



## Official Regulations of HUNT-THE-WOLF 2021



Official Regulations of  
HUNT-THE-WOLF  
(changes possible)



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### 1. GENERAL INFORMATION ABOUT HUNT-THE-WOLF RACE.

- 1.1. Event and race date: from 2021-09-06 until 2021-09-11 (inclusive)
- 1.2. Technical check for all.
- 1.3. Event place near Pitesti, Romania. Ca. 1,5h drive from Otopeni/Bukarest (international airport).
- 1.4. Daily tracks have a distance of 30-120 kilometers.
- 1.5. Average speed is between 10 and 20 km/h; less in Extreme, a bit more more in SxS, Crossover and Adventure. In all classes racers drive 3 to 7 hours daily, depending on their skills and track conditions.
- 1.6. All tracks run over wild nature, no artificial obstacles are made. Racers face steep uphill, downhill, rocks, rivers and other natural obstacles. Along the racetracks through the wilderness, the organizers do not provide any assistance and no safety measures or any devices are built to protect the racers.
- 1.7. On no ATV/Quad can sit more then ONE person.

### 2. REGISTRATION

- 2.1. You have to register on the official webpage.
- 2.2. During registration participants must provide correct information.
- 2.3. If during registration participant provides misleading information, the organizer can cancel registration and there will be no refund.
- 2.4. Organizer takes all responsibility that no part of the provided information will be sold or forwarded to 3<sup>rd</sup> parties.
- 2.5. Organizer can forward information only to Police, medical or other emergency services.
- 2.6. Registration is completed only after all requested fields in registration form are filled out.
- 2.7. Starting numbers will be assigned automatically after registration:

<b>ADVENTURE</b>	<b>CROSSOVER + SIDE BY SIDE</b>	<b>ATV EXTREME</b>
201-299	101-199	001-099
Reserved number for last year winners: 201 – 202 - 203	Reserved number for last year winners: 101 – 102 - 103	Reserved number for last year winners: 001 – 002 - 003



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### 3. THE ENTRY FEE 2021 WILL BE:

- € 900 if paid before July 1, 2021
- € 950 if paid between July 1, 2021 – August 1, 2021
- € 1000 if paid between August 1 – September 1, 2021
- €1100 if paid after September 1, 2021
- **We will pay you back the entire race fee should new verifiable Corona-caused restrictions make it impossible for you to get to the HUNTTHEWOLF-event in Romania, near CLUJ-NAPOCA, from September 6 to 11.**
- + €50 for FRM-license, health checks and race health insurance
- **“Veteran discount”**: in case a racer participated earlier years he will get €50 Euro discount for each year he participated, up to a maximum of €200.
- Former **EXTREME CLASS winners** always start for free, in class EXTREME, if registration is completed by paying a 200 € security until 2 months before the race starts. The security is kept by the organizer in case the Ex-winner is eventually not racing. If an Ex-Extreme class winner wants to downgrade to another class, he will have to pay the regular fee.
- For **women and pilots under the age of 18** the enter fee is always 50% of the fee of the moment.
- For **all pilots flying in from any other continent** then Europe the enter fee is always 50% of the fee of the moment.
- Minors **MUST** bring a notary act signed by the parents.
- If for any reason you must cancel your registration **we will pay back** accordingly:  
Until 01.08.2021 300 € of the fee will NOT be paid back  
Until 01.09.2021 500 € of the fee will NOT be paid back  
After 01.09.2021 NO registration fee will be paid back
- A paid fee is in the name of the paying person or in the name of the person defined in the transfer papers, and can not be transferred to another person.

3.1. For any hotel/pension-room booking done through the organizer an additional 200 Euro will NOT be paid back. In entry fee accommodation, food, or other personal expenses are not included. There will be a big base-camp area (small fee). Electricity will not be provided.



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- 3.2. Except for Adventure class pilots, the race fee includes vehicle rescue to base from any road which can be driven with a standard 4x4 car. 50 Euro extra charge for vehicle-rescue from off-road locations. Adventure pilots will always have to pay 50€ for vehicle rescue by organizer.

