

# Prairie Dogs MC



## Prairie Dogs 2<sup>nd</sup> Annual 2008 Night Desert Scrambles Riders Instructions

### Race Format

- This is a team race with an Iron Man option.
- Start will be a CLASS start. Line up per cards at start line indicating class and skill level. A list of row numbers will be at sign up.
- Start will be live engine.
- Teams will change riders **EVERY LAP, NO EXCEPTIONS**, team members will exchange wristband with light stick attached on left wrist. **Riders without wristband with light stick on left arm on the course will not be scored.**
- Each team rider must complete ½ of the scheduled laps or Iron Man complete all scheduled laps within time limit (To Be Announced), or DNF.
- One or 2 bikes per team, one bike per Iron Man, **bikes must be registered and tagged at tech. A non-registered bike can't be substituted after the start of the race.**
- Teams must ride same displacement, class, skill level and hold a District Desert card for points. Second rider can pie plate for no points but must have same skill level, same size motorcycle and meet age requirements for class; **NO EXCEPTIONS.**
- Each rider will earn District 37 points for completing the event within the posted time limit. Time limit will be posted at sign up.
- Black number teams will go 4 - 25+/- mile loops with each rider completing 2 loops. Black number Iron Man will complete all 4 loops.
- Red number teams will go 2 - 25+/- mile loops. Red number Iron Man will complete all 2 loops.
- Each team or Iron Man is responsible for completing the correct number of laps for their class within the time limit (To Be Announced) or be scored a DNF.
- Race ends when a team or Iron Man has completed the distance required for his class or the time limit (TBA) after the last row starts. Teams or Iron Men not completing the race distance for their class or finishing outside the time limit will be scored as a DNF.

### Race Information

- Sign-up opens at 3 PM, closes at 7 PM.
- Tech Inspection will close at 7:15 PM.
- Riders meeting on start line at 7:30PM – MANDATORY FOR ALL RIDERS, DON'T BE LATE!
- Start is at 8 PM.
- Tech inspection will check for adequate lights spark arrestor, green or red stickers and sound test (even numbers).
- All decisions by tech are final. Do not argue with tech official, go to sign up and talk to Lindsay Smith, Race Referee, if you have any issues.
- All motorcycles and quads will go through tech and be tagged prior to staging on start line.
- Inspection at start line will check spark arrestors and green/red stickers and tech inspection tags.
- Even numbers will be sound tested.
- Prairie Dogs MC will supply race numbers that will be placed on left rear number plate. Quads will place supplied numbers on left rear fender. You will be assigned numbers as they come up in order. You cannot request a number, please do not ask.

### The Bomb

- There will be NO bomb run.
- There will be NO pre-riding the course. If you are found pre-riding the course, it will be an immediate DQ. If your friends or non racing club members are on the course you will be DQ'd.

### The Course

- **The course runs near (within 50') some big graded roads and the Score wash near Slash X, the roads are not the course, stay on the marked course, there will be spotters and you will be DQ'd if you run off the course.**
- The course consists of a 25+/- mile loop of various terrains, challenging to both the skilled and beginner racer. There will be 2 easy/hard alternates.

- The course will be marked with reflective markers, day glow pink ribbon and reflective arrows.
- A single down arrow means danger ahead; pay attention, slow your pace.
- A double down arrow indicates a greater danger, meaning more precautions should be taken.
- 8" x 8" Reflective Cards mean DANGER.
- 8" x 8" Reflective Cards with X for Road Crossing "DANGER".
- Reflective turn arrows will be placed along the course to indicate a turn ahead.
- Reflective wrong way signs "W" are to indicate the wrong trail.
- All course markings will be reflective to help you spot them. Directional markings, (ribbon and arrows) will be reflective. Danger markings (down arrows, danger cards, road crossing and wrong way) will be reflective. NOTE: If by chance you lose the course markings, stop and move your headlight from side to side in various directions. If you are close to the course the reflective tape will light up and show you where to go.
- Check ahead signs will be placed prior to the checks
  - o These checks are **NOT** flying checks; you must come to a complete **STOP** to get your number read or risk a disqualification. Be courteous to the course workers and obey their directions. Do not leave the check until check worker releases you. **ADDED NOTE: After coming to a complete stop and being released by the check worker, proceed to the end of chute at 5 MPH. DO NOT resume race speeds until you are out of the chute. DO NOT dust out the check workers. They know who you are and you will see them again!**
- Absolutely no passing in the check or finish chutes!
- Mileage markers will be marking the course in 5-mile increments.

### The Finish

- The home check will be before the pit-rider change area. The home check is a full stop check (no fender card) just like the checks on the course. Stop and do not go until released by check worker.
- No speeding in the pits, **15 MPH**, no passing on pit row, **speeding or passing will either get a stop and go penalty or a DQ at the discretion of the race referee.** Do not make us DQ you.
- Each team/rider is responsible for completing the required number of laps prior to entering the finish chute. You will only need to count up to 2 or 4; so higher math skills are not required.
- When you have completed the laps you signed up for, enter the finish chute and you will be checked in and get your finisher pin. Do not enter the finish chute if you have not completed the amount of laps you signed up for or you will DNF.

### Other Important Info

- **Your lights must be working to continue on the race course.** If you come into a check and your lights are not working, you will not be scored until they are working. **You cannot leave the check until your lights are working. Do not leave the course to go back to the pits for "repairs", you will be DQ'd.** We suggest that the riders carry spare bulbs, fuses and knowledge of how the system works to be able to fix it if necessary. **THIS IS A RIDER SAFETY ISSUE, DO NOT ARGUE WITH THE CHECK WORKERS, THEIR DECISIONS WILL BE FINAL.**
- **The ONLY place to change riders and bikes is in the pits.** Second bike and rider must remain in your pit area. No outside assistance from your support crews is allowed on the course. The only way to get to the pits without being DQ'd is to continue on the course. Stay on the course. If we find your support on the course you will be DQ'd.
- If you break down, stay on the course! We will have sweep riders circulating; they are there to assist you. They will have reflective vests on, they will not be racing you, and they are out there for your safety. If you need assistance, give your rider number to a passing rider. Stuck stubs will be available at sign up. If you have given your number as needing assistance but are subsequently able to make it back to the pits on your own, please check in with the race referee and Rescue 3 before you go home

### Etc.

- Things to carry, small flashlight, in case you need to work on the bike. Optional, reflectors on rear of bike or bicycle LED flashing light or glow stick attached to bike and or rider. This will help you find your bike if you crash or help us find you if you are down.
- Riders are responsible for the actions of their support crews.

Have a safe ride,  
PRAIRIE DOGS, MC

Loop Captain: Craig Hunter  
Race Referee: Lindsay Smith (714) 348-8022