

Cattail Crossing Pond Racing

Welcome to the 2024 pond racing event

ALL RACERS MUST READ THE RULEBOOK. Everyone must read the 2024 rulebook and by purchasing a license they acknowledge their responsibility to read and understand the rules, and accept legal responsibility of the waiver.

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1.0 GENERAL RULES & GUIDELINES

1.1 Ice Racing

An offroad race on a course made of 100% ice, preferably on a frozen lake or river.

1.2 Championship Points

The points from day 1 racing will be accumulated to give starting order only for the Championship final and have no weight on the Final standings.

Table 1: Championship Points

Position	Points	Position	Points	Position	Points
1	25	8	13	15	6
2	22	9	12	16	5
3	20	10	11	17	4
4	18	11	10	18	3
5	16	12	9	19	2
6	15	13	8	20	1
7	14	14	7	21+	0

1.3 Championship

The Championship will be held day 2 of the event and starting order will be bracketed based on day 1 points rulings. The Championship is the final race and its official standings of the completed race will be the final result.

1.3.1 Ties

Ties in points from day 1 will favor the racer with the highest single placement

1.3.1 example

Racer 1 has 2nd and 4th for 40 points, racer 2 has 3rd and 3rd for 40 points. Racer 1 will receive the favor in tie breaker ruling

1.3.2 DNF

A “did not finish” standing to a racer that started the race but unable to finish will receive the placement based on laps completed to the other racers in the heat -8 points.

1.3.2-1 Example 1 racer DNF

8 racers in heat and 1 racer DNF taking 8th place for 13 points and -8 for final heat points of 5.

1.3.2-2 Example Multiple Racer DNF

8 racers in heat and 2 or more racer DNF. Based on laps completed racers will receive scoring to give placement in the heat for points. If 2 racers DNF same lap they will receive a tie score minus the 8 point DNF penalty

1.3.3 DNS

A ‘Did not start’ will be given if a machine does not complete a single lap and will be a 0 Point run for that racer

1.4 Awards and Prize Money

Trophies may be awarded to each official class for the top finishers. Additional cash or merchandise prizes may be given at the promoter's discretion.

1.4.1 Non-attendance

In the event that the victors are not able to attend the trophy ceremony, their award will be given to the next in place on the finish pole standings

1.4.2 Racer Payout

Racer payout will include 100% of racer fees for there class plus class bonus decided by organizer based on turnout. 1st place will be 50% of pot, 2nd place with be 30% of pot, 3rd Place will be 20% of pot

1.5 Membership and Fees

All racers and there joining crew must hold in good standing a Wapiti Off-road membership for the current race season to be eligible for participation in race events.

1.5.1 Membership Cost - \$20.00/per person

1.5.2 Class entry Cost For the Weekend

- UTV Turbo \$150
- UTV N/A pro \$100
- UTV Sportsman \$50
- All ATV \$100
- Bike Pro \$100
- Bike intermediate and Sportsman \$50

1.5.3 Parking/Camping fees- \$30 parking pass allows camping and parking for the whole event from Friday noon to Sunday 10pm

1.5.4 Waiver- All racers and pit crew must sign the onsite Rules forms and Waiver form in order to enter and participate in the event

1.5.5 Involuntary Charges -The event organizer must ensure that there are no involuntary charges collected directly from riders and pit crew other than those mandated above, and there shall be no restriction on the size or constituency of the pit crew.

1.6 Machine Requirements

Bikes/ATV/utv's are required to be in compliance with the Alberta Traffic Safety Act.

1.6.1 Any rider from out of Province is required to be in compliance with their jurisdiction of residence.

1.6.2 Each rider must use the same motorcycle/ATV/UTV for the entire length of the race.

1.6.3 **Motorcycles**

- Must be in good working order with no loose parts or leaks. Machines may be disqualified from competition for safety or environmental considerations.
- Requires **FULL** wrap around hand guards that connect to both the bar end and center of the handlebar.
- Requires a **TETHER** that will easily kill the engine completely if pulled.
- Requires a front and rear **TIRE GUARD**, that covers most of the wheel.
- Some form of protective layer to be placed between the ice surface and the machine. Preferably plywood or any other material that can be fastened to the ice surface.
- Each pit will require 1 fire extinguisher per machine. This is to be readily accessible if a fire were to break out.
- Each pit will require some sort of oil containment/clean up system in the case of any leaks that may get onto the ice surface. It is the sole responsibility of the rider to clean up any spill that may occur. All spills are to be reported to the head race official.