### 4. ENDURO LICENSE & MEDICAL CHECK

- 4.1. HUNT-THE-WOLF is approved by Motorcycle Romanian Federation (FRM).
- 4.2. All participants must have FRM license, available at race on Monday of race week.
- 4.3. To get FRM license, participant must pass medical check and get the insurance, available there.
- 4.4. Participants over 50 years must provide recent EKG (Electrocardiograph), available for €10 during medical check.
- 4.5. FRM license price is 25 EUR (cash money for FRM Broker)
- 4.6. Medical check price is 15 EUR (cash money for FRM Broker)
- 4.7. Medical insurance price is 15 EUR (cash money for Insurance Broker)

### 5. CLASSES

- 5.1. The race event offers 3 different classes: ADVENTURE, CROSSOVER and EXTREME. The choice of class must be made when registering online. Subsequently, a class change is possible only 1 time and only from difficult class to easier class (=downgrading), and costs 20 €.

#### 5.2. ADVENTURE

The final racing mode for Adventure class will be decided 1 month before the race starts. For everybody, but NOT beginners. Orientation and GPS-app reading skills are required, as well as a GPS-app on the personal Smart-phone. The app must be good to receive, save and show GPS-points sent by mail by organizer.

- 5.2.1. **Mode a)** All days different points - "wolves" (GPS-point) - have to be reached in the wide mountains. The way to the wolves can and must be chosen freely, according to own will, driving skill, orientation, landscape - the difficulty can therefore be easy or extreme. The driving time depends very much on the team's speed of driving, choosing faster or slower ways, orientation, capacity of following GPS direction, finding the points: ca. 3-7 h daily. Every race day time counting ends at the "last wolf", defined as this by the organizer. But the base must be reached at the latest before the official daily racing end-time. For details see EVALUATION ADVENTURE at point 16. Adventure pilots MUST form teams of minimum 2 vehicles. Maximum team size is 3



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vehicles per team and 6 racers. The team members and team name must be determined at the latest during registration process on first race day. A team must always start and finish together. If a team does not stay together all times, the team gets yellow card 1<sup>st</sup> time, red card and out of race 2<sup>nd</sup> time. Only (complete) team evaluation.

- 5.2.2. **Mode b) Mandatory GPS-tracks to be followed with a tolerance of 100m left and right. Tracks can also be somehow difficult, where to pass team-work is necessary for not advanced riders.**

### 5.3. CROSSOVER

For skilled and experienced riders. 100% off-road! The mandatory tracks to follow are difficult, narrow, steep climbs and downhill, diagonal driving, rocks, high speed. The driving of CROSSOVER tracks requests high driving skills, endurance and is dangerous. Not suitable for not experienced riders. Days are 3-7 hours long! Only individual evaluations.

### 5.4. SIDE BY SIDE (SxS; SSV;UTV)

For skilled and experienced riders. 100% off-road! The mandatory tracks to follow are very difficult, narrow, steep climbs and downhill, diagonal driving, rocks, high speed. The driving of SXS-tracks requests high driving skills, endurance and is dangerous. Not suitable for not experienced riders and for SxS owners concerned about scratches or more on their vehicles. Days are 3-7 hours long! Only individual evaluation.

### 5.5. EXTREME

Extreme is for very good riders only! Pilots entering EXTREME class must be crazy; ready to assume very high risk. This class is extremely dangerous; ATV and body can suffer severe damages. 100% off-road! Mandatory tracks are extremely difficult, very narrow, rocks, long climbs and long downhill`s, off-chamber driving at the limit, high speed. Very dangerous for every and also the most experienced racer. Days are 3-7 hours long! Slow racers might never reach the finish line before the daily time finish. Only individual evaluation.

- 5.6. **MINIMUM NUMBER OF PARTICIPANTS:** while the classes EXTREME and CROSSOVER will take place in any case, the ADVENTURE class and the Side by Side category will be formed and will take place only if a minimum of 6 teams in Adventure and 8 racers in SxS register in the respective class. In case these numbers are not reached 2 weeks before the race starts for Adventure class, 5 weeks before the start for the SxS category, registered racers can start in one of the other classes/category. In case a pilot does not want to race in another class, the organizer will refund all paid registration fees by the day of race.



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### 6. VEHICLES ALLOWED AND TECHNICAL RULES

ADVENTURE	CROSSOVER + SIDE BY SIDE	ATV EXTREME
All ATV/Quad/SSV/UTV	ATV 4x4, Quad, SSV/UTV 4x4	4x4 ATV

#### 6.1. MANDATORY VEHICLE EQUIPMENT

ADVENTURE	CROSSOVER + SIDE BY SIDE	ATV EXTREME
NONE	Off-road tires. Skid plates and winch are <b>STRONGLY</b> advised!  For winching: a 2 meter long strap to protect the trees.	4x4, winch with min. 7 meters of cable and a strap to protect the trees with min. length of 200cm.  Off-road tires. Skid plates are mandatory!!

