

2024 QUADCROSS NORTHWEST RULES

Racing is a hazardous sport, and with participation being voluntary, no entrant, pit crew member or vehicle sponsor shall have any claim for damages, expenses, lawsuits or otherwise against promoter, track operator, its officers, agents or directors arising from damage to any vehicle, personal injury or death, monetary loss of any kind whatsoever. Entrants, pit crewmembers or vehicle sponsors who voluntarily participate in any racing activities conducted under these rules, waive any claim they may have against promoter, track operator, or its officers, agents or directors.

IT IS THE RIDER'S RESPONSIBILITY TO KNOW AND ABIDE BY THESE UPDATED RULES

A. Safety Requirements

1. ATV's
 - a. Tether cords (kill switch) and nerf bars or suitable floorboards are required.
 - b. Helmet and goggles, a rider must wear a helmet at all times when riding on a track or course. Helmets must be of the full-face or full coverage type. All riders must utilize a shatterproof face shield or shatterproof goggles. The helmet must conform to one of the following recognized standards and have a label affixed certifying its approval: USA: *Snell M2005, M2010 or DOT FMVSS218
 - c. Long pants and a long sleeve shirt must be worn.
 - d. Boots that cover the ankle with laces or buckles.
 - e. It is recommended that riders use the available protective equipment (i.e. gloves, chest protector, neck brace and knee braces) to help protect against the possibility of injury.
2. SxS's
 - a. Helmet and goggles, a rider must wear a helmet at all times when riding on a track or course. Helmets must be of the full-face or full coverage type. All riders must utilize a shatterproof face shield or shatterproof goggles. The helmet must conform to one of the following recognized standards and have a label affixed certifying its approval: USA: *Snell M2005, M2010 or DOT FMVSS218
 - b. Long pants and a long sleeve shirt must be worn.
 - c. Boots that cover the ankle with laces or buckles.
 - d. A 4- or 5-point harness is required for driver and passenger(s), doors and/or netting to keep arms and legs inside of vehicle.
 - e. Doors or protective netting is required to be securely fastened to keep racers arms and legs in the SxS in case of a rollover.
3. Tech Inspection
 - a. All vehicles must be tech inspected before being allowed on the track. Tech inspection consists of checking for the proper safety equipment, number plate requirements, wrist bands and working kill switches. Vehicles must be tech inspected each weekend. If racing both days, you only need to have it inspected the first day.
 - b. Anyone caught taking the track on or in a vehicle that has not been tech inspected may be disqualified for the day.

B. EQUIPMENT

1. Maximum ATV machine width is 50" in all classes.
2. Control levers must have ball ends; axle nuts must have cotter pins or clips; glass components/lights must be covered; horns, bells or other sound devices are prohibited.

3. Machine sound level may not exceed 99db as measured by the stationary sound test procedures, SAE J1287.
4. Only petroleum-based gasoline as defined by the American Society for Test and Materials (ASTM), designation: D4814, may be used. All fuel must be stored in approved containers. Recommend having an approved ABC rated fire extinguisher within a 20' range when fueling race machines. No alcohol-based fuels.
5. In non-production class's, machines may be bored or stroked in order to increase engine displacement, so long as the engine size is stamped on the case and the class limit is not exceeded, i.e., 400cc engine may be increased to a maximum of 450cc in the 450 class.
6. All machines are subject to random equipment inspections any time prior to, during, or after the event. Displacement may be measured at the end of the event.
7. The machine a rider competes on in the first moto/qualifier is the official machine of the rider for that event and may not be switched during the moto. However, in the event of a mechanical failure, i.e.: motor failure or unrepairable damage, a backup machine may be used so long as it is of like kind and quality. If a rider wants to switch machines, sign up must be notified before use of alternative machine. If the rider does not notify sign ups that an alternative machine will be used, rider may be disqualified for that moto.