ATV's

- Must be in good working order with no loose parts or leaks. Machines may be disqualified from competition for safety or environmental considerations.
- Requires a **TETHER** that will easily kill the engine completely if pulled.
- Requires **FULL NERF BARS** protecting the feet area.
- Some form of protective layer to be placed between the ice surface and the machine. Preferably plywood or any other material that can be fastened to the ice surface.
- Each pit will require 1 fire extinguisher per machine. This is to be readily accessible if a fire were to break out.
- Each pit will require some sort of oil containment/clean up system in the case of any leaks that may get onto the ice surface. It is the sole responsibility of the rider to clean up any spill that may occur. All spills are to be reported to the head race official.

UTV's

- Must be in good working order with no loose parts or leaks. Machines may be disqualified from competition for safety or environmental considerations.
- Requires **Seatbelts** that are in good working order. Factory seatbelt minimum, 4-point harnesses or better recommended
- Must be equipped with **solid lower doors**.

- **Window netting** must be installed on any side of the vehicle that is occupied, including any passenger.
- Some form of protective layer to be placed between the ice surface and the machine. Preferably plywood or any other material that can be fastened to the ice surface.
- Each pit will require 1 fire extinguisher per machine. This is to be readily accessible if a fire were to break out.
- Each pit will require some sort of oil containment/clean up system in the case of any leaks that may get onto the ice surface. It is the sole responsibility of the rider to clean up any spill that may occur. All spills are to be reported to the head race official.

1.7 Protective Equipment

The following are the minimum requirements to compete; additional safety gear is recommended. Proper selection of helmet and safety apparel is the rider's sole responsibility.

1.7.1 A Helmet must be worn at all times when operating a motorcycle during an event and in the pits. Helmets must be certified by the manufacturer as meeting one or more of the following standards and must have the official certification label(s) affixed and clearly visible (not painted over): D.O.T. FMVSS 218 Manufactured in 1989 or later. The original label indicating the month and year of manufacture must be affixed to the helmet. Snell M85 or M90 or updates. CSA 3D230M85 or updates.

1.7.2 Eye protection in the form of shatterproof goggles or face shield

1.7.3 Full length protective motocross or off-road riding pants are MANDATORY and knee guards are highly recommended. Insulated winter gear is permitted as replacement.

1.7.4 Long sleeved shirt, jersey, and/or jacket. Chest protector and elbow guards recommended. Insulated winter gear is permitted as replacement.

1.7.5 Protective boots that are at least 8" high for adults. Insulated winter boots are permitted as replacement.

1.8 Code of Conduct

Riders, their guests, pit crew, etc. are expected to behave in a sportsmanlike manner.

1.8.1.1 All dogs must be on leash. Owners must pick up their dog poop and respect the areas.

1.8.1.2 Slower riders are required to hold a line and not prevent passing. Unlike other forms of racing, the slower rider is to **NOT** pull over, or make any sudden lane changes, but rather keep

to their race line and allow faster riders to go around if and when they can. This requirement may be enforced by the race marshal

1.8.2 Conduct- Promoters

Promoters are expected to deliver races in a timely manner in accordance with the standards laid out in the Rule Book.

1.8.2.1 Hosting club and or promoters are responsible for plowing and maintaining a safe course throughout the event

1.8.3 Zero Abuse Policy

Threats or violence toward event organizers, Wapiti Off-Road officials, or riders anywhere on the premises prior to, during or after a Wapiti Off-road Sanctioned race may result in disqualification from the remainder of the series, retroactive loss of all accumulated series points, and further disciplinary action. There is “ZERO TOLERANCE” for bullying. You are responsible for anyone associated with you at any Wapiti Off-Road sanctioned event.

1.8.4 Drug and Alcohol Policy

There will be zero tolerance for any drug or alcohol usage while competing in a sanctioned event. Failure to follow this policy can result in full disqualification at the individual event. Repeat offences can result in full disqualification of the series, and other future events sanctioned.

2.0 CLASSES

Below is a description of all the classes offered; it is the rider’s responsibility to choose the best suited class for their skill set and age.

