

## **CHECK LIST FOR THE TEAMS BEFORE COMING TO EVENT**

1. **DOCUMENTS**-Teams need to check that all documents as given in the mail are available or not and must be arranged in the sequence in the documents file as instructed.
2. **INSPECTION SHEET**- Teams must bring the inspection sheet checking all the points as suggested in inspection sheet and rule book duly signed by the faculty advisor/team coach.
3. **ORIGINAL ID CARDS**- Teams must bring all ID cards as given in the documents section in original at the event site.
4. **TOOLS**- We strongly recommend to bring tools and equipment's with them which are to be used for repairing and maintenance of the vehicles on site.
5. **SPARES**- We strongly recommend the bring the necessary spare parts like clutch plates, cables, spare bulbs, spare batteries, gear and differential oil, engine oil, brake oil, nut and bolts, screws and fasteners etc.
6. **TRANSPONDER REGISTRATION AND CHARGING**- Before coming to event teams must register their transponders at the given link in our previous mail and transponders must be fully charged and the vehicle must have proper transponder mounting.
7. **ANNEXURE FORMS AND DECLARATION**- Teams must bring their ANNEXURE forms with them and declaration in stamp paper in their documents file. Do not forget to give the ANNEXURE for transportation of the vehicle to the vehicle transporter/ transport company.
8. **SAFETY JACKETS TO TEAMS**- Do not forget to bring the safety jackets for each team member as specified.
9. **SAFETY SUIT AND KIT FOR DRIVER**- Check all safety equipment's along with the seat belt for the driver as specified and mounted properly.
10. **FIRE EXTINGUISHERS**- Check all fire extinguisher and make sure that they are not expire and the date of filling and expiry/re-filling is mentioned in the extinguisher.

**PENALTY SYSTEM**- Teams may be penalized on violation of any rules as given by the event organizers. Organizers reserves the right to penalize the teams on violation in any rules. Penalty may be imposed as **score penalty, Declaration of DNF, Disqualification of team and vehicle, blacklist the team/ any of the team member(s), certificates, monetary fine and rank penalty.**

# EVENT FORMAT AND RULES

## TECHNICAL INSPECTION (STATIC EVENT)

**Thursday 26<sup>th</sup> March, 2020 (8:00 Hrs-18:00Hrs.) Light test & (18:00-20:00Hrs.) at Pit Area**

**GENERAL RULES-** Teams need to check their vehicle before bringing to event site that the vehicle is manufactured as per the rules suggested for Mega ATV Championship. Teams need to check all points given in the inspection sheet provided by us. The vehicles of the teams will be inspected on site by the event technical inspectors and will be allowed to run only if the vehicle pass the onsite inspections. Technical inspection includes engine RPM test, Brake test, driver's safety suit and kit inspection, **Lights and visibility of the vehicle (\*New)** and whole vehicle inspection.

**VEHICLE CONSTRUCTION-** The vehicles must be constructed as per the rule book only. The vehicle must meet all construction rules of the rule book.

**BRAKE TEST-** In brake test the vehicle need to run in a nearly straight and flat road for a distance of around 50 Meters. The vehicle should go on full throttle and apply the brake in the indication given. The vehicle must stop at the given area and after stopping the vehicle must be in nearly straight line. The brakes must apply on each of the wheels. If any vehicle does not pass the brake test in first attempt they will be given second and third attempt to pass.

**LIMITATIONS IN ATTEMPTS-** But the attempts will be given only in the specified time i.e. in the mentioned schedule the technical inspection will start at 9:00 Hrs. and continue till 18:00 Hrs. all vehicles must complete their all attempts in the specified time. No vehicles will be allowed to take an attempt after the mentioned schedule.

**ENGINE TEST-** All engines will be inspected, teams need to produce the original copy of the invoice at the time of inspection of the engine. Teams need to keep their RPM and governor setting as specified in the rule book. The RPM will be checked and given an OK signal to teams and will be sealed. Teams are strictly instructed not to change the RPM and Governor setting after engine inspection. Organizers may check the engine rpm any time during the event.

