

Racing 2 Save Lives 2009 Endurance Race Rules

The Race

The Racing 2 Save Lives Endurance Race is a “pony express” style endurance race. In this type of race each rider uses his or her own bike, meaning the only activity that takes place on the hot pit lane is a transponder exchange. This means that bikes will be serviced and fueled in the safety of the regular pits or garages. All bikes will be required to pass the standard R2SL tech inspection before going on the track. The race will be 4 hours in duration and take place on Saturday afternoon, July 4th.

Classes

Team Endurance:

Teams consist of at least 2 members and have a maximum of 6 riders. Each rider on a team must ride a minimum of 30 minutes. Non-Race licensed riders may participate after evaluation from R2SL rider coaching staff. Each team must have at least 1 race-licensed rider on the team. A licensed rider must take the start of the race.

Iron-Rider

The “Iron” category is for a race-licensed rider to do the event solo. Refueling and tire changes MUST take place in the regular pits. **NO FUELING OR SERVICE IS ALLOWED ON THE HOT PIT.** Violation of this rule will result in disqualification. During fueling break race officials may evaluate the physical and mental condition of the rider. They reserve the right to remove riders from the event if there is reason to believe that the rider’s condition is a threat to the safety of that rider or others.

Femme Fortitude

Same rules as Team Endurance, but all team members must be female.

Old Timers

Same rules as Team Endurance, but all team members must be over 45 years of age.

General Rules

- 1) The “Race 2 Save Lives” will be 4 hours in duration.
- 2) For all teams each team will have a minimum of 2 riders and a maximum of 6 riders.
- 3) Each rider will race a minimum of 30 minutes.
- 4) Non- Race license riders that wish to participate must pass an evaluation by a designated R2SL rider coach for endurance race testing. Riders not possessing a race-license may only participate in team classes.

- 5) Each team must have at least one licensed racer on it.
- 6) A licensed racer **MUST** perform the start of the race.
- 7) Teams will consist of the same number of bikes as they have riders. Riders are required to ride their own bike.
- 8) Racing 2 Save Lives reserves the right to remove riders from the event if they or their motorcycle are a threat to their own, or other participants' safety.

Bike

- 9) Bikes must pass the standard R2SL tech inspection before participating in the race. A small amount of additional preparation will be required for bikes participating in the race. In addition to the standard R2SL inspection the oil drain plug and fork pinch bolts must be safety wired.
- 10) All bikes on the team will display the same number with an alpha character following the number to designate the specific bike. (I.e. 5A, 5B, 5C and 5D represent 1 team). The riders will place a piece of tape on the back of their helmet with their bike number and letter on it. Numbers will be assigned at the final registration meeting on the afternoon of Friday July 3rd.

Rider

- 11) For the race all riders must wear a full leather suit. One piece is preferred; two-piece is acceptable provided that it has a full circumference zipper for joining the halves together.
- 12) All riders must wear a back protector.
- 13) All riders must wear a full-face helmet made in the last 5 years.
- 14) All riders must wear motorcycle boots of a racing style that cover the ankles.
- 15) All riders must wear gloves that extend beyond the wrist and hard armor over the knuckles.

Hot Pit

- 16) Overtaking is not permitted on the hot pit lane.
- 17) Teams and Iron Riders may have up to 3 crew members that assist on the hot pit (i.e. two bike holders and one crew member to assist with the transponder exchange).
- 18) Crew assisting on the hot pit lane must wear long pants and closed toe shoes.
- 19) Each team must provide a fire extinguisher for the hot pit lane by their designated pit area.
- 20) Teams may have 1 EZ up style canopy shelter positioned behind the pit wall in their designated pit area, not to exceed a 10x10 area.
- 21) Only rider / bike change activities are permitted on the hot pit. Mechanical work and refueling on the hot pit is prohibited. Violation of this rule will result in the disqualification of the entire team.

22) Per MMP policy, hot pit speeds are not to exceed 35mph at any time, for any reason. This will be checked by radar during the race.

Crashes

23) The race will continue through crashes unless the rider requires emergency medical attention, a hazard is created on the track that cannot be cleared in a reasonable amount of time (i.e. Oil on the racing line), or race officials determine that a safety issue of any kind requires stopping the race to handle.

24) Providing that the rider is not injured, the bike and transponder will be retrieved by the Miller Crash crew.

25) The rider and bike that crashed are disqualified from the event.

26) If the rider has not completed their required 30-minute minimum the team will be disqualified.

27) If the rider has completed their 30-minute minimum another team member may rejoin the race upon the transfer of the transponder.

28) If a crash occurs, absolutely no passing is to take place between any caution flag and the incident; violation of this rule is a serious safety issue and is grounds for penalties up to and including disqualification.

29) In the event of a red-flag race stop and restart, riders will be gridded based on the position of the last completed lap. A rider causing a red flag will not be allowed to take the restart, however another team member may, and the crashing rider may continue as early as the next swap-out after evaluation by medical crew and tech inspection.

30) An Iron-Rider who crashes and causes a red flag must wait a minimum of 30 minutes prior to re-entering the race, and must be evaluated by medical crew and tech inspection.

Scoring

31) All timing and scoring will take place using AMB transponders. Teams will use a single transponder, swapped between riders throughout the race.

32) The winner is the team or Iron-Rider that completes the most laps during the 4-hour event.

33) At the 4-hour mark the race ends. The total time of each team will be taken for scoring purposes. Number of laps will be the primary scoring method. In the event that more than one team is on the same lap the team completing the most laps in the shortest time will be declared the winner.

34) In the event that the race is stopped before the 4-hour time limit and cannot restart in time to reach 4 hours, it will be scored by the last completed lap.

35) In the event of a red-flag race stop and restart, riders will be gridded based on the position of the last completed lap. A rider causing a red flag will not be allowed to take the restart, however a team member may, and the crashing rider

Registration

36) All racers must be registered event participants of R2SL.

37) Non-race-licensed participants will be evaluated during regular R2SL sessions on Friday and Saturday, at set times to be announced during the morning riders meetings.

38) Entry fee is \$1000 per team or Iron Rider. This fee is in addition to regular R2SL sessions.

39) Final team registration will take place during the final session on Friday; all teams and Iron Riders must be registered and paid-in-full prior to this meeting. Each team will present one team member at the registration meeting; Iron Riders will present themselves. At this time the team captain will submit to R2SL completed rider medical forms with the riders name and specific bike designation on it for the medical crews to keep on hand. After the team registration cutoff, additional members only may be added until 8:30am on Saturday (no new teams or Iron Riders after the cutoff).

40) Grid positions will be assigned at the final registration meeting. Grid positions will be determined by lottery. Any team member or Iron Rider registering after this lottery will be placed at the back of the grid in order of registration.

41) **One hour before the race start there will be a riders meeting for all racers. ALL race participants are required to attend this meeting. Failure to attend will result in disqualification of the team.**

Refund Policy

42) Because the race fee is considered a donation to charity and applied to that end, R2SL will only refund 50% of race fees paid by a racer, and only if the request is made by phone call or email to R2SL by 12:00 Noon on July 1. After this time no refunds will be given. No pledges made towards a rider or team will be refunded to the pledge giver for any reason, including disqualification or inability to start or complete the race.