

BSEC Regulations

The following regulations apply to all British Scooter Endurance Club events. Supplementary regulations pertaining to certain circuits will be published if required.

These events are promoted by the British Scooter Endurance Club.

The event is to allow traditional classic style geared scooters and riders to practice and then compete in a time challenge endurance event with like mind scooter riders. This challenge is open to all traditional style full bodied two stroke geared scooters.

The Target or Aim

To prepare a scooter and with a team of riders see how many laps you can complete in the endurance event.

The Teams

Each team will consist of one scooter with a minimum of 3 riders and a maximum of 6 riders.

The riders and non-riding members of the team (if required by team) will be issued with wrist bands and only people with wrist bands will have access to the pit lane and the fuelling zone.

Nobody under the age of 16 can be issued with a wrist band.

All riders will need to supply a copy of a full motorcycle road licence or a two-wheel road race licence to enter a BSEC event. **We will now also accept NORA and IPOD licences but with regards to class entry regulations these are classed as race licences.**

No rider can ride in more than one team at one event.

Novices must wear an orange high viz vest for the duration of their first two events with the BSEC, we will supply these. Riders are encouraged to wear them longer if they want to.

Registration of entry

Each event will have an online entry opening date and time, **the time and dates will be announced on our web and Facebook pages. Places on the grid will be given in electronic** entry order up to the maximum grid size for that event.

Only one member of the team needs complete and pay the online entry, **going forward from that point they will be the team manager.**

All existing teams will use the same race number, new teams will be offered numbers that are available.

You do not need to know all your team riders at the time of doing the entry these can be added or taken away before the event if team circumstances change.

Every member of the team will need to register with. https://bsecuk.alphatiming.co.uk/users/sign_in **they should register with their own email address**, this so they can sign the meeting disclaimer/rider registration and the BSEC can contact them if required.

Scooter and Classes.

All scooters must have a minimum 12bhp performance in order to reduce top speed variations. (Equivalent to an average standard 200cc scooter) if in doubt about your scooter please contact us by e mail. bsecuk@outlook.com

In the spirit of fair competition, we would like to endorse that the Club and Road classes are aimed at scooterists with road style scooters who want to give endurance racing a go.

1 Pro Race. Any full body style scooter these can include race and road scooters.
Open to all riders.

2 Race Class. Any full body style scooter this can include race and road scooters.
Only one race licence holder per team held over the last five years.
Win the class three times your team move up to Pro race class at end of that season.

3 Road Class. This class is open to any road worthy scooter, the same as used on the road all year by road riding scooterists, it must be up to FULL MOT standard.
No ACU licence holders from the last 5 years.
Win the class three times your team move up a class at the end of that season.

4 Club Class. The same spec scooter as road class. But no member of the team to have ever held any form of two wheeled road race licence. **Achieve a podium finish three times**, the team moves up to road class at the end of that season.

For clarification ACU race licence is those that have road raced, not sprinted and hill climbed.

If after riding with the BSEC you have progressed, and you now have an ACU NORA or IPOD race licence this would not be counted against you in club road or race class.

Technical Requirements for all classes of scooters.

The scooter will be of a traditional style two stroke with manual gears and should be presented in a good clean condition.

The engine must be fitted and secured as per the original scooter design.

The frame and forks should be as per original apart from brackets for aftermarket dampers and springs etc. Zip forks can be used in a Vespa, Servetta and Scomadi forks can be used in a Lambretta. Large body Lambretta forks can be used in a Vega.

All panel work should be as original as possible to keep the original design features and silhouette of the scooter, trimming is allowed for the fitting of exhausts and carbs etc. Panels and bodywork can be replaced by composite and fibreglass items.

If the scooter is fitted with a chassis reinforcing bar, there must be a plate fitted between the bar and the chassis, **the reinforcing bar must be secured by a minimum of four anchor bolts or can be welded into position** .

Scooters with a fuel tank fitted in the step through area will automatically be moved into Pro Class.

The scooter must be fitted with two independently operated brakes one front and one rear. They must both be in good working order.

The steering stops must work both left and right.

The scooter must be fitted with ball ended levers **minimum 15mm diameter**.

The throttle must be self-closing.

The drain plugs must be lock wired.

The fuel tank and cap must be fitted in a secure manner with all fixings in place.

The seat must be secure.

The engine must have no oil or fuel leaks.

The exhaust and Carburettor must be secure with all fixings including the fuel lines.

We would prefer the kickstart not be fitted. If fitted it must be tucked tight against the body work and must have a kick start rubber fitted. If this is not the case, you will be asked to remove it!

All tyres must be of a treaded style and not worn. Cut slicks are not allowed.

All wheel and hub nuts must be secure.

The Fuel and Ignition off position must be clearly marked.

All other nuts bolts brackets must be secure.

Onboard cameras. If fitted must be in a cradle and fitted using two separate methods of security. (Stuck on, tie wrapped, screwed etc.).

Water cooling is not allowed.

Fuel must be 100 octane or lower.

There is a 105-decibel noise limit

Extra rules for road and clubs class scooters only.