**DRIVER SAFETY TEST-** Teams need to produce safety suit and kit for driver in good condition and specified rating as per rule book. Teams need to produce the invoice for each individual equipment's related to driver's safety. All equipment's must be in good condition, not in damaged condition in any manner. Damaged or torn equipment's will not be accepted.

The clearance between the drivers head and the top ceiling/RHO must be more than 6" (Inch)

**NOTE:** As safety for the drivers and fellow participants are the first priority so there will be no compromise in the any of the safety rules. Teams must confirm that they have proper safety equipment's of specified rating and quality like seat belt, safety suit, balaclava, helmet, shoes etc.

**TEAM MEMBERS SAFETY JACKET-** All team members must have safety jacket of orange color only (Other color are not accepted) as specified in the rule book which will be inspected at the time of technical inspection. If any team fails to produce the team members safety jackets are not allowed to participate in the event and will not be allowed to move in the event area.

**LIGHTS-**Teams must have lights mounted properly in the vehicles which will be inspected during the technical inspection and before the night endurance event. If lights are not working properly the vehicle will not be allowed to participate in night endurance/black out event.

**BACKUP AND EMERGENCY LIGHT-** It is strongly recommended to teams that teams should make a mounting for emergency lights/torches (High quality battery operated torches) If in case the lights are not working /in case of light failure teams can continue their race with emergency backup lights.

**BRAKE LIGHT-** Teams must have brake lights which will operate on application of brake at all time, and mounted properly as given in the rule book. Brake test will not be passed if brake lights are not working.

**REVERSE LIGHT AND ALARM-** Teams must have reverse light and reverse alarm on application of reverse gear. If any vehicle is not having reverse gear they do not require reverse light and alarm.

**BATTERY MOUNTING-** All batteries must be mounted in the specified place only and secure position as said in rule book. No batteries are allowed in the driver cockpit and driver's seat. In case battery is mounted in driver compartment, it must be a dry cell battery and must be shielded with metal cover which can protect the driver in case of battery explosion.

**EGRESSION TEST-** The egression of the driver will be tested, driver must wear all safety equipment's and sit in driving position by keeping both hands on steering wheel, in static position of the vehicle. And the instruction will be given by the technical inspector to come out. The driver must come out within the five seconds from when the instruction given by the technical inspector to when driver's both the feet are at ground. Only three attempts for this will be given.

**TILT TEST-**There must not be any leakage of oil in the tilt position of the vehicle at 45 degree angle from both sides of the vehicle and from the front also. There must not be leakage in any fuel, engine oil, gear and differential oil and brake oil.

**VEHICLE INSPECTION GO-NO-GO-** The maximum size/dimensions of the vehicle is restricted as per the rule book, and the tracks are designed as per the maximum dimensions of the vehicles. We will check the maximum size of the vehicle and GO-NO-GO devices will be installed to check the vehicle size. Oversized vehicles are not allowed to participate in the event. Hence they will be rejected during the technical inspection.

**FIRE EXTINGUISHERS-** Teams must have fire extinguishers as specified in the rule book and must be properly mounted in the vehicle of specified size. And one backup fire extinguisher to be with the team members. Spray and other rated or oversized extinguisher should not be mounted in the vehicle.

**CAR NO-** The vehicles must contain car nos. as specified in the rule book. No cars will be allowed to participate without having car nos. or wrongly installed car nos.

**FASTENERS-**All fasteners/nut bolts used in the vehicles must be properly tightened and must use lock nuts where nuts are used. Nut and bolts where nuts are used bolts length must be chosen in such a way that at least two threads are out in fully tighten position of nut and bolts.

**SHARP EDGES-** There must not be any sharp edges which can harm anyone in touching of the vehicle and must not be cause of penetration of drivers body in case of the vehicle meets any accident or during the escape of the driver from the vehicle.