C. NUMBER PLATES

1. ATV's must have a front and rear number plate. Plates may not be mounted to the handlebars. For single and two-digit numbers, plates may be mounted vertically; for three digits numbers, plates must be mounted horizontally. All plates must have either black numbers on a white background or white numbers on a black background. No graphics are allowed on number plates. Colored outlines and names will be permitted as long as they do not impede the numbers.
 - a. Exceptions:
 - i. Pro classes (Pro Production, Vet Pro, SxS Pro, SxS Turbo Pro) shall run white numbers on a red background.
 - ii. Mini quads that are air cooled (less than 90cc), may have numbers on the hood to allow for air flow. This is the only exception to the number plate rule above. (Numbers must be black or white on a contrasting background, and as large as possible.)
2. Rear numbers must be at least 5" in height and front numbers must be at least 4" in height.
3. SxS's must have numbers on both sides of vehicle; numbers must be at least 5" in height. All plates must have either black numbers on a white background or white numbers on a black background. No graphics are allowed on number plates. Colored outlines and names will be permitted as long as they do not impede the numbers.
 - a. Exceptions:
 - i. Pro classes (SxS Pro, SxS Turbo Pro) shall run white numbers on a red background.

D. REGISTRATION

1. Riders under the age of 18 years must be accompanied by a parent or legal guardian. Parent or legal guardian must sign the Quadcross parental consent form, which is available online or at registration.
2. Proof of age (i.e., birth certificate or driver's license) must be available upon request by the event referee or at rider registration.

3. Riders may not exceed first gear idle when traveling to/from their pit area and must always wear a helmet.

4. Riders who violate the speed rule of 5mph will have the following consequences:

- a. Verbal Warning
- b. Required to push bike for the remainder of the weekend.
- c. Docked position or points.

5. Safety equipment and machine eligibility are the sole responsibility of the rider.

E. RACE PROCEDURES

1. There must be a minimum of 3 riders to create a new class. In the event that there are not, entries will be refunded, or rider may be transferred to another class entry.
2. First moto or qualifier gate picks will be determined by computer draw. The second/final moto gate picks will be determined by first moto/qualifier finishes, with the faster qualifier moto taking precedence.
3. The Pro Production class will have a 10-minute hot lap qualifying session on Saturdays to determine gate pick. Gate picks will be determined by fastest lap times. Sunday Pro Class gate picks are determined by Saturday finish.
4. Pro Production and Vet Pro riders are NOT eligible to ride in any lower class (i.e., Pro-Am class.)
5. The following classes will be required to run transponders for the season. To qualify for a championship, you must run a transponder each weekend. Quadcross has a few transponders available for rent each day, however, to qualify for season points you must own your own transponder by round 7. Your transponder will be presented to office staff for recording.
 - a. PRO
 - b. Pro Am
 - c. Vet Pro
 - d. Production A
6. If there are more riders in a class than the starting gate can accommodate, the following program will be used:
 - a. Riders will be divided into equal qualifier groups based on current point standings, with the higher ranked riders being assigned to different groups to avoid all top ranked riders competing in the same qualifying moto.
 - b. An equal number of riders will transfer from each qualifying moto to the final moto.
 - c. All riders who do not qualify for the final moto in the qualifier motos are eligible to compete in the consolation race. A lesser number of riders will transfer from the consolation moto than from the qualifier motos.
 - d. This matrix may be modified accordingly to gate size.

TOTAL ENTRIES	# OF DIVISIONS	ADVANCED TO MAIN	# OF CONSI'S	ADVANCED FROM CONSI
20 entries or less	1	ALL	0	NA
21-36 entries	2	8	1	4
37-40 entries	2	7	2	3
41-56 entries	4	4	2	2

57-76 entries	4	4	3	2
77-97 entries	6	2	4	2

* Fastest consolidation transfer two (2) riders; other two transfer one (1) rider

7. To accommodate the 50cc / 70cc and/or youth classes, a shortened or separate track may be used as necessary.
8. Riders must start each race with their tether cord properly affixed.
9. Radios are permitted between pit crew members, but not with or between riders.
10. No rider may ride in such a manner as to endanger the life or limb of other riders, officials or the public. Riders will be penalized for the reckless operation of their machine or for running into an official.
11. Unsportsmanlike conduct, deliberate ramming or intentional contact with another rider may result in being penalized at staff discretion or banned from the series.
12. Team tactics are not allowed. Riders involved in team tactics may be penalized at staff discretion.

