 - 91-300cc 10-15yrs old, 91-300cc displacement limit
- **Big ATV Classes**
 - Pro, no displacement limit
 - Expert, no displacement limit
 - Sportsman, no displacement limit
 - ATC (3 Wheeler), no displacement limit
 - Team Class, no displacement limit
 - Unclassified (practice)

AZOP reserves the right to modify, change or omit classes at our discretion.

- **Move ups/downs**

1. Any rider with three consecutive 1st place finishes in any class up to a class will be moved up.
2. Any rider that places in the top 3 of the class higher then the class they race for 3 consecutive races could be moved up.
3. Any rider could be moved up by the race director at any time if they feel the rider's ability level is sufficient.
4. Riders who move up or get moved up will take 50% of their points with them to the next class. Must move up level and not Class- (Example: If you race Open C and move to Open B you take 50% points, if you race Open C and move to 30+ B you get zero points.)
5. After half the races AZOP has the right not to move a rider up due to year end championship points. If you see you or your child is winning too many races its your responsibility to move them up.

- **Trophies/Series Points**

Trophy Payout

We trophy 33% of each class - for every 3 racers we give out a trophy up to top 3) If there are 1-5 racers first place only, 6-8 racers second place and 9 up third place gets a trophy.

Year End Champions

To be eligible for series points and end of year championship awards riders must:

1. Compete in at least 50% of the season race locations. You have to drop two races (if you did not go to two races you can use them as your drops as well or just your lowest two points)
2. Have a current membership – January to December of each year
3. Top three in each class will receive a year end Championship if you meet all the criteria.

You can buy a day pass for \$20.00 but you do not get points.

Members can select any number on a first come first serve basis. You keep the number the whole year. No specific color background needed for any class.

Finisher Points and Race Finish

You must complete half of the laps of the leader in your class to receive finisher points or you will be considered a DNF (did not finish)

In order to be considered a finish in any timed race you will need to complete half of the laps of the leader in your class. You do not need to take the checker flag. If you fail to complete half of the laps of the leader in your class you will receive a DNF.

If the race is a lapped race then the overall leader needs to complete all laps. The rest of the racers in each class must complete 50% of the laps of their

class leader. If there are an odd number of laps, the rider must complete their last lap – cannot have half a lap. Example: 3 laps must complete 2 of the 3 laps; 7 laps must complete 4 of the 7 laps. 9 laps must complete 5 of the 9.

If the start/finish line are in a remote location and laps are in another location and you have to return to the remote location to finish and take the checker flag. (Example Gravity 100 St Johns AZ race)

Pro Payout Schedule

If there are 1-5 entries in the pro class, 100% of the pot goes to the winner.

If there are 6-8 entries in the pro class, 60% of the pot goes to the winner and 40% goes to 2nd place.

If there are 9+ entries in the pro class, 50% of the pot goes to the winner, 30% goes to 2nd place, and 20% goes to 3rd or AZOP discretion.

- **Points System**

Ties for class champion will be broken by most amounts of first place finishes, then by most second place finishes and then by best finish in the final race of the series. **You must Race 50% of the events to receive year end awards.**

Points are as Follows- 30 point system

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

- **Transponders**

Transponders are mandatory at most if not all of a AZOP race, you must purchase one from AZOP (cost \$10) they should last several years unless damaged and then you will need to purchase another one. You must also run numbers on your machine for backup scoring.