### 7. TECHNICAL COMMISSION

7.1. During technical inspection, following things will be checked:

- Brake system (for normal function)
- **Exhaust sound level (will be checked with dB meter, limit – not more the OEM level)**
- Correct placement of stickers (as the rules require)

7.2. Driver or team mechanic must deliver to inspection a technically neat vehicle in accordance with the class requirements.

7.3. Driver holds all responsibility for the technical condition of his vehicle.

7.4. During the event, Chief Judge of the Technical Commission can check and inspect any vehicle.

7.5. It is forbidden to change vehicle during the event, or pass vehicle to other driver.

#### **7.6. WE DO NOT ALLOW LOUD AFTERMARKET EXHAUSTS WITHOUT SILENCER INSIDE.**

- Exhausts will be checked with dB meter, limit is not more than OEM level
- If noise level will be more than on the OEM exhaust specs, racer will not be allowed to start.
- Only if the exhaust is changed and re-checked with dB meter, pilot is allowed to start.



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### 8. NAVIGATIONS AND GPS

ADVENTURE	CROSSOVER + SIDE BY SIDE	ATV EXTREME
A smartphone with a GPS-app installed. The personal number must be given to organizer.	GPS of Garmin with good antenna (no Etrax!) and USB-connection. A charged and switched on mobile phone must be taken along the tracks and the personal number must be given to organizer.	GPS of Garmin with good antenna (no Etrax!) and USB-connection. A charged and switched on mobile phone must be taken along the tracks and the personal number must be given to organizer.

- 8.1. All GPS-devices must be set to English language.
- 8.2. All data on the devices must be deleted when handing over the devices at registration.
- 8.3. If data is not deleted organizer takes no responsibility of deleting it.
- 8.4. All except ADVENTURE pilots must bring an adequate Garmin GPS device which can handle track upload and download via Garmin Basecamp. (Please check this at home, because not all old Garmin devices are capable of communicating with the newest Garmin software)
- 8.5. Given tracks lead from start to finish and must be followed in given direction.
- 8.6. Tracks are uploaded and downloaded every evening for next day
- 8.7. Pilot that uses more than one GPS must declare this to the organizer. If the first GPS will fail, the second one will not be taken into consideration if not declared at start.
- 8.8. If the GPS fails or gets broken, then at least 1(one) witness is needed to confirm the common reaching of further checkpoints, proofed by at least 1(one) working GPS. Condition: lost GPS device must be announced at first reached checkpoint.

### 9. MANDATORY RIDER EQUIPMENT (IMPORTANT!)

ADVENTURE	CROSSOVER + SIDE BY SIDE	ATV EXTREME
Chest-, knee-, elbow-, eyes-protection gear, as well as helmet, gloves and strong shoe-work are mandatory!	Chest-, knee-, elbow-, eyes-protection gear (goggles), as well as helmet, gloves and strong shoe-work are mandatory!	Chest-, knee-, elbow-, eyes-protection gear (goggles), as well as helmet, gloves and strong shoe-work are mandatory!



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For SSV/UTV with seat-belts only helmets are mandatory.	For SSV/UTV with seat belts only helmets, chest-protection (!) and goggles are mandatory.	
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9.1. Referee can eliminate driver from race if driver is not wearing the mandatory protection gear, or gear is unsuitable for selected class.

9.2. All pilots must bring a minimum 10 l gas can to be taken to refuel stations by organizer.

ADVENTURE pilots must always carry spare gas by themselves.

### 10. BASECAMP

10.1. Max speed in all Base Camp territory is 5km/h.

10.2. Organizer can disqualify participant if:

- Participant exceeded max speed in Basecamp (judged by its own perception)
- Risks or causes danger to himself and/or to the people around
- Performing stunt actions
- Damages or breaks property of others

10.3. Requirements for tents in Basecamp:

- To have at least 0.5kg fire extinguisher for each tent at base (use car extinguisher)
- To have first-aid kit (strictly recommended)
- When ATV/UTV is repaired – it must be placed on a deck/matt to avoid gasoline or lubricants penetrating the ground.