F. RACE FINISHES

1. The race officially ends for all contestants at the completion of the lap in which the checkered flag is displayed to the winner.
2. Riders will be scored in order of finish and laps completed. It is not necessary to complete all laps in order to be scored. If you break down during the moto, you will be scored as according to your last recorded lap.
 - a. Each rider receives moto points for their finish placement in a moto. In a 2-moto format, the combination of those moto points determines their overall finish for the day; placement is by lowest point total.
 - b. Finish placement moto points are scored as such: 1st place gets 25 points, 2nd gets 22 points, 3rd gets 20 points, etc. Moto points from both motos are added together to determine overall placement for the day.
 - c. DNS: A rider who does not report to staging or does not cross the finish line at least once will get a "Did Not Start/Stage". A DNS results in 0 moto points.
 - d. DNF: A rider who starts the race but does not take the checkered flag will receive a "Did Not Finish" for the moto. A DNF results in 0 moto points for the moto.
 - e. In case of a tie in a combined moto for the overall finish, the highest finisher in the 2nd moto determines the tie breaker.
 - f. Vehicles must finish under their own power. You may push your vehicle over the finish line under your own power IF it is deemed safe by track staff.
3. Pro Quad Class Award: 100% payback, top 3 finishers awarded, there must be a minimum of 10 riders on Saturday to have guaranteed \$1000.00 payout.
 - a. All other Pro Class have 50% payback, top 3 finishers awarded.
4. Amateur Awards: Awarded up to 3rd place (trophy, plaque, or medal)
5. Mini Awards: 100% awarded. 1st – 3rd awarded, the rest get a participation award (trophy, plaque, or medal)
6. Year End Awards: will be given to CLASS champions 1st through 3rd.

7. Protests:

- a. Results / Finish Protests: There is no cost for a results protest. Riders have 30 minutes after the results are posted to protest a finish. A protest must be made at the sign-up booth. This includes but is not limited to clerical protests. It is the rider/ parent's responsibility to ensure the rider is signed up and scored correctly prior to racing and after each moto.
 - b. Technical Protests: Another entrant within the same class may make technical protests as the entrant being protested. A \$250 cash fee must accompany protests for each item protested. The protest must be in writing, along with the fee, and be delivered to the sign-up booth no later than 30 minutes after the event results are protested. The decision of the promoters will be final.
 - i. The money will be used to determine if the protest is valid.
 - ii. If the protest is found to be valid, appropriate action will be taken.
 - iii. If found to not be valid, the money is NOT returned.
 - c. The promoters, with or without protest, have the right to penalize, disqualify, and/or suspend any vehicle or entrant for violation of any rule.
 - d. You may not file a protest by calling a staff member, emailing, Facebook post, Facebook message or any other means. The only way to file a protest is in person and up to 30 minutes after the moto.
 - e. Video footage may be reviewed at the discretion of the Promoter and staff to determine the course of action. However, Promoter is not obligated to review any video footage.
8. Penalties will be assessed at the discretion of the promoter based on the severity of the offense, and may include one or more of the following: position(s), lap(s), time adjustment, disqualification, suspension, loss of championship points, warning, etc.

G. CLASS CHAMPIONSHIPS

1. To be eligible for series awards, a rider must compete in 10 out of 14* events (subject to change at promoter's discretion).
2. Championships will be determined by total cumulative points of all rounds participated. Riders will be awarded 10 bonus points per round after finishing 14 rounds*.
 - a. Example: If you race round 13, we will then add 10 additional bonus points to your total. You then race round 14 we add 10 additional bonus points with the potential of 20 bonus points if you run all 14 rounds.
3. Overall points will be earned in each class per event as follows:

Finish	Points	Finish	Points	Finish	Points
1 st	25	8th	13	15th	6
2 nd	22	9th	12	16th	5
3 rd	20	10th	11	17th	4
4 th	18	11th	10	18th	3
5 th	16	12th	9	19th	2
6 th	15	13th	8	20th	1
7 th	14	14th	7	21st & up	1

4. Changing classes
 - a. A rider may change classes if they feel that they have entered into the wrong class.
 - b. Staff also has the right to move a rider from one class to another if they feel that the rider is unsafe for that class or if they are sandbagging.

- c. In the event of changing classes after the first moto, staff will determine placement dependent upon how they would have finished had they been in the correct class to start. If that cannot be determined, then they will be placed in last place for the 1st moto.
- d. When a rider changes classes, points toward championships will be displayed as a DNS in a moto prior to moving with a total lump sum if in the 1st round raced.

*May be modified if round(s) cancelled

5. Ties for class championships will be broken by the following procedure:
 - a. The rider with the most first place finishes will be awarded the championship.
 - b. If the tie continues to exist, riders will be awarded the same position.

