

- 0.1 It is the rider's responsibility to ensure their vehicle meets/abides by all the CORS rules, regulations, and specifications.
- 0.2 It is the rider's responsibility to ensure they are abiding by all rules and taking all safety measures possible to ensure their safety as well as other's safety during the event.
- 0.3 It is the rider's responsibility to control ALL attending crew members. If there is an issue with a team member, the team you are associated with will be penalized or asked to leave.
- 0.4 A CORS waiver MUST be signed at every race. NO EXCEPTIONS. If a waiver is not signed by everyone associated with that team, the driver/team will be assigned a DQ and will not receive any points for that event.
- 0.5 If any technical infractions are seen by a race official, the ATV will not be allowed to participate in on-track activities. infractions may include point deductions or DQ for the event.
- 0.6 All rules and formats are subject to change and are up to the CORS committee.

1.0 VEHICLE SAFETY EQUIPMENT

- 1.1 – Kill Switch with tether-MANDATORY
 - 1.1.A Must be attached to rider at all times during race
 - 1.1.B Will be tested at tech.
- 1.2 – Nerf Bars
 - 1.2.A Nerf bars with nets or full floor boards are required.
- 1.3 – Number Plates
 - 1.3.A Number plates will be locate on front and rear of the machine.
 - 1.3.B Must be at least 5" tall.
- 1.4 – Control levers/Extended aftermarket Shifters
 - 1.4.A Control levers must have the ball ends; cannot be a sharp cut end.
 - 1.4.B Extended aftermarket shifters must fold.
 - 1.4.C Axle nuts must have cotter pins or clips.

2.0 PERSONAL SAFETY EQUIPMENT MUST BE PRESENTED FOR TECH INSPECTION... ALL ITEMS...!

- 2.1 – Full length Shirt/Pants - Mandatory.
- 2.2 - Helmets - Mandatory
 - 2.2.A - Goggles are required if your helmet does not have a visor
 - 2.2.B - Must meet DOT, SNELL, or ECE standards
- 2.3 - Gloves
 - 2.3.A - Mandatory
- 2.4 - Footwear
 - 2.4.A – Boots must cover over the ankle (riding boots recommended)
- 2.6 - All of the above must be present and worn at all times the machine is on the track.

*******Anyone that is on the track at any time, will be required to have ALL vehicle safety equipment and ALL personal safety equipment at all times.** If you are there on Friday practicing, you are required to run the personal safety equipment.*****

*******YOU MUST HAVE ALL PERSONAL SAFTEY GEAR ON WHILE ON THE TRACK OR YOU WILL NOT BE ALLOWED TO GO ON THE TRACK DURING THE EVENT*******

3.0 GENERAL RACING RULES

- 3.1 - The pit area is an IDLE SPEED ONLY, max speed 15 mph.
- 3.1.A - Failure to remain at idle speed will result in a DNS for the entire event.
- 3.2 - We will have a riders meeting for the short course. All drivers are required to attend
– NO EXCEPTIONS. There will be a sign in sheet, if it is not signed, no money will be given out, and you will start in the rear of the field, regardless of where you qualified at.
- 3.3 - Flags - These are the flags we will be using.
- i. Green – racing – track is hot.
 - ii. Yellow – caution - slow down to a safe speed.
 - iii. Red – stop as soon as you possibly can in a safe manner and remain stopped until you see the yellow flag.
 - iv. White – last lap of the race.
 - v. Checkered – race is over.
 - vi. Black flag – you are being stopped by race control for an issue.
 - vii. Failure to not stop will result in a DNF for the event.
 - viii. Blue flag – you are being lapped by faster cars - pull over.
- 3.4 - Rough driving will not be tolerated
- 3.5 - Rough driving will result in a DNS for the event and you will be parked for the entire event.
- 3.6 - It is up to the race officials and other competitors' feedback to determine rough driving.
- 3.7 - Machine issues
- 3.7.A - If you have an issue with your machine, get off the racing surface, if possible.
- 3.8 - Team members are only allowed in the designated pit or spectator areas at any time.
- 3.9 - Fighting
- 3.9.A - Will not be tolerated at all.
- i. You will be disqualified for the entire event.
 - ii. Race officials will determine if there needs to be any further action if you are caught fighting.
- 3.10 - Alcohol / Drugs
- 3.10.A - ZERO tolerance – no warnings – you will be asked to leave the series.
- 3.10.B - Officials will determine if further action needs to be taken.
- 3.11 - Protesting
- 3.11.A - All protests must be filed with the race director or officials within 15 mins of the completion of the event.
- i. You must describe what you are protesting to the race director and the officials.
- 3.11.B - \$1,500.00 protest fee
- ii. If what you are protesting is deemed illegal and not conforming to the rules they will be disqualified from the event.
 - iii. If what you are protesting is deemed to be legal and conforming to the rules, all protest fees will be forfeited, and the results will stand.
- 3.11.C - All decisions made by the officials and race director will be final.
- 3.12 - If you have any complaints at any time, find an official and the issue will be discussed with you. We will discuss the issue amongst the CORS committee and decide on the issue.
- 3.13 - No one is to go out on the racing surface at any time.
- 3.13.A - If you have a minor-age kid racing, you can come to the infield for that event.
- 3.13.B - Failure to do so will result in disqualifying to your team.
- 3.14 - Any tampering of another competitor's machine will result in an automatic DQ and the team will not be allowed to participate in any CORS events.
- 3.15 - The way you present the machine for tech is the way it is to be raced. No altering the machine after the car OhaOs been certified.
- 3.17 - DO NOT interrupt the timing and scoring team on the GP track or for the Endurance race while an event is in process.
- 3.17.A - Once there is a break between events, they will answer any questions.

