



JAMAICA MILLENNIUM MOTORING CLUB

Dexterity Tests

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Dexterity Tests

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5.1 The Dexterity Regulations

The Dexterity Regulations is a part of the JMMC Motor Sports Rules and Regulations.

5.1.1 General Principle

The Dexterity Regulations shall apply to all Dexterity events. The Dexterity Regulations are intended to provide a uniform method of handling events and to ensure the safety of entrants and spectators. The Dexterity Regulations contained herein, in conjunction with the JMMC Motor Sports Rules and Regulations, shall apply to all Dexterity events sanctioned by the Jamaica

Millennium Motoring Club. Guidelines for Organizers of Dexterity events can be found in the General Regulations of the JMMC.

5.2 Conducting the Event

5.2.1 Entries

- a) A competition driver's license **or single-event permit** is a requirement.
- b) Entry requirements shall be specified in the ASR's.
- c) Drivers may enter in only one class, and may drive only one car in that class.
- d) Cars may not be entered in more than one class and may not be driven by more than two (2) nominated drivers.
- e) Cars must be entered and competed in the class for which they qualify.
- f) Where entries are limited, selection will be made in the following manner:
 - i) Single entry cars - Driver A.
 - ii) Double entry cars - Driver B as per date and time entry is received.
 - iii) Standby drivers will be notified after the close of entries and the following action taken:
 - 1. Once the driver accepts the standby entry, he / she is required to be present with his/her car for Technical Inspection at the specified time. However, if a space does not become available, the entry fee is refundable.
 - 2. If a driver accepts the standby entry and does not arrive for Technical Inspection, etc. the entry fee is not refundable.
- g) All entrants must complete and sign entry forms and waivers, and pay the prescribed entry fee, before being allowed to take part in the event.
- h) No changes in driver or vehicle will be permitted after the start of the event. Any changes after entries have closed must be approved by the Stewards.

5.2.2 Officials

- a) In addition to any electronic timing system, a minimum of two (2) Time Keepers shall be used per competitor.
- b) At least two (2) Judges of Fact shall be appointed to spot infringements. A Judge of Fact shall be situated at the start/finish and another shall be situated on the other side of the test circuit. If the start and finish are in separate locations, at least three (3) Judges of Fact are required (one of whom may be the starter).
- c) Two (2) flags shall be provided to each of the Judges of Fact. A red flag is to be shown when an infraction is made and a black flag when the route is not completed satisfactorily. Decisions made by these officials are final and are not subject to protest.

- d) The organizer and appointed officials may not actively compete in these events.

5.2.3 Classification

- a) Cars will be separated into four five (5) classes as follows:
Class 1 - Front Wheel Drive (FWD).
Class 2 - Front Wheel Drive with Limited Slip/lock Diff (FWD + LSD).
Class 3 - Rear Wheel Drive (RWD).
Class 4 - Rear Wheel Drive with Limited Slip/lock Diff (RWD + LSD).
Class 5 - All 4WD (continuous or other) (4WD).
- b) A Ladies Class will be recognized as long as there are three (3) or more such entries, without any further class demarcation and will attract all normally awarded points and awards.

5.2.4 Points and Awards

- a) Only JMMC members shall qualify for points, regardless of the status of the event. Awards shall be given to members of affiliated clubs and invited guests in the same manner as JMMC members.
- b) Awards shall be presented as follows:
i) 1 to 3 cars in class - 1st place only.
ii) 4 to 6 cars in class - 1st & 2nd place only.
iii) 7+ cars in class - 1st, 2nd & 3rd place.
iv) Fastest overall - 1st place only.
v) Fastest 2WD - 1st place only.
vi) Championship Round - 1st, 2nd & 3rd place.
Other awards may be presented but these must be detailed in the ASRs.
- c) JMMC Class Points Schedule:

<u>Placing</u>	<u>3 Cars</u>	<u>4 - 6 Cars</u>	<u>7+ Cars</u>
1 st	110	130	150
2 nd	70	100	110
3 rd	55	80	90
4 th		70	80
5 th		60	70
6 th		55	60
7 th +			55

All Non-finishers are credited with 10 points

For scoring purposes, a class entrant must record at least one (1) start attempt in order to be counted amongst those that make up the class.

d) JMMC Championship Round Points Schedule:

<u>Placing</u>	<u>Points</u>
1 st	20
2 nd	15
3 rd	12
4 th	10
5 th	8
6 th	6
7 th	4
8 th	3
9 th	2
10 th	1

All Non-finishers are credited with 1/2 point.

- e) In the event of a tie, next fastest time shall be used and then the lower cc rating.
- f) Cars falling in classes that have less than three (3) entries must compete on their own. Points thus awarded will be based on the three (3) car category 2nd and 3rd place points only e.g. if only two (2) cars 70 & 55 points, if one (1) car 55 points only.
- g) Dexterity Championship: Eligibility
 - i) The maximum number of points will come from the total number of Dexterity events held for the championship year.
 - ii) Points are awarded based on the results of the Championship Run on that even as per 5.2.4 d.
 - iii) In the event of a tie for championship position, the following criterion shall be used to break the tie in the order given:
 - 1. Most events entered.
 - 2. Most wins.
 - 3. Highest placing.
 - 4. Share Championship.

5.2.5 The Course

- a) Each course shall be clearly demarcated by the use of tyres, cones or any other suitable means.

