



2016 Rule Book and Info Packet

Mission

Colorado Supermoto is committed to promoting the Supermoto sport providing a safe and competitive racing program, creating a positive venue for riders and spectators, and increasing exposure for our sponsors and preferred vendors. Colorado Supermoto will continue to be an encouraging environment for Supermoto racers, and their supporters, competing locally or graduating to a national level.

Rule Book

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of all events, and by participating in these events, all participants are deemed to have complied with these rules. NO EXPRESSOR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATION OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS. They are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to any participant, spectator or official. The race director and/or referee shall be empowered at any time to permit deviations from any specifications herein or to impose any further restrictions or changes that in their opinion do not alter the minimum acceptable requirements. NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATION OF SPECIFICATIONS. Any interpretation or deviation of these rules is left to the discretion of the officials. Their decision is final.

Flags

Green Flag: Used to signal a live track and also used for starts.

Checkered Flag: Used to signal the end of a race.

Red Flag: Used to stop an event before the race is over due to a hazard. Slow down and safely return to pre-grid. If the race is less than half way over a restart will happen, if the race is over half way then the race is scored as complete and the riders will be scored based on the last lap before the incident. The rider shown to be causing the incident will start from the back of the grid in the event of the restart. If the race is declared complete the rider causing the Red Flag will be scored last of all bikes still circulating on the last lap scored.

Yellow Flag: Used to signal a caution of some sort, riders are not to pass on a yellow flag (waving or still) until the hazard has been passed.

Black Flag: Rider needs to immediately and safely pull off the racing surface. Flag is used to signal a rider of a safety violation. This could include mechanical problems, leaking fluid, reckless, dangerous or overly aggressive riding. Racer in question will be blacked flagged and must safely and immediately exit the track. The racer must remain trackside or in the pits until race director addresses the situation. If the rider chooses to come back to the pits and speak to an official they must not cross the racing surface.

Meatball Flag: Used to signal a rider for a stop and go penalty. The signaled rider has 2 laps to safely exit and travel down the pit road so they can be assessed the stop and go penalty. If they do not stop they will be marked as a race forfeits, DNS.

Gridding

Riders will be gridded for Moto1 randomly. The random number will reflect the riders' grid position. Riders will line up 4 wide per row, and each row of 4 will be staggered (offset) from the previous row; this may vary by venue based on space limitations. This will be announced during the Riders Meeting at each event. Gridding for Moto2 will be inverted from your Moto1 start position. If 5 riders enter the race and you started 1st in Moto1, you start 5th in Moto2.

Pricing

Youth (Under the age of 14)

Annual Membership	FREE
Youth Class Entry	\$25

Adult

Membership (REQUIRED FOR RACING, YOUTH EXCEPTED)

Annual Membership	\$60
Day License	\$20

Race Registration (Per Race)

1 st Class Entry	\$65
2 nd Class Entry	\$55
3 ⁺ Class Entry	FREE (no additional charge for 3 or more classes)

Classes

Open Pro: Unlimited displacement, unlimited modifications. Open to advanced skill levels.

Intermediate: Open displacement with unlimited modifications. Open to any rider that has never podiumed the Open Pro class.

Novice: Unlimited displacement with unlimited modifications. Open to novice level riders only. Season ending bumps will be done on a mark system (or sooner based on promoter's discretion).

Asphalt A: Unlimited displacement, unlimited modifications. No dirt, asphalt only. (Intended for advanced level riders)

Asphalt B: Unlimited displacement, unlimited modifications. No dirt, asphalt only.

Asphalt C (NEW): Unlimited displacement, unlimited modifications. No dirt, asphalt only. Open to novice level riders only. Season ending bumps will be done on a mark system (or sooner based on promoter's discretion).

450: Unlimited modifications up to 450cc liquid-cooled 4-stroke single, open displacement air-cooled single up to 450cc 4-stroke and up to 300cc liquid-cooled 2-stroke.