Wapiti Off-Road reserves the right to refuse any race entry they see fit. This can include age requirements, machine requirements and safety gear requirements.

2.1 Rider Classification

Class	General Description	Letter/Color
Bike Pro	Elite class with the highest skilled racers.	Black lettering on white background
Bike Intermediate	Medium to high skill set with some race experience. Racers working towards A class.	Black lettering on white background

Bike Sportsman	Racers only with limited experience.	White lettering on Green background
Studded ATV Sport(2x4)	All level of riders with rear wheel only drive atv	Black on White
Studded ATV Big Bore (850-1000cc) Small Bore (450-800cc)	All levels of riders with 4x4 Classes will be merged if less than 5 in a class	Black on White
Studded UTV Turbo Outlaw class	All levels of riders. Further classes may be broken out if the number of entries support it. This class will be any units with 1001cc or larger as well as units with factory of aftermarket forced air induction Non Street legal race studded tires	Black on White
Studded UTV N/A Bandit class (pro) Sportsman class(beginner)	All levels of riders. Further classes may be broken out if the number of entries support it. Bandit and Sportsman class with be all units under 1000cc with factory engines and no forced air induction either factory or aftermarket. Non Street legal race studded tires	Black on White

2.2 Rider Numbers

Riders may choose their own race numbers. Race numbers may be changed or added to by the race organizer as to eliminate any 2 bikes having the same numbers.

2.3 Number plates and badging

Race numbers must be displayed on all 3 sides of the machine. Racers must have the correct badging for their machine so racers and promoters can identify riders for passing, scoring, and safety.

2.4 Advancement

Riders may be asked to advance up or down a class based on his/her first race finishing position. ½ of the accumulated points will be transferred to the new race class.

2.5 Machine Size Classification

2.5.1 Bikes

- There will be no machine size classification. Racer class will be decided on skill level. **Note:** Minimum bike size is 125cc.

2.5.2 ATV

- ATV classes may be merged and those with 4x4 capabilities will be asked to run in 2wd if competing against other 2wd machines, unless agreed upon prior to the race start by all participants.
- Depending on turnout an ATV class requires 5 machines to hold its on class in the event
- Big bore machines will be those over 850cc and small bore will be those 800cc and down

2.5.3 UTV

- Turbo Class will be all units with either factory or aftermarket power adders that have a forced induction or big bore
- N/A class will be all units of stock bore and naturally aspirated induction

3.0 RACE PROCEDURE

3.1 Notice of Race

The Notice of Race should be in the form of a posting either on social media or website platform

3.1.1 there will be no pre riding of the track prior to the event.

3.2 Course Marking

3.2.1 The racecourse is to be fully plowed on a surface that is 100% ice, with no dirt or rocks on the surface. Painted lines and marker posts will outline the ice surface if no snow is present.

3.2.2 The racecourse may be designed to run in both directions in separate events.

3.2.3 The starting line must be wide enough to fairly accommodate the number of riders in each class and there must be adequate width from the starting line to the first obstacle to accommodate safe passing.

3.2.4 Riders must always remain on the marked racecourse.

3.2.5 Riders must exercise due care and control to avoid damaging course markings. Only event organizers may authorize changes to markings.

3.2.6 Event organizers must take reasonable precautions to prevent both accidental and intentional course cutting. If a racer cuts the racecourse, the penalty will be last place DNF.

3.2.7 A safe entrance and exit to the racecourse must be made with clear markings for riders to see while on the track.

3.3 Start Procedure.

A Mandatory Rider's Meeting will be held prior to the race to explain the racecourse markings, fueling area, and hazards. The start of the rider's meeting will be signaled using a horn. As announced at sign in, Rider's meetings will be located either on the starting line 10 minutes prior to the race starting time or at a designated area 20 minutes prior to the race starting time. Once racing has begun all racers are to be aware of heat schedule and be lined up ready to start soon as the previous heat officially starts its race with exception to scheduled plowing. Heats after plowing will be given a 5 min notice to be lined up.

