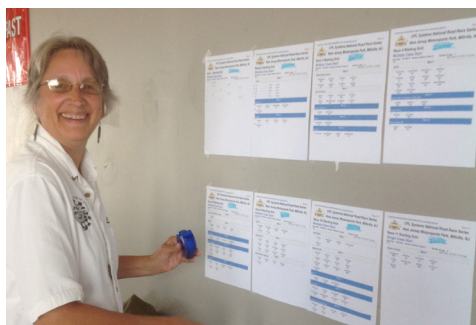




Roadrace First-Timer Notes

Below is the typical sequence of events once you arrive at the track.

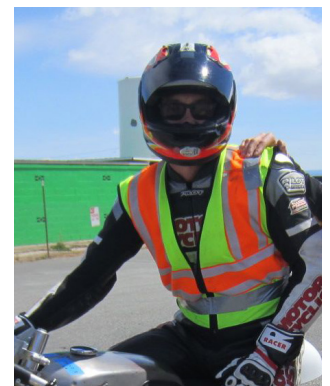
1. At the front gate, sign the insurance waiver and obtain your weekend credentials. Any camping fees are normally paid at this time, too.
2. Proceed to Registration with your AHRMA membership card and pick-up your registration papers for the weekend. Note: Ensure the race number on the form and the number on the respective bike is correct; the numbers may be used for scoring. Also, check to ensure you are entered in the correct class. Notify Registration of any corrections prior to posting of the grids.
3. Present your leathers, boots, gloves, helmet and back protector at the tech garage for inspection. Note: You will be given a medical card and lanyard to wear at all times. This card is stamped on the back and serves as your leathers tech receipt that can be used for the rest of the season.
4. Present your motorcycle, stamped medical card and registration papers for inspection at the tech area. Note: You must bring your registration papers and motorcycle to Tech each day for inspection. If you race Saturday and Sunday you will go through Tech twice, once on Saturday morning and once on Sunday morning.
5. Tech will place you in the appropriate practice group, designated by a numbered sticker on your motorcycle's front number plate. Note: Usually there are three or four practice groups, going from slowest to fastest bikes, with one rotation of practice per hour. Typically there are three complete rotations of practice before the lunch break. If you are a new racer or getting accustomed to a new motorcycle, you can request to be placed in a slower practice group.
6. The daily riders' meeting will typically be held during the lunch break. Attendance is mandatory!



7. Check the grid sheets during the lunch break for your grid/start assignment(s). It is your responsibility to know your grid position.
8. Check the result sheets after your race(s). In the case of a discrepancy, you have 30 minutes after the results are posted to submit a written protest to Tech.

Also...

- New racers must wear a safety vest for their first four races (see photo). The vests are supplied by Vanson Leathers, and are available at Tech.
- Read and understand the AHRMA Handbook before you get to the racetrack. In addition to the class requirements found in Section 10, pay particular attention to



Section 9, which covers such things as lockwiring and number plate colors. If you are uncertain about any requirements or class structures, contact a member of the Rules & Eligibility Committee.

- If you need to get the correct number or the right color number plate, check with tech. They have all numbers and most plates.

Track Days versus Practice Days

There is a difference in the two. A Track Day (or, a track-run practice day) is run by the racetrack staff, not AHRMA. This means that all AHRMA racers and anyone else the track sees fit to ride may be on the track. The track sets the rules, speed groups and technical specifications and regulations.



On a Track Day (not run by AHRMA), some of the bikes on the track may not be race-ready or may be very different than the bikes an AHRMA racer is used to practicing with during an AHRMA practice. Also, a Track Day could give a rider an opportunity to ride his streetbike on a track.

An AHRMA-run Practice Day is usually the Friday before the race weekend. AHRMA regulates which racers ride on the track. AHRMA sets the rules, speed groups and technical specifications and regulations. On an AHRMA Practice Day, all bikes on the track must comply with AHRMA rules and regulations, as stated in the AHRMA Handbook. This includes bellypans, lockwire, sound requirements and technical inspection.