These classes are open to road worthy scooters up to FULL MOT standard. (Direction indicators can be removed)

These scooters must be fitted with a full set of working Lights. The lights will be required to be seen working at technical inspection and by BSEC officials if required during the event. The lights/stator must have a generated power source to keep them working. **After tech inspection you must fully gaffa tape or remove and fit a blank head light.**

The horn and brake light must work.

The exhaust should be of a road legal type. (We know they might not pass a road legal noise test but that's OK as long as it is under 105 DB static test level)

Any bars, mirrors, spare wheels and auxiliary lights and equipment must be removed.

Technical Inspection.

Every scooter must be presented to Technical Inspection to ensure compliance to class rules before going on track. All riders must bring their riding gear for inspection.

Signing on.

At the circuit each team rider needs to sign on. This task is made much easier for us if you attend as a team group.

All riders should be registered via their team and sign the online declaration.

New riders will have to produce their licences in order to compete in the event. If everything is satisfactory a competitor's wrist band will be issued.

Riding Gear

Minimum riding equipment required.

Full face Helmet with visor. ACU gold standard or EC approved.

Leather single piece racing suit or a two-piece zip together leather suit is acceptable. **Zip together two-piece leathers must be zipped all the way round.**

Leather motorcycle gloves.

Motorcycle boots, there must be no gap between the bottom of leathers and the top of the boots.

Back protector.

ORANGE Hi Vis top for all novice riders. We will supply these.

Race Numbers.

Each team will be allocated a competition number this number must be displayed on all three sides of the scooter when presented at Technical Inspection.

The numbers must be attached to the front and both sides of the scooter.

The numbers should be clear and visible while the rider is seated on the scooter.

The numbers must contrast the colour of the scooter, so that they are clearly visible to trackside officials. Black or white preferred.

The minimum height of these numbers is 120mm.

Practice Briefing.

A briefing will take place on the morning before the event and before any practice sessions the time to be advised in program.

All competitors must attend the briefings. Failure to attend could exclude you from the event.

A wrist band will be given out after the morning briefing and any competitor not wearing a briefing wrist band will not be allowed on track.

Transponders.

Lap counting timing transponders will be required by all teams.

These are available from the race office for a small charge, or you can register your own.

The transponder should be securely attached somewhere near the front of the scooter facing downwards. The transponders must be returned to race office at the conclusion of the event.

If you fail to return it at the meeting, you will need to post it back at your own expense.

Practice.

Practice will take place after the briefing once the circuit manager/clerk of the course is happy everything is safe for the practice to proceed.

Time and length of practice to be advised in the program.

Practice will normally 1.5 hours long this will give all teams members time to familiarise themselves with the scooter and the track layout. Practice details in program.

All scooters must be fitted with a working transponder.

The practice will be timed to establish safe start positions for the endurance event.

Fuel and fuelling.

The fuel zone is closed during a red flag incident

There will be a dedicated refuelling zone.

This will be a no smoking zone.

Nobody 16 or under allowed in fuelling zone.

Fuel can be stored in this area.

Only wrist band wearing team members are allowed in the fuelling zone.

Refuelling is only allowed to be carried out in the dedicated fuelling zone.

The scooters engine must be turned off before entering the refuelling zone and cannot be restarted until after you leave the refuelling zone.

The scooter must be pushed into and out of the refuelling zone. Not scooted!

Any wrist band wearing team member can push the scooter in the fuelling zone area.

The scooter must be on a stand before refuelling commences.

A maximum of three team members can be present at the bike during fuelling.

If the scooter requires adjustments or repairs, it must be removed from the fuelling zone.

The use of rapid jerry cans known as “tuff Jugs” is allowed.

Quick change body work/tanks for refuelling purposes are not allowed.

Any fuel spillages must be cleared up immediately.

There will be fire extinguishers in the fuelling zone please familiarise yourself with their locations.

Change of Engine or Scooter.

In the event of a mechanical failure during practice or during the 6-hour endurance event teams are allowed to change the engine. No lap penalty will be awarded.

Teams may have a reserve scooter and in the event of a failure of the main machine in the main endurance event the team can use the reserve scooter.

The reserve scooter must have passed technical inspection and carry the same race number as the original scooter **but preceded with the letter A, this A must be displayed by the race number in all the three number positions.**

The penalty for changing the scooter will be minus 20 laps from the team’s total score. Failure to inform race control of the change of scooter will lead to disqualification from the event.

To save any confusion any spare scooter must be numbered in accordance with the above rule, or it will not be allowed out on track. BSEC tech team advise is have spare number sets ready to put on a scooter if needed.

The endurance challenge.

The start.

The starting positions for the endurance will be displayed from race control after the practice has finished.

The start of the race will be of the ‘Le Mans’ style.

The Le Mans style start involves two wrist band wearing members of the team. The rider plus one other who will hold the scooter and keep it running while the rider is waiting on the other side of the track, when the start flag is dropped the rider then crosses the track gets the machine and rides off! The assistant must only hold the scooter, If the scooter is stalled during the starting of the event and needs a push start the team must wait until all other running scooters have left the start area.

The riders and assistant will be called down to the paddock gate. Where they will be directed to their start line position. scooters will then be lined up for the Le Mans start.

