



**2017 NEZ FORMULA OFFROAD
COMPETITION REGULATIONS**

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1. GENERAL PRESCRIPTIONS

Competitions held in accordance with the F.I.A. International Sporting Code (ISC) and the regulations of the organizers ASN.

2. DEFINITION

Formula Offroad is a form of motorsport where drivers compete in precision driving through steep hills and extreme terrain like mud or water with 4wd vehicles.

3. COMMUNICATION

Communication between the driver and a person outside the vehicle is not allowed while driving the tracks.

4. TRACKS

- 4.1. The Competition contains a six or more different tracks. One or more can be timed.
- 4.2. The length of each track should be between 30 and 700 meters.
- 4.3. Each track has a minimum of two gates, the start and the finishing gate (300 points).
- 4.4. Gates dividing the track into driving zones. The gate markers each driving zone.
- 4.5. All gates must be at least 4 meters wide.
- 4.6. There are two sorts of gates in regular track (not in time track).
 - 4.6.1. A gate where at least one front wheel has to be absolutely inside the gate markers, and
 - 4.6.2. B gate where both front wheel has to be inside the gate markers, one has to be absolutely inside and the other one has to touch the marker.
- 4.7. Each track must be clearly defined with gate markers – white on the left side for the Unlimited class and yellow for the Modified class. Right side markers are red or black for both classes.
- 4.8. If both classes are using the same track, completely or partly, either yellow or white markers can be used for both classes. This must be clarified at the driver's briefing and indicated in the photo of the track.
- 4.9. Gate markers should be of minimum 40cm height and 10cm width.
- 4.10. All gate markers must be placed in a way that they do not pose any risk for the drivers, officials or the spectators. If the tracks are close together, any active gate should have additional markers on the left hand side.
- 4.11. Each track is divided into 5 point zones: 0 to 100 – 100 to 200 – 200 to 250 – 250 to 300 – 300 to 350.
- 4.12. The 250 line should be marked maximum 3 meters before the finishing gate (300 points). The 350 line only identifies a clean drive-away from the track and should be placed no more than 5 meters from the 300 gate. (No point deduction for reversing after the 300 gate).
- 4.13. The referees may give any 10 points in the first three zones, but the last zones are not divided in. (In example; you can get 240 points, not 260). To get 250 points at least one front wheel has to be absolutely inside the 300 gate.

- 4.14. A photo of each track must be given to all drivers at latest at the driver's briefing. This photo must include all gate markers, lines that show the point zones and thought-driving route.
- 4.15. The driver has to drive the shortest way between the gates in regular track or follow the thought-driving route. And reverse the same way if needed, or not more than one car length out of the route.

5. TRACK ON TIME

- 5.1. One regular track on each competitions day (not the timetrack itself) may give bonus points for time.
- 5.2. The organizer decides if this rule will apply or not in the competition.
- 5.3. One regular track, chosen by the organizer, time will be measured from standing start in the startgate to the 300 points gate at the top. Best time will give 25 points in bonus, Second best time will be rewarded by 15 points, third with 10 points, 4th with 6 points, and finally 5th best time will give 3 points.
- 5.4. Time will be measured in same manner as in the time-track, but with a standing start. The clock will start immediately when the start signal is given.

6. TIMED TRACK

- 6.1. A timed track should be passable for all drivers. Provided that the vehicle is in order.
- 6.2. Gate markers in the timed track should numbered and clearly visible.
- 6.3. Timing starts from the point where the front bumper of the vehicle hits the starting line and ends when the front bumper of the vehicle hits the finishing line. Flying start is used.
- 6.4. Electronic timing equipment is preferred.
- 6.5. If manual timing is used, three stopwatches must be in use and the middle value of the three will be the valid time.
- 6.6. If one stopwatch fails then the meantime between the two shall be used.
- 6.7. The fastest driver is awarded 350 points. Other drivers are deducted 1 point for every 1/10th of a second slower than the fastest time.
- 6.8. Maximum time available for the track is three minutes. Minimum points awarded for a track completed within 3 minutes is 150.
- 6.9. The track is divided into four zones. Any driver not completing the full length is awarded 25 points for each zone entered.
- 6.10. If the maximum time is exceeded, the timing stops and the driver will be awarded according to the number of zones entered.
- 6.11. All gates must be passed in the right direction and sequence.
- 6.12. Touching a gate marker is penalized by -10 points.
- 6.13. Minimum one wheel must touch or be within the gates markers.
- 6.14. Backing up and turning around is allowed without any penalty.