**USE OF RADIO-** If any team using radio signals in any communication devices they must have approved frequency license to use the radio devices at the event site.

**LOOPHOLES-** As there may be loopholes in the rules and exceptional cases may arise, organizer will take decisions in such cases which will be favorable to all teams, event, and safety and favorable to the participants.

**MILAGE OF THE VEHICLE-** It is seen in our previous events driver come to refuel their vehicles during the race without checking the fuel level in the tank, either they are already having fuel or they are fully empty in some place, which is unnecessary killing of time, We strongly recommend to check the mileage of the vehicle that will help the team drivers to develop strategy during running their vehicle in the race, and they will be able to decide the actual time for re-fueling, to avoid unnecessary refueling of the vehicle.

# **DRAG RACE (DYNAMIC EVENT)**

**27<sup>th</sup> March, 2020 (10:00 Hrs.-12:30 Hrs.), Patch no.-3, 60 Mts.**

**GENERAL RULE-** In this race two vehicles will be running simultaneously for a length of around 60 meters. Drivers need to accelerate their vehicle as much as possible to get the best result. Here acceleration of the vehicle will be recorded and vehicle ranking on the basis of fastest vehicle will be done. Score will be awarded on the basis of time taken to complete the distance by each vehicle. Vehicle which completes the track in minimum time will be declared as winner among all the vehicles. Only one chance for each vehicle will be given in this particular event no second chance or repeat chance will be given to any vehicle.

**TRACK DESCRIPTION-** In this event almost flat and nearly straight path of soil around 60 Meters will be there. No obstacles like humps, rocks, tyre and logs will be there.

**ENGINE SHUT DOWN DURING THE EVENT-** in this event if engine shut down takes place, case-1, within 15 meters from the starting line, vehicle will be allowed to take second chance and will be called back to the starting line and start the race with other vehicle in next slot, if again engine shuts down one member of the team may come and re-start the engine, and continue the race no third chance will be given. Case -2, if the engine shut down after 15 meters of the starting line one team member of the same vehicle may come and start the engine and continue the race, no second chance will be given in this case.

**REPAIRING-** Vehicles meets permanent or temporary failures will be termed as DNF, no repairing or second chance will be given in case of repairing.

**DNF (DID NOT FINISH) -** Vehicles which are awarded as DNF will be awarded zero score for this particular event.

**FUELING –** Fueling is not allowed during the event to any vehicle for this particular event.

**PENALTY –** vehicle going out of the track during running of the vehicle will be termed as DNF for this particular event.

# **SOLO DIRT RACE (DYNAMIC EVENT)**

**27<sup>th</sup> March, 2020 (13:30 Hrs.-18:00 Hrs.), Main Track, 8.0 Kms.**

**GENERAL RULE-** Team vehicle need to complete one full circle/ loop of the total track length of 8.0 KMS alone. In this race vehicle will be running alone in the track, not with other vehicles (other vehicles will be left maintaining adequate distance). The score will be given on the basis of total time taken by the vehicle to cover the total specified length. Vehicle who will complete the length in minimum time will be declared as winner.

**TRACK DESCRIPTION-** In this event the track will be the main track where night endurance will take place. The track may consists of natural soil road, humps, hills, rocks water etc.

**DNF (Did not finish) -** Teams/vehicles who will not complete the total length of the track in 60 minutes, will be declared as DNF and zero score will be awarded to the team for this particular event.

Only one chance will be given to each team no repeat or second/ third chance will be given in any manner under any circumstances in this particular event.

**ENGINE SHUT DOWN DURING THE EVENT-** In case of engine shut down driver may ask any track volunteer to re-start the engine. In case no volunteer or persons are available nearby, driver may start the engine and lock the safety belt properly and run the vehicle, if the driver did not put/lock the belt properly the vehicle will be penalized as DNF.