- b) The course will be laid out in a manner which puts the emphasis on maneuverability, precision and car control, and not on speed. The course shall be laid out within the following specifications:
 - i) Cars must not be permitted to travel more than 50 yards between maneuvers.
 - ii) Such maneuvers must require a change of direction. Three (3) marker slaloms are the minimum requirement for this purpose.
 - iii) All lines or pairs of adjacent markers forming part of a test instruction must be a minimum of 20ft. and a maximum of 32 ft. long, measured in the direction of travel.
 - iv) Competitors must either stop astride a penalty line or make a change of direction of at least 90 degrees, no more than 25 yards before the finish line.
 - v) The size of any garages and boxes must have a minimum length of 15 ft. and a minimum width of 11 ft.
 - vi) Gates will be a minimum width of 10ft.
 - vii) Baulk lines should be clearly marked on the ground and extend the full length of the box and height of the cars.
- c) All course markers must have a penalty for striking or infringing them.
- d) The route to be followed by the competitors on the course must be made available to each driver beforehand.
- e) There shall be no optional direction of travel unless specifically stated in the ASR's.
- f) If the route of the tests is changed for each timed run, then the sum of each time taken in each round shall decide the class and overall positions. In this case, the penalty applied for not completing a test will be the slowest man in the class plus five (5) seconds (see Article 5.2.8 items e and g).
- g) The 4th, or Championship round, may be a previously used route or an entirely new route at the discretion of the organizer.

5.2.6 The Championship Round

- a) For Championship Rounds, the ten (10) fastest competitors who are JMMC members shall qualify. Non JMMC members who qualify in the top ten (10) may run at the discretion of the Organizers and receive an award. However, no points will be awarded to them and they must not reduce the number of the JMMC members who qualify.
- b) Whenever a JMMC member who qualifies elects not to, or is unable to take part in the Championship Round, the next fastest JMMC member will substitute, and so on, until all available slots are filled.

5.2.7 Timing

- a) Cars will be started and timed singly (i.e. only one (1) car on the course at a time). In cases where course design allows, two cars may be on course at a time but this is subject to approval of the Stewards and must be stated in the ASRs.
- b) Timing will begin on the starter's signal and end on the Driver's signal from a stationary vehicle or as otherwise stated in the ASRs.
- c) The finish must have a baulk line placed at a minimum of 9ft. and a maximum of 15ft. after the finish line.
- d) There shall normally be four (4) timed runs. The 1st three (3) will count towards class points, the fastest of which will be the one (1) applied if the same route is used in all three (3) runs. The 4th run will be a slightly modified 3rd run and will be competed only by the ten (10) fastest car/driver combinations of the day.
- e) In the event of time constraints, inclement weather etc., the Chief Steward may reduce the number of timed runs.

5.2.8 Penalties

Penalties are as follows:

- a) Setting off ahead of the starter (False Start) - No Time (DNF).
- b) Infringement of baulk line by any part of the vehicle (bumper, fender, etc.) - 3 seconds.
- c) For not completely entering box or garage all four (4) wheels - 3 seconds.
- d) For infringing or striking any marker or line of route - 2 seconds per marker.
- e) For not completing a test - No Time (DNF).
- f) For doing a test incorrectly but doing all sequences in proper direction (i.e. when a mistake is properly corrected) - No Penalty.
- g) For doing any part of a test, course and or sequence incorrectly without applying rule (f) above, the run will be terminated by a Marshal's signal. Return to pit by a safe route. - No Time (DNF).
- h) For infringing or striking any marker forming part of the finishing box or garage - 10 Seconds.

5.2.9 Re-Runs

No re-runs shall be permitted except in the case of timing failure or an obvious obstruction on the circuit which precludes the normal running of the event. This determination will be made by the Chief Steward of the event, and shall be final.

5.2.10 Abandonment

If an event is abandoned the following shall apply:

- a) If at least one (1) complete round has been run, class points and awards will be given.
- b) Top ten (10) positions and championship points will be determined by the ten (10) fastest times existing at time of abandonment. All incomplete rounds shall be ignored.

5.2.11 Technical Inspection

- a) Technical Inspection will open two (2) hours prior to the scheduled start of the event and close thirty (30) minutes prior to the scheduled start or at the time specified in the ASR's.
- b) No cars will be allowed to start unless they have successfully passed Technical Inspection.
- c) It is incumbent on competitors to ensure that their cars are presented to the Technical Inspector in sufficient time for them to complete their duties in the allotted time.
- d) Cars shall not be inspected after the scheduled close of the Technical Inspection, and this is not subject to the organizers discretion.

5.2.12 Vehicle

- a) All vehicles that comply with the Mandatory Safety Requirements as specified in the JMMC Regulations shall be eligible to compete with the following exceptions:
 - i) A three (3) point seat belt for the driver is mandatory.
 - ii) Roll cages/bars are not required.
 - iii) A fire extinguisher is not required.
 - iv) A first aid kit is not required.
 - v) D.O.T or TUV street-legal tyres with a wear rating of 200 or higher only.

5.2.13 Protest Time Limits

In addition to the time limits stated under the JMMC regulations the following shall apply for all Dexterities:

- a) Any protest by a competitor concerning the accuracy of a marshal's watch must be submitted within 10 minutes of the competitor's Time-In at the finish of the run in question.
- b) Any protest from a competitor concerning a mistake or irregularity occurring during the event or which became evident during the event, must be submitted within 15 minutes of the finish of the event.

- c) Any protest from a competitor concerning the calculation of a time must be submitted within 15 minutes of the finish of the event.