

2024 WORLD CUP FORMULA OFFROAD

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1. GENERAL PRESCRIPTIONS

The competition will be held in accordance with the F.I.A. International Sporting Code (ISC), the regulations of the organizers ASN and the organizers supplementary regulations.

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. PARTICIPATING COUNTRIES:

World Cup is open to all drivers/competitors with national license issued by FIA members ASN or International licenses appropriate for Off-road competitions.

World Cup will be approved when at least competitors from 3 countries of the above mentioned is participating.

4. ELIGIBLE VEHICLES

4.1. All vehicles eligible to compete must be prepared in accordance with the 2024 World Cup Formula Offroad Technical Regulations.

4.2 Series of numbers will be 1-199 in the Unlimited class, and 201-399 in the Modified class. If a driver wants to change the number he is assigned, he/she must send a request to the organizer. All vehicles must have a dedicated place on each side for the competition numbers; height 35 cm - width 25 cm.

4.3 Competition numbers are provided by organizer and may include a sponsor.

5. ORGANIZATION

World Cup 2024 will be organized in Norway by KNA Telemark 7.-8. of September, authorized by the Norwegian ASN.

5.1 Invitation will be published at www.bilsport.no, and on the organizers web.site <https://telemarkoffroad.no/> no later than 30 days before the event.

6. COMPETITORS

The competitors must hold a valid annual Driver's license, issued by their country. Foreign competitors must bring a starting permission from their country's ASN.

7. LANGUAGE

The official language of the event is English.

COMPETITION REGULATIONS

1. COMMUNICATION

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

2. TRACKS

2.1. The Competition contains a six or more different tracks. One or more can be timed.

2.2. The length of each track should be between 30 and 700 meters.

2.3. Each track has a minimum of four gates and a maximum of twelve gates, the start and the finishing gate (300 points). Intermediate gates dividing the track into driving zones. All gates must be at least 4 meters wide.

2.4. Gates dividing the track into driving zones. The gate marks each driving zone.

2.5. There are two sorts of gates in regular track (not in time track).

2.5.1. If the front wheels go outside of the gate, but still touch the marker, the driver will receive maximum penalty.

2.5.2. B gate where both front wheels must be inside the gate markers, one must be absolutely inside and the other one has to touch the marker.

2.7. 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.

2.8. 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.

2.9. Gate markers should be of minimum 40cm height and 10cm width.

2.10. 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.

2.11. Each track is divided into 5 point zones: 0 to 100 – 100 to 200 – 200 to 250 – 250 to 300 – 300 to 350.

2.12. 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. 350 line must physically be marked with cones or something similar. (No point deduction for reversing after the 300 gate).

2.13. 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.

2.14. 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 the absolute outer lines of driving area. Lines through each gate stops at outer lines or as marked in photo.

2.15. The driver must drive against the next gate and always stay within the absolute outer lines. Reversing is only allowed to the last completed gate and at least one wheel must stay on the passed side of the gates line.

3. TRACK ON TIME

3.1. One regular track on each competition's day (not the time track itself) give bonus points for time.

3.2. One regular track, chosen by the organizer, time will be measured from standing start in the start gate 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.

3.3. 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.

4. TIMED TRACK

4.1. A timed track should be passable for all drivers. Provided that the vehicle is in order.

4.2. Gate markers in the timed track should numbered and clearly visible.

4.3. 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.

4.4. Electronic timing equipment is preferred.

4.5. If manual timing is used, three stopwatches must be in use and the middle value of the three will be the valid time.

4.6. If one stopwatch fails, then the meantime between the two shall be used.

4.7. 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.

4.8. Maximum time available for the track is three minutes. Minimum points awarded for a track completed within 3 minutes is 150.

4.9. The track is divided into four zones. Any driver not completing the full length is awarded 25 points for each zone entered.

4.10. If the maximum time is exceeded, the timing stops, and the driver will be awarded according to the number of zones entered.

4.11. All gates must be passed in the right direction and sequence.

4.12. Touching a gate marker is penalized by -10 points.

4.13. Minimum one wheel must touch or be within the gates markers.

4.14. Backing up and turning around is allowed without any penalty.

5. START

5.1. The starting sequence is drawn by organizer and must be published in the program.

5.2. After each driven track, the first drivers are moved to the back before the next track.

5.3. The number of drivers moved for each track should be equal to the total number of drivers divided by the number of tracks.

5.4. 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.

5.5. 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.

5.5.1. A driver can start last in track if he is not able to fix the car in time for start. The driver or his team manager must notify the technical boss too control the situation to start as last car.

5.5.2. This is only allowed once during the race and the driver must be ready before the last car in his class drives into the track.

5.5.3. The driver will only get 50% of his score in that track.

5.6. The track will be closed for any driver that does not start within one minute after starter has given the signal to go.

5.7. Any driver dropping out of the race must immediately inform the Secretary of the event.

6. FLAGS

6.1. A total of three different flags are used: red, green and a starting flag.

6.2. The red flag used when the track is closed and for signaling the driver of danger or disqualifying from the track.

6.3. The green flag used to signal that the track is ready and should be lowered as soon as the driver enters the track.

6.4. Starting flag (national flag) used to start the vehicle. This flag may be substituted by a light signal.

7. POINTS AND DRIVING REGULATIONS

7.1. A correctly driven course will be awarded with 350 points.

7.2. Bonus points can be added.

7.3. Each point zone is considered completed when the center of both rear wheels has passed the points line.

7.4. All gates must be passed in the right direction and sequence. Passing a gate can only be done once.

7.5. The driver is only allowed once to reverse and drive more than 90 degrees away from the line to next gate in each driving zone (between two gates).

8. PENALTIES ARE GIVEN AS FOLLOWS

- 8.1. Stops in the track and continues -10 points
- 8.2. Touches a gate marker or goes outside with one wheel -20 points
- 8.3. Touches a gate marker or goes outside with two wheels -40 points
- 8.4. Only one tires inside or touches a marker -80 points
- 8.5. Reverses (penalized when attempting to continue) or driving away more than 90 degrees from the line to next gate -40 points
- 8.6. Destroys the track unnecessary (non sporting behavior) -50 points
- 8.7. Maximum penalty in one single gate is -80 points.
- 8.8. Point deduction for the 300 gate is 50% of regular penalty.
- 8.9. If a gate is not passed to award points, no penalty should be given.
- 8.10. The minimum points given for any track is 0 –zero-.

9. THE REFEREE STOPS COUNTING POINTS WHEN THE DRIVER

- 9.1. Starts before the sign is given.
- 9.2. Rolls over. Passes a gate incorrect.
- 9.4. Passes the gate in A type track, without having at least one front wheel absolutely inside the gate markers (except time track).
- 9.5. Passes the gate in B type track, where both front wheels must be inside the gate markers, one must be absolutely inside and the other one must touch the marker.
- 9.6. Reverses or drives away from next gates line more than once inside a driving zone.
- 9.7. Touches or crosses an absolute outer line with one or more wheels.
- 9.8. Gets stuck or stops for more than one minute.
- 9.9. Releases helmet or seatbelt.
- 9.10. Signals the officials, giving up the attempt.

10. RESULTS

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

11. WORLD CUP MEDALS

It's up to every country to hold their own Prize giving ceremony for the World Cup winners. Cost of the medals will also be handled local for every country.

12. INFORMATION

All information regarding the 2024 World Cup Formula Offroad will be found at <https://bilsport.no/grener/offroad/>

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