**REPAIRING-** In case of any temporary failure during the event teams may take their vehicle out of the track and sort out the problem and again take the vehicle into the race track, teams need to continue the race from the same place where engine was shut down/brake down occur, any shortcut or passing the tracks out of specified path will be penalized as DNF and zero score will be awarded to the team. Vehicles taking time more than 1 hours to repair in case of brake down in this particular event shall not be allowed to continue the race again and will be declared as DNF.

**TEAMS TAKING MORE THAN 60 MINUTES TO COMPLETE THE TRACK WILL BE TERMED AS DNF.**

**PENALTY-** Vehicles need to run in the specified path only any trespasses or short-cut taken will be penalized as DNF or may be banned for the next event ONE EVENT in case of serious safety rule violation.

**FUELING-** Teams need to fuel the vehicle before the event starts no re-fuelling is allowed during this particular event.

# ARMAGEDDON RACE (DYNAMIC EVENT)

28<sup>th</sup> March, (9:00 Hrs.-16:30 Hrs.), Armageddon Track, 350 Mts.

**GENERAL RULE-** Team vehicle need to complete track length of around 350 Meters. In this event vehicle will be running alone in the track, not with other vehicles. The score will be given on the basis of total time taken by the vehicle to cover the total specified length. Vehicle who will complete the length in minimum time will be declared as winner. In this event single vehicle will be doing the event after completing of one vehicle next vehicle will be allowed to perform.

**TRACK DESCRIPTION-** In this event the track will be a combination of ramp, bridge, tunnel, booby traps, mud, water, rocks, sand, logs and hard jumping of the vehicle will be done. The total length of the track will be around 350 meters.

**SUPPORT-** No human effort will be provided in case the vehicle struck in the track the vehicle itself cover the total track length (i.e. no pushing by human is allowed). In special case, case 1-if the vehicle struck in side two wheels and in tilted position and two side wheels (when seen from side view) are in air, case 2-if the vehicle topples and all four wheels are in air and the vehicle is inside the track, vehicle may be taken into correct position by human effort. (For example If the vehicle is struck somewhere and both front or both rear wheels are in air NO HUMAN EFFORT will be given in this case). Keep in mind that any one of four wheels of the vehicle must be inside the track. If all four wheels of the vehicle is out of the track will be termed as DNF.

**ENGINE SHUT DOWN DURING THE EVENT-** In case of engine shut down driver may ask any track volunteer to re-start the engine or driver may re-start the engine and lock the safety belt properly and run the vehicle, if the driver did not put/lock the belt properly the vehicle will be penalized as DNF.

**REPAIRING-** Vehicles meets permanent or temporary failures will be termed as DNF, no repairing or second chance will be given in case of repairing.

**PENALTY** – vehicle going out of the track during running of the vehicle will be termed as DNF for this particular event.

**DNF (DID NOT FINISH)** - Vehicles which are awarded as DNF will be awarded zero score for this particular event.

**FUELING** – Fueling is not allowed during the event to any vehicle for this particular event.

## **DAY NIGHT BLACK OUT ENDURANCE RACE (DYNAMIC EVENT)**

**29<sup>th</sup> March, (16:00 Hrs.-20:00 Hrs.), Main Track of 8.0 Kms. Loop.**

**GENERAL RULE-** This is the endurance racing of the vehicles participating in the event. All vehicles who have passed technical inspection and their lights are working properly. In this event vehicles will be running at a time for four hours non-stop, where durability of the vehicle and the capability of the drivers will be tested. This event will occur in the main track of the event which is a 8.0 Kms, long closed loop. The vehicles will be moving in the closed loop and score will be given on the basis of maximum no of laps covered by each vehicle in the specified time i.e. maximum distance travelled by a vehicle in the specified given time. Vehicle who will cover maximum distance in the given time will be declared as winner.

**TRACK DESCRIPTION-** In this event the track will be the main track where night endurance will take place. The track may consists of natural soil road, humps, hills, rocks water etc. of total length 8.0 KMS.

