



Arizona Off-Road Promotion (AZOP)

## 2019 Truck/Buggy Rules

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*It is the responsibility of all participants to read and understand all AZOP rules and revisions.*

## Introduction

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.

## General Rules

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 driver'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 \$25 which includes three pre printed numbers starting with a zero. (this is how we know to take you out of the points)
9. No racer is permitted to carry fuel except for within the machine's fuel tank.
10. No paddle tires.

## Courses

1. The event courses will be marked. 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. Do NOT Run over bushes and cactus.
2. You will be disqualified for going backwards on the course. NEVER GO BACKWARDS ON THE COURSE.
3. If a driver leaves the course for any reason he or she must re-enter the course at that location.
4. No drivers pit crew is permitted to go on the course without permission of the AZOP race official.
5. No course cutting- No cheating you may be disqualified
6. **Hare Scrambles**- typically run primarily on longer courses 8-50 miles loops in a continuous loop format. Race duration typically ranges about 2-4hrs. **Race is over at the conclusion of the timed event per scoring, and a checker flag will follow** (in the event the driver does not see the checker flag or the AZOP official does not present the flag in a timely fashion and continues with another lap, the lap will

- not be counted).
7. **Desert Course:** Wider faster roads with typically 20 plus mile loops. This is usually faster mileage per hour.
  8. **Grand Prix:** typically located adjacent to and comprises part of an MX track. May mix off road sections, tighter sections, MX sections, flat track sections and hill climb sections, in a localized setting with continuous loops of the same course. Race duration about 1-2 hours. **Race is over at the conclusion of the timed event per scoring, and a checker flag will follow** (in the event the driver does not see the checker flag or the AZOP official does not present the flag in a timely fashion and continues with another lap, the lap will not be counted).

## 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.
7. Unclassified/practice – all racers must begin at the starting line and not at any other location on the race course.

## Participants

1. All drivers/co-drivers 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. You may not enter the race track until you have signed all race forms and releases.
2. **NO PLAY RIDING**, you may ride your truck/buggy to the start line at 10mph, 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.
3. Only participants listed on the entry form are permitted to be on the race course.

## Pit Area

1. No pit riding is permitted- No children under the age of 14 driving golf carts, UTV's Etc,,, will be permitted.

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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 10lb 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 pit stops at all races
11. Pit support is prohibited from entering the race course to provide assistance for a disabled vehicle until the race is over and/or AZOP official has granted permission to do so.
12. All pits will include at minimum one 10lb. ABC "DRY" fire extinguisher and all vehicles serviced must use a removable liquid absorbent containment device
13. ABSOLUTELY NO chasing or running parts on the race course. All retrieval will be done by AZOP.
14. Speed limit in pit area is 5MPH.
15. ABSOLUTELY NO DRINKING in main pit area during the race, If found drinking you will be DISQUALIFIED

### **Race Vehicles**

1. It is the riders and or driver's 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. Some Races will require a muffler. Any race held on BLM, Forest Service or State land this will be required.

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

1. You must wear a Snell 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. Must have D-ring fasteners, no snaps or Velcro is permitted.
2. Eye protection (Goggles) shatter resistant must be worn by both driver and co-driver .
3. Fire Suits are mandatory to be worn by driver and co-driver.

### **Numbers**

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1. We do NOT 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 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. Numbers visible on both sides and rear.
5. Day pass numbers are 3 digits and start with a 0 and are sold at registration for \$25 per set of 3. AZOP supplies the numbers. 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 may 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 may 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- may be disqualified.
11. No flying drones without AZOP approval.
12. All racers must start on the same vehicle that they finish on; you may not change vehicles during your race. This will result in a mandatory disqualification.

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.

## Vehicle Technical Inspection Requirements

1. Seat belts, (3" lap and shoulder and 2" submarine, Double "D" rings required) 3 year expiration, dated. Belts must be free of abrasion or damage from use.
2. Mounting must be consistent with the belt manufactures installation guidelines with regard to location and angle for maximum effect and minimization of injury due to improper restraint system mounting. (See Score or FIA guide)
3. All Sportsman Vehicles need to have reflective tape on the rear bumper or rear of vehicle. To prevent getting bumped.
4. No pros allowed to bump Sportsman classes
5. No bumping allowed in the Sportsman classes
6. Frame attachment must be double steel plate or welded
7. Latched anchors must have pins (cotter pins) installed for "PASS"
8. Helmets, Current SNELL or DOT, latest 5 year certificate. General appearance and condition must be acceptable for "PASS"
9. Driving suits must be worn by driver and co-drivers, (Dating concurrent with 3 year maximum expiration, condition must be acceptable for "pass") No rips or tears and minimum petroleum stains permitted.
10. Fire Extinguishers, All race vehicle's must have either an on-board fire suppression system protecting the driver and co-driver or a 2.5 lb. ABC dry extinguisher within reach of the driver or co-driver while strapped in. In addition to the drivers compartment every race vehicle must have in addition either (1) 5 lb. ABC extinguisher or (2) 2.5 lb. ABC extinguishers mounted and accessible from the outside of the race vehicle.
11. Safety Nets, Required for all participant's vehicles!! Nets must be installed as per manufactures suggested mount requirements with the manufactures required hardware recommendations.
12. Fuel Cell, All participating vehicles must use an approved fuel cell installed and mounted suitable metal retaining methods. A metal canister containing the fuel cell is mandatory with metal straps securely attached to the chassis retaining the metal canister. The fuel cell needs to vent from above all sides.
13. All fuel lines must be a good condition with acceptable installation and routing with industry guidelines and procedures. Must be minimum 10" away from any moving parts or heat.
14. Fuel cell venting MUST agree with current guidelines established for racing and competition (see SCORE for examples) Vent above all sides.