4.0 EVENT RULES

4.1 - All machines must pass tech inspection prior to the start of the event or you will not be allowed to race the event.

4.1.A - If at any time you refuse to have tech inspection performed on your car, you will not be allowed to race.

4.1.B - Only a rider or one crew member is allowed to go through tech with atv.

4.1.C - If the rider is a minor, an additional member is allowed to go through tech

4.2 - If there is a situation that you need to switch machines:

4.2.A - Notify a race official.

4.2.B - The atv that you are switching to must be presented for tech inspection.

4.2.C - There will be a \$50.00 inspection/registration fee for the second machine.

4.2.D - You will be deducted 5 points for the event if you attempt a qualifying lap or race one machine and switch to a different machine to race another event.

4.2.E - If you enter multiple machines for inspection...

i. Each machine must have a different number.

ii. Each machine must have a different transponder number.

iii. Each machine must be registered and pay all fees for the class that you are registering it for.

iv. Each machine will be scored and receive points for the event under the number that it is registered under.

4.3 - Transponders

4.3.A - Transponders will be rented to you during inspection.

4.3.B - If you move a transponder to a different machine without the approval of a race official, that will result in an automatic disqualification.

4.3.C - Any rented transponder that is not returned the same day of the event, the deposit will be forfeited.

4.3.D - If you own your personal transponder and it stops working during the event, we cannot time you. Please make sure that it is charged and ready to go.

4.3.E - If a personal transponder does not work, you will be charged \$25.00 for using a series transponder.

4.3.F - We will not accept "trade in" transponders as payment of your rental transponder.

5.0 REGISTRATION FEES AND PAYOUTS - CASH ONLY for entry fees at the track / EMT fees / Transponder fees / Spectator fees

THE GP RACE

***No refunds once you start a timed lap for the event. ***

Open Pro – 200cc and up, riders must be 16 years of age on/before the event.

\$50 entry – 50% payback, based on entry fees

Open B – 200cc and up, riders must be 15 years of age on/before event.

\$40 entry – trophy class

Open C – 200cc and up, riders must be 14 years of age on/before event.

\$40 entry – trophy class

Open D – 200cc and up, riders must be 13 years of age on/before event.

\$40 entry – trophy class

Women's – 200cc and up, riders must be 14 years of age on/before event.

\$40 entry – trophy class

Unlimited 4X4 – 200cc and up, riders must be 16 years of age on/before event. Any 4X4 including all performance/sport quads with or without racks.

\$40 entry – trophy class

90cc – 70-90cc 2 stroke -125cc 4stroke, riders must be between the ages of 8-14 years of age on/before event.

\$30 entry – trophy class

70cc – 50-70cc, riders must be between the ages of 6-11 years of age on/before the event.

\$30 entry – trophy class

50cc – 00-50cc, riders must be 8 years or younger on/before event

\$30 entry – trophy class

****IF THESE CLASSES HAVE TOO HIGH OF AN ATV COUNT WE WILL THEN SPLIT INTO AGE GROUPS****.

EMT Fee for all entries - \$20.00 per registered atv.

Transponder Fee - \$125.00 (\$100.00 refund when you return the transponder)

*****NOTE: Transponders are used for ALL classes including the Kids classes*****

6.0 SHORT COURSE

6.1 - You must be staged and ready when your class is called. Do not stage on the top of the hill, stage in the staging area.

6.1.A - Failure to do so will result in a DNS.

6.2 – Starting Line

6.2.A – After you are cleared to enter the track, you will line up in the infield

6.2.B – Start will be a flag drop, Line up will be determined by random draw for Moto 1

6.2.C – Any jumping of the start will result in a DNF for the Moto

6.3 - We will run 2 motos; 4 laps each

6.4 - Line up of the second moto will be determined by the results of the first moto.

6.5 – Tie Breaker will go to the best results in the second moto.

6.6 – In the event that we have too many in a class we will run a 3 or 4 lap qualifier and then a last chance qualifier, the entries taken from these qualifiers will race a 5 lap Final. The number taken from each qualifier will be determined by the number entries.

6.7 - In the situation of a red/caution flag we will restage in the last order before the flag.

6.8 - Exit the track in a safe manner.

6.9 – ALL safety gear must be worn by the rider

9.0 POINTS

2022 POINTS SYSTEM		
REVISED 4/22		
PLACE	POINTS	
1	200	
2	199	
3	198	1 POINT SPLIT BETWEEN POSITIONS
4	197	
5	196	
6	193	
7	190	3 POINT SPLIT BETWEEN POSITIONS
8	187	
9	184	
10	181	
11	176	
12	171	
13	166	
14	161	
15	156	
16	151	
17	146	5 POINT SPLIT BETWEEN POSITIONS
18	141	
19	136	
20	131	
21	126	
22	121	
23	116	
24	111	
25	106	

9.1 - DNS (did not start) = 0 points for that event.

9.2 - DNF (did not finish) = you will earn points for the last running position at the time when you had the issue.

9.3 - Tie breaker will be determined by most wins, 2nd place finishes, etc.

10.0 VENDORS

- All vendors are welcome, but there will be a fee for a vendor to set up or sell items during one of CORS racing event, regardless of who invited the vendor to attend or if the vendor is a participant.
- All vendors must contact wtyrpin@gmail.com before you plan to attend or sell any items.
 - Failure to do so, you will be asked to leave the CORS event.

CORS

COMPETITIVE OFFROAD RACING SERIES