250/Lightweight Amateur: Unlimited modification up to 250cc liquid-cooled 2-stroke single, up to 250cc air-cooled 2-stroke single, up to 300cc liquid-cooled 4-stroke single, up to 400cc air-cooled 4-stroke single. Also factory street legal non-supermoto motorcycles of unlimited displacement, knobby shod dirt bikes in stock trim (pipe allowed.)

Sportsman: Unlimited displacement factory street legal Supermoto bikes with stock size wheels. Any off road/mx model with OEM wheel sizes, aftermarket brakes allowed.

Women's: Unlimited displacement, unlimited modifications, open to any skill level.

Adult Mini: This class is designed for adults of 14+ years. Unlimited modification for up to 85cc two-stroke Single, up to 160cc liquid cooled four-stroke Single, up to 230cc Air Cooled four-stroke Single. No dirt, asphalt only.

Youth Mini: This class is designed for children under the age of 14. Unlimited modification for up to 85cc two-stroke Single, up to 160cc liquid cooled four-stroke Single, up to 230cc Air Cooled four-stroke Single.

Open Vet (NEW): For racers 40 years +. This class is unlimited displacement, unlimited modifications. Open to any skill level.

Any interpretation or deviation of these class guidelines is left to the discretion of the race promoter. Class guidelines and qualifications may change with or without notice. Promoter's decision is final.

Laps

Quantity of laps for each Class and each Moto are subject to change at the discretion of the promotor due to track or time constraints (including but not limited to weather conditions, injury, disputes, moto's that are Red Flagged and requiring restart and number of entries per class). Subsequently this may alter the race order schedule.

Open Pro & Asphalt A: 8 laps each moto

Youth: 4 laps each moto

All Other Classes: 6 laps each moto

Points

Classes are run on a 2 moto format. Trophies will be awarded based on overall points. Ties will be decided by the highest Moto 2 score. Riders must complete a full lap of each Moto to be scored for that Moto.

Points will be awarded **per Moto** as follows:

1 st	25 points
2 nd	22 points
3 rd	20 points
4 th	19 points
5 th	18 points
6 th	17 points
7 th	16 points
8 th	15 points
9 th	14 points
10 th	13 points
11 th	12 points
12 th	11 points
13 th	10 points
14 th	9 points
15 th	8 points
16 th	7 points
17 th	6 points
18 th	5 points
19 th	4 points
20 th	3 points
20+	1 point

Bump System

Less than 3 riders, no mark

3-6 riders and the winner get a mark.

7-9 riders and top two get a mark

10+ riders and top three get a mark.

Riders having 6 marks at season end will be bumped out of respective class and deemed ineligible for the following season (Novice & Asphalt C). Riders can be moved into and out of classes as deemed necessary by the promoter and at the promoter's discretion. Riders deemed having an unsafe motorcycle or riding in an unsafe manner may be removed or penalized from the event at the discretion of the promoter. The promoter reserves the right to make changes as necessary on a case by case basis to promote a safe event.

Payouts

Open Pro payouts will be based on 50% of Pro Class entry fees received.

<u># Riders</u>	<u>50% payout</u>		
1	100%		
2	100%		
3	100%		
4	65%	35%	
5	65%	35%	
6	65%	35%	
7	45%	32.5%	22.5%
8	45%	32.5%	22.5%
9	45%	32.5%	22.5%
10	40%	27.5%	17.5%

Jump Starts

Riders who jump the start will be penalized with a stop-and-go penalty. The 'BLACK' Flag will be used to signal the rider. Rider will have 2 laps to safely come down pit road so they can be assessed the stop and go penalty. If they do not stop and/or exercise safety they will be marked as a race forfeits, DNS.

Tech Requirements

TECHNICAL REGULATIONS: All race entrants are required to have their motorcycles pass technical inspection prior to entering the race track. It is the rider's responsibility to come to technical inspection with the intention of passing. All riders or a designated crew member must bring the motorcycle to the tech inspection area before entering the racing surface. Any rider caught on the race track without proper authorization may be asked to leave. This includes riders who are intentionally practicing in multiple groups without permission.