10.4. If these rules are not obeyed, organizer can:

- Provide Warning
- Fine participant or team with 2-minute fine.
- Disqualify

10.5. The owner of the item is responsible for the security of things, throughout the basecamp territory.

10.6. Organizer does not respond to theft or otherwise destroyed assets.



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### 11. PARKING

11.1. There will be guarded parking for all race vehicles for the days/nights of the race.

### 12. Race day

#### 12. START

12.1. First day start line will be set by following principles:

12.2. **Provisory 2021:** EXTREME, (SxS) and CROSSOVER according to test drive result. Fastest pilot chooses start position first and accordingly selection follows.

12.3. ADVENTURE class starts by registration number sequence. Who registered and payed all fees first chooses start position first and accordingly selection follows.

12.4. All following days start position will depend from overall result, fastest racers choosing first.

12.5. All racers must leave start area during 15 minutes after START is given.

12.6. Start announcement procedure:

- Starting time will be announced in every morning at briefing
- All participants will be reminded about start time 15 and 5 minutes before, at starting area
- All participants will be reminded once again about start time 1 minute before, at starting area
- After "15 seconds sign" is shown, start can be given in any moment after that.
- Fault-start fine is +5 minutes to the end result of the day. Fault start will be proofed by video recording.

### 13. GENERAL RULES OF THE "HUNT"

13.1. All, except Adventure pilots, must follow given track and not leave it sideways for more than 100 m. If, after leaving the "tolerance 100 m area" left or right of the track, you are not turning back into the tolerance area where you left it or before, you will be disqualified for that day.

13.2. A second day disqualification takes the racer out of the race qualification.

13.3. All riders MUST slow down to max 50 km/h in villages, from first house of village to last house of village near road. There is a GENERAL SPEED LIMIT OF 50 KM/H ON ALL PAVED ROADS (ASPHALT). 1 min penalty for each km/h over speed limit. It will count the average of any 500 to 1000 m long sections, checked later on GPS-device or trackers. Slow down near animals, especially near horses or when passing or crossing horse wagons.



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- 13.4. Each race-day ends at an indicated hour in the afternoon, specified at briefing in the morning. Kilometers driven in EXTREME, SxS and CROSSOVER or reached “wolfs” in ADVENTURE after the indicated hour will not be considered anymore. Riders will be taken off the track by organizer when remaining permitted race-time would not allow to finish the track anymore. If taken off track, pilot is given a yellow card by default. Essential: after official daily race-end all pilots must leave the track and take the easiest and fastest way home.
- 13.5. No change of vehicle allowed during racing days. Repairs can be done anytime, but no stop time is given for repairs. Whenever the organizer is called for any kind of emergency (mechanical or medical) the race day ends for the pilot/team needing emergency. Organizer will recover broken down vehicles only AFTER every official race day end, and even if the organizer repairs a broken vehicle along the track, the racer is not allowed to end the race that day.
- 13.6. At HUNT-THE-WOLF time (hours, minutes AND SECONDS) is the only thing considered for the results. In ADVENTURE class the number of reached “wolves” matters over time if race mode A is active. (see point 5.2.1.).
- 13.7. Best time wins. Daily time differences to first of each day will matter. First gets 0 time, others the difference to first. Winner will be who will have smallest time difference to 0.
- 13.8. In EXTREME class, if at end of race event the 2 best times are same by less than 60 seconds, the result of the test-round counts as deciding factor.
- 13.9. The worst day of each racer/team in all classes will be cancelled (eliminated) at end of race-event and before final results are done. As worst day is considered any day with yellow card or the day with biggest time gap to leader at day finish (0.00” time).
- 13.10. The race-day ends at finish or by finish-time (when “daily given race time” is over); ends at “last wolf” and/or “finish time” for ADVENTURE. Finish must be reached with own vehicle, or pulled by other registered and racing racers.
- 13.11. All GPS-devices must be given to the organizer immediately at the finish, with a maximum 3 minutes delay – otherwise the day will not count.

### 14. DISQUALIFICATION

- 14.1. For disobeying orders given by organizer.
- 14.2. For not helping each other in case of accidents. It is necessary for each pilot to stop and ask if the casualty (the person who is in case of need) is ok. If help is needed, you must help and call for



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help. Helping time will show as standing time on GPS and will be subtracted from the day result. Attention: people in state of shock use to deny the necessary aid. You must verify the physical integrity of the person who might be in case of need by asking and getting at least 3 times a positive answer from the person involved in the accident.

