

## Rider Instructions - 2010 Dual Duel in the Desert (Day 1) brought to you by FASTR MC

### Race Format:

This race will use the Restart 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.

### Scoring / Fender Cards:

Scoring will be done at two checkpoints in each loop. Each loop will have a check-in 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, Transfers & Tests:

- 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 Transfer section and consists of approximately 2 miles of sand wash. There is no need to race down this wash, but you do need to keep a speed average of 18mph on this transfer in order to be on-time for your minute at the check-in for the upcoming test section. Please keep it safe on the transfer section and watch for sharp, buried rocks beneath the sand.
- After the Transfer section, workers will check-in and send riders on their assigned minute/row into test sections 4 per row with 60 second intervals between rows
- Riders not starting the Test sections on their minute will be scored/penalized as if they took off on their original minute time. *So, if you are 4 minutes late starting your test section, you will be penalized by 4 minutes.*

### 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** ~17 miles - **Loop 3** ~16 miles - **Loop 4** ~19 miles  
 A/B riders do loops 1, 2, 3 and 4 (with an A/B split)  
 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:

After you finish your last loop, turn in your fender card at the registration table. 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 we aren't out on the course looking for you after the race.

Rider Name		
Row Number		
Loop 1 Transfer & Test Start Times		
Loop 2 Transfer & Test Start Times		
Loop 3 Transfer & Test Start Times		
Loop 4 Transfer & Test Start Times		

Additional questions: Please see Vance Kennedy, 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)