H. PIT VEHICLES

1. No Segway's, hoverboards, motorized bicycles, bikes or pit bikes allowed in the starting/staging and spectating areas.
2. Helmets must be worn and fastened at all times.
3. If use of a pit vehicle is needed for medical reasons, please see sign up booth at the beginning of the weekend for special accommodations all other pit vehicles outside of staff usage are strictly prohibited.
4. Violators and entered riders responsible for the violator will be subject to penalty, including, but not limited to: loss of gate pick, loss of event points, loss of series points, disqualification and/or removal from the event.
5. Any passenger riding through the pits must be wearing a helmet and travelling at 5mph or below.

I. PERSONAL CONDUCT

1. All riders and parents/guardians of a racer under 18 MUST ATTEND the rider's meeting each day they are racing.
2. Each rider is responsible for the actions of their family and pit crew. Any unnecessary trouble caused by these individuals puts that rider at risk of disqualification or points deduction.
3. Abuse of staff will not be tolerated and will result in probation, suspension and/or disqualification.
4. Fighting will also not be tolerated. If anyone is caught fighting, they and/or their rider will be disqualified.
 - a. The police will be called, and charges will be filed.
 - b. They and/or the rider may be banned for the season or permanently from the series.
5. Any form of deliberate retaliation by a rider will not be tolerated. If caught, the rider will be disqualified and may be banned for the rest of the season or permanently from the series.

J. FLAGS

1. Operational Flags
 - a. Green Flag: Indicates the start of a race or clear track conditions.

- b. Checkered Flag: Indicates the end of a race or practice session; proceed to the designated track exit.
 - a. Red Flag: Indicates the race has been stopped. Reduce speed and proceed safely to the staging area.
 - b. Black Flag: Indicates a problem with your vehicle or a disqualification. Immediately exit the track. Staff will notify rider of infraction. Black flagged riders are not permitted to return to the racecourse unless cleared by the Promoter.
2. Warning Flags:
- a. Yellow Flag: Indicates a potentially hazardous situation on or near the racetrack. Riders must exercise caution on the track. Riders must roll each jump, individually, with no passing. Caution flag protocol commences at the first yellow flag encountered and continues until clear of the scene.
 - i. If you make a mistake during a yellow flag situation (i.e., pass the leader, jump, miss the flag) immediately, make every effort to reestablish race order. *The penalty for a yellow flag violation is 2 finish positions.*
 - b. White Flag with Red Cross: Indicates a medical situation on or near the racetrack. Riders must roll each jump individually with no passing and exercise extreme caution until past the area of concern.
3. Courtesy Flags:
- a. White Flag: Indicates the final lap of a race.
 - b. White and checkered flags crossed: Indicates half of the total race distance.

K. STAGING/STARTING PROCEDURES

1. Riders must wait to be called from the staging area to line up at the starting gate by the starting official. Once a rider enters the staging area and is called to the starting gate, neither the rider nor his ATV will be permitted to return to the pit areas. If the rider or his ATV leaves the staging area after this point, he will not be permitted to start the race unless agreed upon by the starting official.
2. Riders must quickly make their gate selection.
3. Exchanging gate positions with other riders is not permitted.
4. All starts will be conducted with a mechanical backward-falling gate if present. If not, then the starter will use a flag to indicate the start. If a backstop board is present, the rear tires may not extend past or rest upon the board.
5. You may only use a broom to groom your gate regardless if you are starting on a concrete pad or doing a dirt start. Sweeping is permitted anywhere there is concrete. Only the use of a broom is allowed (no shovels, tools or other implements (foreign or natural) may be used.
6. Watering of starting lanes by riders or mechanics is prohibited.
7. Ramps of any kind may not be formed in the starting lane (front and rear wheels must be level).
8. ATVs must be positioned straight and in the center of the starting gate. Riders may not start at an angle.
9. Once the last rider is in the gate and the track is cleared for the start:
 - a. The 30-second card may be displayed, the sign will be held upright for 30 seconds, and then turned sideways for at least five seconds, but not more than 10.
 - b. During the five- to ten-second interval the gate will fall.