The assistants Must clear the track area as soon as the race has started.

Riders arriving late will have to start the event from the pit lane once all the other teams have passed.

The hours

This is a team event, all riding members of the team must ride the scooter as part of that team.

Each team member is required to do a minimum ride time on the scooter: this equates to 60% of each rider's equal time on track. Penalties apply if not adhered to.

To work out a team members minimum ride time use the following formulae.

Event hours, multiplied by 60, divided by the number of riders, divide by 10, multiply by 6 = minimum time in minutes.

In the event of red flag incidents and lost time we will look at the time sheets if required.

Maximum ride time without a rider change is 65 minutes. (Penalties apply)

To be classed as completing the endurance the scooter must past the finish line within 5 minutes of the display of the chequered flag.

Any scooters on the same lap at the finish will be classed in finish order across the finish line.

For reasons of force majeure the circuit manager/clerk of the course can interrupt the event, a red flag will be shown and in these circumstances all scooters should return to pit lane slowly with no overtaking then line up and await further instructions.

The finishing order of the teams will be determined by the highest number of laps completed subtracting any possible penalties incurred.

Warning Flags

Yellow Flag.

Overtaking is forbidden.

When shown stationary at the flag marshal post this flag indicates danger ahead, **riders must slow down and be seen to slow down.**

When shown waved at the flag marshal post this flag indicates that the danger is more imminent. **The riders must be prepared to stop.**

Red Flag

Overtaking is forbidden.

When the practice or event is interrupted. The red flag will be waved at each flag marshal's post. **Riders must slow down and be prepared to stop or do as directed by the Marshals**

All riders must maintain the same track position/order when stopped

infringement of the flag rules will be penalised.

The red flag may also be used to close the track.

Any time lost due to a red flag incident will not count against the riders 65 minute maximum time on track.

The fuel zone is closed during a red flag incident.

Black Flag

This flag is used to convey instructions to one rider only and is displayed motionless together with the rider's number.

The rider must stop at the pits at the end of the current lap and cannot restart until allowed by organisers.

Any infringement of this rule will be penalised.

Communication between team and rider.

Communication with rider is by pit board visual device or jumping up and down waving your arms about!

Radio communication is not allowed.

Entering and leaving pits.

When the rider wants to enter the pit lane area, they must slow down at the exit side of the track and raise their left arm to indicate their intention to other riders.

Once the pit lane is entered there will be a dead engine zone the scooter must be pushed through this area not ridden. (Penalties apply)

All riders should take care and be aware of other riders when re-joining the live track.

Riders on track take extra care when in the pit exit area.

Behaviour and Discipline.

The team manager/principle/main rider is responsible for the behaviour of his team and guest's.

The drinking of alcohol by any wrist band team member is forbidden during the actual event.

The speed limit in the paddock and pit lane is 5 mph (walking pace), reckless speed in these areas will result in a lap penalties or team Disqualification.

Crash helmets must be worn every time a scooter is ridden either on track or in the paddock.

Aggressive and close riding to anybody especially novice team riders on track will lead to severe time penalties. We will be using roving spotters to keep an eye on you all. (Penalties will apply)

BSEC stewards and marshals must be obeyed no question (Penalties apply)

The track and pit lane are one way and under no circumstances can you ride in the opposite direction.

No scooters or generators to be run after 11.00 pm.

Be respectful to all both on and off track.

While on track visors should be down, ride with an open visor and you will be black flagged.

Protests

Any protest either sporting or technical must be made in writing to a BSEC official within 20 minutes of the end of the event.

The protest fee of £100 cash is payable at that time and will not be returned if the protest is rejected.

Awards

These will be made per class and depending on entries extra sub classes might be featured.

Championship rules

With regards to the overall and class championships the following criteria will be applied.

The winners will be the team that completes the most laps at all the meetings added together.

In the event of a tie. The teams finishing positions in class will be added together and the team with the lowest total will win.

For a team to be classed in any championship they must attend every meeting

Other stuff.....

Each team must have a minimum 2 KG Foam or dry powder fire extinguisher.

Drones are not allowed without permission.

GoPro style cameras cannot be fitted anywhere on a rider's body or onto a crash helmet.

At the end of the meeting please clear up do not leave a mess.

Penalties..

Offence	Punishment	2nd Offence
Breach of fuel zone rules	3 laps	6 laps
Smoking in fuel zone	Team disqualification	
No novice top	1 laps	3 laps
Speeding in paddock and pit lane	1 laps	3 laps

Not pushing in engine dead pit zone	Held by marshal for time at their discretion up to 1 minute!	
Unsporting behaviour aggressive riding	5-minute black flag	Team disqualification
Maximum 65 minute on scooter exceeded	1 laps	3 laps
Unreported scooter change	Team disqualification	
Breach of flag rules	1 laps	3 laps
Steward/marshal instruction ignored	3 laps	Team disqualification

Suspension or postponement of the event.

In exceptional circumstances the organisation reserves the right to suspend or postpone the event. This is without obligation for compensation to participants.

These regulations may be subject to small alterations; the basic content will not alter.