7. START

- 7.1. The starting sequence is drawn by organizer and must be published in the program.
- 7.2. After each driven track, the first drivers are moved to the back before the next track.
- 7.3. The number of drivers moved for each track should be equal to the total number of drivers divided by the number of tracks.
- 7.4. If the total number of drivers is less than the number of the tracks then only one driver is moved to the back before next track.
- 7.5. The driver must be at the starting gate within one minute after the starter has given his signal to come. If a driver does not appear within this minute, the track will be closed for him.
 - 7.5.1. Organizer can allow driver to start last in track if he was not able to fix the car in time for start but Organizer has to let drivers know on Drivers meeting or earlier if this will be allowed or not. The driver or his team manager shall notify the technical boss too control the situation to start as last car.
 - 7.5.2. This is only allowed once during the race and the driver has to be ready before the last car drives into the track.
 - 7.5.3. The driver will only get 50% of his score in that track.
- 7.6. The track will also be closed for any driver that does not start within one minute after the starter has given the signal to go.
- 7.7. Any driver dropping out of the race must immediately inform the Secretary of the event.

8. FLAGS

- 8.1. A total of three different flags are used: red, green and a starting flag.
- 8.2. The red flag used when the track is closed and for signaling the driver of danger or disqualifying from the track.
- 8.3. The green flag used to signal that the track is ready and should be lowered as soon as the driver enters the track.
- 8.4. Starting flag (national flag) used to start the vehicle. This flag may be substituted by a light signal.

9. POINTS AND DRIVING REGULATIONS

- 9.1. A correctly driven course will be awarded with 350 points.
- 9.2. Bonus points can be added. (See regulation 5.3.)
- 9.3. Each point zone is considered completed when the center of both rear wheels has passed the points line.
- 9.4. All gates must be passed in the right direction and sequence. Passing a gate can only be done once
- 9.5. The driver is allowed to reverse only once in each driving zone (between two gates). (See regulation 4.4.)

10. PENALTIES ARE GIVEN AS FOLLOWS

- | | |
|--|-------------|
| 10.1. Stops in the track and continues | -10 points |
| 10.2. Touches a gate marker with one wheel | -20 points |
| 10.3. Touches a gate marker with two wheels | -40 points |
| 10.4. Touches a gate marker with three wheels | -80 points |
| 10.5. Reverses (penalized when attempting to continue) | -40 points |
| 10.6. Destroys the track unnecessary (non sporting behavior) | -50 points |
| 10.7. Maximum penalty in one single gate is | -80 points. |
| 10.8. Point deduction for the 300 gate is 50% of regular penalty. | |
| 10.9. If a gate is not passed to award points, no penalty should be given. | |
| 10.10. The minimum points given for any track is 0 -zero-. | |

11. THE REFEREE STOPS COUNTING POINTS WHEN THE DRIVER

- 11.1. Starts before the sign is given.
- 11.2. Rolls over.
- 11.3. Passes a gate incorrect.
- 11.4. Passes the gate in A type track, without having at least one front wheel absolutely inside the gate markers (except time track) (See Regulation 4.6.).
- 11.5. Passes the gate in B type track, where both front wheels have to be inside the gate markers, one has to be absolutely inside and the other one has to touch the marker (See Regulation 4.6.).
- 11.6. Reverses more than one time inside a driving zone.
- 11.7. Drive out of the shortest way between the gates in regular track or are not following the thought-driving route.
- 11.8. Gets stuck or stops for more than one minute.
- 11.9. Releases helmet or seatbelt.
- 11.10. Signals the officials, giving up the attempt.

12. RESULTS

- 12.1. Winner of the event is the driver that has the highest number of points in his class at the end of the race.
- 12.2. Results must be posted available to all drivers after each track throughout the competition.
- 12.3. If two or more participants finish the race with equal points, the one that have most tracks with the best score comes first.
- 12.4. If they are still equal, the one with best score in the last track, 2nd last and so on comes first.

13. INFORMATION

All information regarding the NEZ Formula Offroad Championship will be found at www.formulaoffroad.org

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