15. Battery, must be mounted outside the driver's compartment or within a metal box and a metal divider that separates the battery from the occupants. The battery must be retained with metal straps. All race vehicles are required to have a "Master" battery switch in functioning condition that is either accessible to both the driver and co-driver.
16. Controls, two engine throttle return springs must be in place at all times, the actual spring material must be spring steel and the spring must be retained by steel attachment points.
17. Lighting, all race vehicles must have operating brake lights mounted so to provide clear visibility and rear facing amber dust light. Must be operational for a "PASS"
18. Two rear facing red taillight assemblies required per vehicle.
19. One amber dust light with a minimum of 35 watts out-put and a maximum of 100 watts out-put that is wired to operate with the ignition in the "ON" position.
20. All vehicles participating in a night event must also have functioning rear "parking" lights that operate with the ignition in the "ON" position.
21. Horn or Siren, A loud audible horn is required and must be demonstrated at TECH.
22. Chassis, Chassis construction and assembly shall be in accordance with generally accepted industry standards and rulings in regards to "tubing size and material for weight of class vehicle" All diagonals and bracing shall be installed in a professional workmanship manner. Chassis shall be free of cracks and obvious structural damage that would cause concern in regards to safety.
23. Jeep speed chassis regulation will be delegated to AZOP ombudsman to Jeep speed class participants.
24. Limited classes shall be required to comply with all general regulations. Other class specific regulations will be addressed through AZOP ombudsman to class in question.
25. Mirror, all vehicles must have two functioning rear view mirrors that are visible from the rear of the vehicle, Side and center mount is acceptable.
26. Emergency, all vehicles must have the following safety equipment in the race vehicle during the entire event.
27. Two quarts of water for each occupant, MINIMUM!
28. Two emergency reflective markers
29. One tow strap with a 10.000 lb. Capacity
30. Approved red cross emergency first aid kit
31. 2-way radio communication
32. General overall vehicle condition,
33. No leaks of any fluid

34. No body panels attached in any manner to facilitate their self-destruction or self-removal for the entire duration of the event.
35. No devices that appear to intentionally cause harm to another competitor.
36. Functional mufflers are required and spark arrestors are encouraged.
37. All cotter pins in all locations as intended
38. Number plates shall be sized and placed with the purpose of facilitating easy tracking by check point crews. (Contrasting backgrounds with LARGE 8-10" minimum numbers centered on body panels. Numbers need to be on front, both sides and rear of vehicles.

## Truck and Buggy Classes

Pros \$575 (some races may vary)

1. Open Buggy Pro- all buggies no limitation (must be open wheel)
2. Heavy Metal (Open Truck)- all trucks no limitation, must have truck body
3. Limited Buggy- Includes 1-2 1600, Class 9
4. Class 10

**\*\*\*\*\**Pro Payback must have 4 entries to get paid back*\*\*\*\*\***

***Pro Payback will only be paid if there are four or more racers in a class- once there are four racers we will pay back 20% of Entry fee. (Example: Entry fee \$575, 4 racers in class total entries in class = \$2300 payback will be \$460. We payback 33% so for every three racers in class we pay back, must be six racers for second place, nine racers for third place to get paid back. (we split that per our discretion)***

Sportsman \$375 (some races may vary)

1. Class 1450 – Must have steel cab with working doors
2. Open Buggy Sportsman- Includes Class 1, Class 10, Dual sport cars (must be open wheel)
3. Limited Buggy Sportsman- Includes 1-2 1600, Class 9

***Bring whatever you have and we will fit you in a class! Must have a minimum 4 cars to make your own class.***



## **Trophies 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 Driver must:

1. Compete in at least 50% of the season race locations.
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.
4. You can buy a day pass for \$25.00 but you do not get points.
5. Members can select any number on a first come first serve basis. You keep the number the whole year. Please see separate specific color background chart for your class.
6. 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) No Points

## Season Points

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 race locations to receive year end awards.**

### Points are as Follows- 30 point system

|                  |        |
|------------------|--------|
| 1 <sup>st</sup>  | 30 pts |
| 2 <sup>nd</sup>  | 25 pts |
| 3 <sup>rd</sup>  | 21 pts |
| 4 <sup>th</sup>  | 18 pts |
| 5 <sup>th</sup>  | 16 pts |
| 6 <sup>th</sup>  | 15 pts |
| 7 <sup>th</sup>  | 14 pts |
| 8 <sup>th</sup>  | 13 pts |
| 9 <sup>th</sup>  | 12 pts |
| 10 <sup>th</sup> | 11 pts |
| 11 <sup>th</sup> | 10 pts |
| 12 <sup>th</sup> | 9 pts  |
| 13 <sup>th</sup> | 8 pts  |
| 14 <sup>th</sup> | 7 pts  |
| 15 <sup>th</sup> | 6 pts  |
| 16 <sup>th</sup> | 5 pts  |
| 17 <sup>th</sup> | 4 pts  |
| 18 <sup>th</sup> | 3 pts  |
| 19 <sup>th</sup> | 2 pts  |
| 20 <sup>th</sup> | 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.

## Protests

The participant must submit a protest form plus a \$25 cash fee to registration within 30 minutes of the posting of the race results.

If the protest results in a warranted change in results, the \$25 will be refunded to the participant. (If there is no change, there will be no refund).