- 1. No leaking fluids** of any kind; oil, water or fuel. No loose parts.
- 2. Drain Coolant:** No antifreeze in cooling system; water wetter, distilled water or equivalent ok. No substitutes.
- 3. Catch Can:** Carburetor, overflow fuel lines, radiator overflow hoses and crankcase breather lines should be routed into a suitable catch container.
- 4. Brakes** operate in a safe manner.
- 5. Throttle** operates freely and smooth.
- 6. Silicone or Safety Wire:** Any plugs or fittings with water or oil behind them must be securely fastened with safety wire or silicone.

Supplemental Race Day Regulations

Sign Up: A rider will not be allowed to practice prior to the signing of entry forms. By entering an event, it shall be deemed that the entrant had read these rules and agrees to be bound thereby. All competitors must have their own personal medical racing coverage. All riders must notify a race official of any class changes prior to moto race.

Riders Meetings: All event entrants are required to attend the riders meeting.

During the riders meeting, the day's schedule will be reviewed, any special information specific to the race day will be communicated, and track officials will be identified. The riders meeting may conclude with a new rider orientation.

Apparel/Gear Requirements

It is the racers responsibility to wear adequate and proper protective equipment while participating in racing events.

The Following are required:

Helmet - Street or dirt is acceptable. Helmets that appear to be in unsafe condition as determined by a club official may be disqualified for competition.

Eye Protection - A street shield or MX style Goggles.

Gloves – Leather Street or race gloves are preferred.

Boots – Street or MX boots with 4" above ankle minimum.

Suit – Leather 1 or 2-piece suit w/ body armor, SM Specific Gear (MVD/Thor) with under armor. MX gear can also be used **but not recommended**; we recommend as much protection under the gear as possible. We recommend if MX gear is being used to use an under armor suit as well as some sort of under armor for under your pants as well.

Conduct Regulations

1. In all racing events, the rider is responsible for the actions of his entire pit crew. Information or requirements passed to a riders' pit crew by Race Officials shall be deemed as passed to the rider.
2. Excessive rough riding is disallowed. If one rider is consistently involved with incident after incident, they may be protested, and or suspended by official
3. Intentionally hitting another rider may result in:
 - a. Immediate race suspension for that day and the next event.
 - b. Second infraction, rider is suspended for remainder of season or gone for good.
4. Fighting (in the pits, during a race, after the race) may result in an immediate exclusion from remaining races of this event; forfeiture of results during that race day and probation for duration of season.
5. Unsportsmanlike behavior, including:
 - a. Unruly pit behavior.
 - b. Not settling on-track incidents in a calm and rational manner.
 - c. Engaging in any unfair practice, misbehavior or action detrimental to the sport of Supermoto in general, regardless of relationship to a specific event. May result in suspension from an event.
6. Threatening or attack on a Colorado Supermoto staff, course worker or volunteer:
 - a. 1st Offense: minimum of exclusion from current race day + one race suspension.

Refunds

Once the green flag has dropped for Moto1, that rider is deemed entered and paid for the event. No refunds will be issued once the rider's first moto has started. Refunds will be given for purchases made online and will be refunded in the amount paid minus the PayPal transaction fees for both the purchase transaction, and refund transaction.

Agreement

I hereby have read and agree to follow the rules and regulations outlined in this rule book, set forth by Colorado Supermoto Series, LLC. I acknowledge that a copy of this agreement will be provided to me if so desired.

Sign and return to:

Colorado Supermoto Series, LLC
6475 Stonehedge Drive
Colorado Springs, CO 80918
Email: info@coloradosupermoto.com
Phone: 719-200-4322

Name Printed: _____

Signed: _____ Date: _____

Guardian (If under 18): _____