- c. Jumping the gate or flag start may result in a 2-position penalty or disqualification.
- d. If a rider has a mechanical issue the starting gate official will start a 2-minute countdown clock to give rider an opportunity to fix issue. At the end of the 2 minutes the gate will drop, and the race will begin regardless if the riders' issue has been resolved.
- e. If a rider fails to leave the gate once the race has started, they may continue to enter the race until the leader has passed by where the starting straight-a-way enters the track however, if they fail to do so the rider will receive a DNS.

L. RESTART PROCEDURES

1. In the case of a false start (gate malfunction), a race will be restarted with the riders returning to their original starting positions.
2. Should a race be stopped after only one (1) lap is completed by all racers, there will be a full race restart. A red flag situation occurring after all riders have crossed the finish line for the 1st lap will result in a NASCAR single file start based upon scoring of last completed lap.
 - a. The race may be restarted either on the track or from the starting straight-a-way.
 - b. The race will be restarted with a flag drop, and everyone will restart at the same time, you may not pass the person in front of you until you pass the starter or cone.
3. For all timed races, should a race be stopped after 2 completed laps, there will be a full race restart. If a race reaches past ½ way i.e. Pro – 8+min, all other timed races at 6+ min the race MAY be deemed complete at the last scored lap depending on course conditions.
4. Riders who are not present at the starting gate for the original start of a race are barred from any subsequent restarts.
5. Riders who are present at the gate but are unable to start due to a stalled machine or other contributing factor may join the race from the starting area until the time the race leader passes where the start area joins the track. Thereafter, the rider may not join the race. Riders unable to join the race by this procedure are barred from any subsequent restarts.
6. During a restart, all riders must return to the staging area immediately and are not permitted to return to the pit areas. Riders returning to the pit areas will not be eligible for the restart unless directed to do so by the Promoter.
7. Riders may be directed back to the pit areas by the Promoter in case of foul weather or other unforeseen circumstances.
8. Any race start or restart will be considered an official part of the event even if the start or restart does not result in a lap being completed by the leader. Therefore, any infractions will be deemed valid and ruled upon accordingly.
9. Riders determined by the Promoter to be responsible for stopping a race will be placed at the rear of the restart or the finishing order relative to their involvement (i.e., first rider involved last, next rider involved next to last, etc.) – see #2 or #3 for rules on how to restart.
10. If more than ½ of the riders in the race are involved in a hole shot tangle that requires staff response to resolve the issue, staff will determine if a red flag is necessary for a full restart.

M. MISCELLANEOUS

1. No fans/spectators/parents/children/brothers/sisters/aunts/uncles/cousins/grandparents/etc. allowed on the track at ANY time for ANY reason.
 - a. If your mini racer is on the track the (1) one immediate guardian may be on the track with them during their moto
2. Drone usage is prohibited outside of Quadcross Staff
3. Any racer/driver under the influence of a controlled substance will not be allowed to take the track.
4. Any person that is not accompanied by a QXNW staff member that enters the track from the time practice begins in the morning to the time the last moto ends at the end of the day will be docked one position from the final outcome of the day (mini class parents see rule M 1a). Further consequences will be determined by Promoters based on severity of the situation.
5. Quiet Hours are at Midnight unless otherwise posted by the park/track. No motorized vehicles after 10pm.

Race Classes

Race Class Information*			
Race Class	Min-Max CC	Explanation	Age
Professional Classes			
Pro Production (100% Payback of entries to 1 st , 2 nd , 3 rd Place)	450cc Max	15min +1 lap. Production based quad, w/stock bore & stroke. Not eligible to run lower classes. To advance to Pro, you must complete a full season of Pro-Am and place top 5 or come to QXNW as a current PRO AMA sanctioned rider.	16+*
Vet Pro (50% Payback of entries to 1 st , 2 nd , 3 rd Place)	450cc Max	10min +1 lap. Production based quad, w/stock bore & stroke. Must be 30 on day of event. May ride Pro Production but not a lower class.	30+
Pro-Amateur Class			
Pro-Amateur (50% Payback of entries to 1 st , 2 nd , 3 rd Place)	450cc Max	10min +1 lap. Production based quad, w/stock bore & stroke. Must be able to jump everything and keep pace with field	16+*
Production Classes			
Production A	250cc-450cc	Production based quad, w/stock bore & stroke. Excellent ability to navigate the track and jump almost everything.	15+
Women's A	250cc-450cc	Production based quad, w/stock bore & stroke. Excellent ability to navigate the track and jump almost everything	15+
Vet A	250cc-450cc	Production based quad, w/stock bore & stroke. Must be 30 on the day of the event. Excellent ability to navigate the track and jump almost everything	30+
Production B	250cc-450cc	Production based quad, w/stock bore & stroke. Can navigate the track well and have ability to jump most things.	15+
Women's B	250cc-450cc	Production based quad, w/stock bore & stroke. Can navigate the track well and have ability to jump most things.	15+
Vet B	250cc-450cc	Production based quad, w/stock bore & stroke. Can navigate the track well and have	30+

