

## Rider Instructions - 2009 War at 4: Part Deux Qualifier brought to you by FASTR MC

### Race Format:

This race will use the Qualifier format, which consists of Transfer and Test sections. Transfer sections will not be timed specifically, but are designed with a speed average in mind to keep the rider moving along. Test sections are the portions of the course where the riders' abilities are assessed by timing the section. Results are compiled by adding up the times of the individual test sections for a total elapsed time over all test sections.

### Scoring / Fender Cards:

Scoring will be done at two checkpoints in each loop. Each loop will have a check-in location and a check-out location. Scoring will be done on the fender card you were given at race registration. These fender cards need to be securely mounted on your front fender (duct tape works fine) with some sort of cardboard underneath in order for the check-in/out workers to be able to write on. Please make sure none of the boxes or fields on the fender card are covered up as this is where your score will be recorded. **Fender cards need to be mounted properly before Tech Inspection.**

### Race Start:

- All loops utilize the same start area, which is located in the big wash near the race staging area
- Riders will start in rows of 4, based on their assigned minute, one row per minute
- The race starts in a non-timed Transfer section and consists of approximately 2 miles of sand wash. Since this is non-timed, there is no need to race down this wash, so please keep it safe and watch for sharp, buried rocks beneath the sand.
- After the Transfer section, workers will check-in and send riders into test sections in 15 or 30 second intervals between riders

### Course Markings:

Pink ribbon marks the course every couple hundred feet or so  
Arrow cards point the direction of the course  
Cards with a "W" indicate wrong direction on the course; turn around!  
Cards with arrow pointing DOWN mean danger, drop off, or steep descent



### Passing / Race Etiquette:

This is a timed event, not a first-one-to-the-finish-wins race. If another rider catches you, he/she is faster than you so proper race etiquette is to let them by. Karma applies here, as inevitably you will be faster than someone else somewhere on the course.

### Course / Loop Info:

There are 4 different loops:      **Loop 1 ~ 8 miles - Loop 2 ~ 18 miles - Loop 3 ~ 14 miles - Loop 4 ~ 15 miles**  
 A riders do loops 1, 2, 3 and 4  
 B riders do loops 1, 2, 3 and 3 again  
 C riders do loops 1, 2 and 3  
 Each loop returns to staging area

There are sections of the race loops that use common course so pay attention, follow the signs appropriately and stay on your loop. There will be signs and course workers on the course to help, but it's up to each rider to pay attention to all signs and markings. *A/B riders pay special attention to the A/B split on Loop 4.*

### Observation Checks:

There are multiple observation checks throughout the course in the timed Test sections where you will need to come to a complete stop, get your card marked before proceeding. ***If you miss an observation check you will only be scored up to the last known check.***

### Race Finish:

A and B riders will have 5 hours to complete the race. C riders will have 4 hours to complete the race. After you finish your last loop, turn in your fender card to the check-out personnel. C riders finish on loop 3. A/B riders finish on loop 4. ***If you do not turn in your fender card, you will not be scored and will receive a DNF in the results.*** Please turn in your fender card even if you do not finish the race so you aren't out on the course looking for you after the race.

### Results:

Results will be posted at <http://www.amraracing.com> within one week of the event  
 Trophies will be available at the first round of the 2010 AMRA season, the TRS San Manuel Copper Classic in San Manuel, AZ December 5

Additional questions please see Tim Wussow, Dan Hayakawa or a member of the FASTR Motorcycle Club

**No Pit Riding / Racing Will Be Allowed In The Camping, Pit or Staging Areas (First Gear Only)**

Rider Name
Row Number
Loop 1 Start Time
Loop 2 Start Time
Loop 3 Start Time
Loop 4 Start Time