**DNF (Did not finish) -** Teams/vehicles who will not complete at least one full lap of the total track length will be declared as DNF and zero score will be awarded to the team for this particular event.

**ENGINE SHUT DOWN DURING THE EVENT-** In case of engine shut down driver may ask any track volunteer to re-start the engine. In case no volunteer or persons are available nearby, driver may start the engine and lock the safety belt properly and run the vehicle, if the driver did not put/lock the belt properly the vehicle may be penalized as DNF.

**LIGHT FAILURE-**As per rule book four lights are mandatory to install in the vehicle. At the starting line-up before the race starts all four lights will be checked/inspected of each vehicle whether they are working or not. But during the running of the vehicle in the race at least any two lights in horizontal directions (Either head lamps or Fog lamps must work). In case of light failure/not working all four lights at a time, driver should stop the vehicle immediately and take the vehicle out of track and repair it and then continue the race or (Driver can continue race with Backup/emergency lights). In case lights are not working and vehicles are continuously running we will stop the transponder reading /receiver at that moment and no further counting will start until the lights starts working. It is very clear instruction from the event organizer that we will not give any type of warning to any vehicle if the lights are not working and vehicle is still moving. It is the prime duty of the driver to stop and repair immediately in case lights are not working.

**REPAIRING-** In case of any temporary failure during the event teams may take their vehicle out of the track and sort out the problem and again take the vehicle into the race track, teams need to continue the race from the same place where engine was shut down/brake down occur, any

shortcut or passing the tracks out of specified path will be penalized and the LAP will not counted for the particular lap.

**TEAM MEMBERS-** All members from each team will be allowed to enter the track during this event wearing orange color safety jackets only.

**MAINTANANCE BAY-** Driver's who needs any type of interaction/discussion with their team member or things like running inspection of vehicle/changing of driver/drinking water/soft drinks/refreshments/checking of fuel level/inspection of fasteners to be done at maintenance bay only.

**TOWING – AS THIS IS A NIGHT EVENT KEEPING SAFETY IN MIND, NO TOWING FACILITY WILL BE GIVEN DURING THE RACE, TOWING FACILITY WILL BE GIVEN AFTER COMPLETION OF THE EVENT.**

**PENALTY-** Vehicles need to run in the specified path only any trespasses or short-cut taken, LAP will not counted for that particular lap. Vehicles may be imposed penalty of demotion of one Rank, or may lead to disqualification in case of serious safety rule violation.

**FUELING-** There will be fueling bay for re-fueling of the vehicles in the race track. Teams need to re-fuel their vehicles when needed during the race. As this is the most precious and dangerous place so the violation of any safety rules in the fuel area may lead to disqualification of the team. Some of the rules are:-

1. The vehicle should come for re-fueling at a speed less than 10 Kmph. Any rash driving near the fuel area will be counted as violation of safety rules.
2. Re-fueling of the vehicles will be done by the event organizers crew members only. No team members are allowed in the fuel area.
3. Teams cannot do any type of interaction/discussion with the driver at the fueling area. Things like running inspection of vehicle/changing of driver/drinking water/taking eatables are strictly prohibited in the fuel area. Doing these act at the fueling area will be counted as serious safety violation.
4. Drivers are instructed to keep their vehicle slow as much as possible while entering into fuel area and during exit from the pit area. Drivers need to kill the engine at the fuel area and re-fuel the vehicle. Fuel will not be given if the engine is in start position/running.
5. During the exit of the vehicle after re-fueling and entering into track will be escorted by volunteer/Crew member present over there. Driver need to follow the instruction of the crew while entering into track and maintain marching speed or speed less than 10Kmph.
6. If any vehicle meet out of fuel anywhere in the track need to come back to fuel area by marching or with the help of team members, no towing will be given after event starts. No fuel will be given in bottles/containers/jars.