		the ability to jump most things. Must be 30 on the day of the event.	
Production C	250cc-450cc	Production based quad, w/stock bore & stroke. Can navigate the track and have ability to jump some things.	15+
Women's C	250cc-450cc	Production based quad, w/stock bore & stroke. Can navigate the track and have ability to jump some things.	15+
Adult 90cc Prod 3 Laps	90cc	Must be 90cc production-based quad, no performance parts allowed, can have gusseted/welded frame.	18+
Open Classes			
Open A	250cc +	Excellent ability to navigate the track and jump almost everything	15+
Open B	250cc +	Can navigate the track well and have ability to jump most things	15+
Trike A	Open	Excellent ability to navigate the track and jump almost everything	15+
Trike B	Open	Can navigate the track well and have ability to jump most things.	15+
Youth Classes			
Schoolboy Sr.	250cc-450cc	Can navigate the track well and have ability to jump most things.	12-15
250 Production	250cc Max	Can navigate the track and have ability to jump some things.	8-15
Schoolboy Jr.	150cc-330cc	Can navigate the track and have ability to jump some things.	8-15
Mini Clutch (Above Line)	105cc-150cc	Learning to use a hand clutch and can navigate and complete WHOLE track.	12 Max
90cc Expert (Above Line)	85cc-150cc	Can navigate and complete WHOLE TRACK but does not have a hand clutch.	12 Max
Mini Classes			
90cc Amateur 3 Laps	50cc-90cc	Used primarily if you have raced before and/or bike cc is over 70. Riders will complete either 3 laps, a cut track or both.	5-12
50cc-70cc Expert 3 Laps	50cc-70cc	Experienced racer and can navigate track well. Riders will complete either 3 laps, a cut track or both.	5-12
50cc-70cc Amateur 3 Laps	50cc-70cc	New racer. Rider will complete either 3 laps, a cut track or both.	5-12
Beginner Class *2 Laps*	90cc Max	Brand new rider just learning. Rider will complete either 2 laps, a cut track or both.	4-6

SxS Classes (NO PASSENGERS ALLOWED)

SxS Pro Open (50% Payback of entries to 1 st , 2 nd , 3 rd Place)	2000cc Max	10min +1 lap. Driver must have current driver's license. Excellent ability to navigate the track, jump everything and cannot impede or endanger other drivers.	16+
SxS Pro N/A (Naturally Aspirated) (50% Payback of entries to 1 st , 2 nd , 3 rd Place)	1000cc Max	10min +1 lap. Naturally Aspirated Vehicle. Driver must have current driver's license. Excellent ability to navigate the track, jump everything and cannot impede or endanger other drivers.	16+
SxS Amateur	1000cc Max	Driver must have the ability to safely navigate the track and does not impede or endanger other drivers.	14+
SxS Women	1000cc Max	Driver must have the ability to safely navigate the track and does not impede or endanger other drivers.	14+
SxS Youth	570cc-900cc	Beginning/Intermediate driver who can navigate the track safely on their own. They do not impede or endanger other drivers	14 Max
SxS Mini	170cc-200cc	Beginning/Intermediate driver who can have an adult passenger if necessary for safety and navigation (promoter approved only).	5-14

1. **Advancement:** A rider who participates in a higher class will be considered advanced and may not return to the lower class. Youth riders who compete in a higher age group may not return to their actual age group.
2. **Changing Classes:** A rider may petition to move to a higher or lower class based on class finishes. The final determination will be made at the discretion of the Promoter.
3. **Former Pro Licensed Riders:** Riders who have ever been issued an AMA or FIM Pro Motocross license are not eligible for any Pro-Am or Amateur classes.

*Promoters have the discretion to allow a rider to race in a class where they may not meet the minimum age requirements based on their skills and abilities.