- 14.3. For incorrect or unfair behavior towards other people, hikers, race organizer/participants or any other individuals.
- 14.4. For irregular trash disposal. Any kind of trash has to be thrown into special bags or cans.
- 14.5. For racing without mandatory safety equipment: helmet, chest-, elbow, knee-, foot protector, gloves and goggles (accordingly to the class requirements).
- 14.6. Exceeding speed limit where imposed for more than 20 km/h (example: going 70 km/h or more where going over 50 km/h is permitted)
- 14.7. For pilots it is strictly forbidden to consume alcoholic beverages before they reach the finish. Each driver may be checked by organizer with Alco-tester to see if the driver is sober. If alcohol level in the pilot's blood is detected – he is suspended from the race for that day. Tolerance is **(0.00 per 1000)**.

### 15. ADDITIONAL RULES FOR EXTREME

- 15.1. Racers in EXTREME are (except in emergency situations) NOT allowed to accept help from any other person, except same from same class racers or from organizer. It is not allowed to get people pushing/pulling/holding pilot or ATV, or pull and fix their winch ropes, etc.
- 15.2. Whoever is seen, filmed or reported as accepting this prohibited kind of help, will get 30 (half hour) minutes penalty time for each time he was helped.

### 16. ADDITIONAL RULES ADVENTURE

If race mode A is active :

Every day there will be “wolves” to be reached. The “wolves” are GPS points, which every morning are sent by the organizers by mail to the participants and must be uploaded by them with GPS App. One “wolf” is called “last wolf” by the organizers in advance and must be reached by the pilots as the last wolf of the day. At the last wolf ends the race time. From the last “wolf” teams can drive back to base slowly but must reach it before general day race finish time. **Best is to reach all wolves and then last wolf fastest, and the base before “daily race end time”**. Otherwise, every minute delay will be added to



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team time as penalty time, 1' penalty for 1' delay. Each NOT reached "wolf" equals 1h penalty time. Each race day, a team gets the YELLOW card for reaching less than 2 "wolves". A team gets a 1h bonus for reaching ALL AND the last "wolf".

At each "wolf" every team must take a picture showing the landscape around the "wolf" AND the vehicles of ALL participants. On request of the organizers the picture must be sent to the organizer by mail. The organizer has the free right to use all these pictures for marketing purposes.

### 17. RESULTS

- 17.1. Preliminary day race results will be announced 2 hour after time cap of the day.
- 17.2. Deposit for complaint/protest is 50 EUR. If the complaint is rejected as unsound by general judge – deposit is not refunded. If protest is reasoned – deposit is returned 100%.
- 17.3. Final results will be announced after 5 day racing period within 2 hours after time cap.
- 17.4. If racers or teams have obligations that results are incorrect, all complaints can be provided no later than 1 hour after preliminary result announcement. Deposit for complaint/protest is 50 EUR. If the complaint is rejected as unsound by general judge – deposit is not refunded. If protest is reasoned – deposit is returned 100%.
- 17.5. Winners of the Race are announced within 3 hours after time cap (last daily finish time).

### 18. AWARDS

#### 18.1. EXTREME:

- 1st Prize: 1000 Euro cash
- 2nd Prize: 500 Euros worth of products
- 3rd 200 Euros worth of products.

#### 18.2. CROSSOVER:

- 1st Prize: 500 Euros worth of products
- 2nd Prize: 300 Euro worth of products
- 3rd Prize: 100 Euros worth of products.

#### 18.3. ADVENTURE:

- 1st Prize: 400 Euros worth of products
- 2nd Prize: 200 Euros worth of products
- 3rd Prize: 100 Euro worth of products.



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### 18.4. SXS: 1st Price:

- 500 Euros worth of products
- 2nd Prize: 300 Euros worth of products
- 3rd Prize: 100 Euro worth of products.

## 19. RESPONSIBILITY

- 19.1. Racers participate at their own risk.
- 19.2. The organizer declines any responsibility for damages caused by racers to other people, their own or other property or life.
- 19.3. All racers must sign a declaration to proof their own responsibility on all damages caused.
- 19.4. During the registration process, each pilot in front of a running video camera must read a statement with which he takes absolute responsibility for himself and fully agrees to the extremely high risk of injury and death by participating in this race.
- 19.5. The organizer has the right to change tracks, timing and rules at any time.

**The racers acknowledge the fact, that ATV/quad/UTV and ENDURO driving can be very dangerous, ATV/Quad/UTV and Enduro-races are even more dangerous and can be fatal. HUNT-THE-WOLF, promoted as the world's hardest ATV/Quad/SXS race, is life threatening in the Extreme class and very dangerous in all other classes and categories. HUNTTHEWOLF, the world's hardest ATV-race, will not be stopped by any tragedy happening during the race.**