3.3.1 Bikes

- line up at start for dead engine start
- racer will put their hands on their heads only when ready as to signal start line official
- racers late to the line will start facing backwards

3.3.2 ATV

- racers will line up in a pace car style start with engines running
- racers will all raise both arms to signal there ready and green flag will rise to indicate a slow roll out of the start line
- there will be a green flag halfway between start line and first corner that will waive once all racers are moving and in pace to start the race
- racers late to start will wait at start line and only go when green flag is waived

3.3.2 UTV

- racers will line up in a pace car style start with engines off
- racers will start engines once start line official has given clear to do so
- Start line official will signal lead cars to begin pace
- there will be a green flag halfway between start line and first corner that will waive once all racers are moving and in pace to start the race
- racers late to start will wait at start line and go only when green flag is waived

3.4 Restarts and Stopping the Race

A false start occurs when a rider leaves the starting line prior to the signal.

3.4.1 The only person authorized to stop a race is the race Promoter or race marshal.

3.4.2 If an accident should occur on the start, where a rider cannot be moved in time to start the next class and there is not room to route the riders safely around, the remaining classes will not start until it is safe to do so. The remaining classes will have their start time adjusted to compensate for the delay.

3.4.3 Where a race is stopped, the positions of the riders at the last check over the finish line previous to the stop signal shall be considered the finishing positions; with the rider(s) responsible for the stoppage being moved to last place in the results.

3.4.4 If the race is restarted, the rider(s) shall start consecutively in the order set by scoring. Riders that did not complete a scoring lap will restart after the other riders.

3.4.5 If a race is stopped due to injury or apparent injury of a rider, said rider may not restart.

3.5 FINISHING THE RACE

Event organizers will have a defined finish line and announce to each rider when they are finished the race. Riders that elect to stop participating in an event prior to being told they are finished must inform the scoring team that they are done and off the course.

3.5.1 Points and finishing position will be awarded based solely on the number of laps completed.

3.5.2 If a rider does not complete one full lap, they will be considered a DNS (did not start)

3.7 Safety

Promoters will have an ERP (emergency response plan) in place prior to the event. A first aid kit, and personnel trained in basic first aid must be on site for the duration of the race.

3.7.1 Each race pit must contain one fire extinguisher per machine and have it easily accessible.

3.7.2 Each race pit must have some sort of spill kit available.

3.7.3 Avoid passing any medical aid being performed on the course. Racers must stop and wait for clearance.

3.7.4 In the event of an incident or injury on the course, riders who are not involved/affected **MUST** report it to the race official regardless of position in the race. If the black flag is out due to the incident, all riders must pull off the course and head directly back to their pit area.

3.8 Flags

Flags and flag descriptions will be discussed at each and every rider's meeting.

Green Flag: Race is underway, and the all-clear signal has been given. Continue racing.

Red Flag: Race has been stopped. Return to start line for a restart.

Black Flag (Waiving): Race has been stopped. Return to Pits and wait further instruction.

Black Flag (Pointed): There has been an issue found with the rider who gets the black flagged pointed directly at them, while passing the finish line. This may be a mechanical failure identified, or a penalty that has occurred. Stop on the ice, as soon as possible. Pull over to the side of the course safely and wait for race official.

White and Checkered flag (Crossed): This is the mid race flag. Half of the allotted time has passed. Continue racing.

White Flag: Last lap flag. One lap remains. Continue racing.

Checkered Flag: Race has come to an end. Safely return to the pits.

3.9 Suggested Schedule

Sign in: 7:30-9:00 am

Rider's meeting: 9:15 am

Race Starts: 10:00 am

4.0 Penalties

4.1 Penalties General

Except as otherwise stated in these rules, the penalty for a rule's infraction is disqualification of the rider from the event. The competition committee may decide a lesser penalty.

4.2 Competition Committee

4.2.1 Competition committee will consist of the race marshal, one member from race board of directors, and one promoter member.

4.2.2 The Competition Committee has the authority to review infractions and apply their agreed upon interpretation of the Rule Book on a case-by-case basis. All disputes will be decided by way of a vote among committee members

4.3 Protesting

Any entrant may protest matters directly involving the event, promotor or rider issues provided they are directly involved without consequence. No protest will be accepted by outside members, observers, or if it's based on "hear say".

4.3.1 Protest must be in writing, submitted, signed and delivered by the rider who wishes to protest. Submissions are to handed to race official only.

1. – Scoring – Within 60 minutes of exiting the racecourse.

2. – Rule Infraction – Within 60 minutes of exiting the racecourse.