

Bike Preparation Guide for the Mojave Magnum 2018



To assist our racers, we have prepared this condensed list of the requirements to run a bike at the Mojave Magnum. This list is unofficial and may not be 100% complete. It simply spells out the major requirements. The Mojave Magnum 2018 Rule Book is the official authority. All riders must be 18 or older.

ROOKIE NOTE: If you have never competed with us at Mojave before, you will initially be placed in Class D, and your first run will have a speed limit of **170** mph. Class upgrades are possible at the track using the usual process if and when all the higher class qualifications are met.

These rules apply to all bike entries:

1. The presence of power adders (turbos, nitrous, etc.) now makes no difference as to the class entered. The classes are based on speed limits, not equipment. There are 5 bike speed classes: Moto D, Moto C, Moto B, Moto A, Moto U.
2. You will need:
 - a. A current and valid US/Canada/EU driver's license with M/C endorsement
 - b. A bike in good shape, no leaks or loose parts
 - i. this must be a standard-type 2-wheeled motorcycle – no choppers, trikes, sidecars, Can-ams, Piaggios, scooters, dirt bikes, pocket GPs, minibikes, enclosed streamliners, etc.
 - ii. SCTA legal SC-class sidecar bikes are allowed if they meet our other bike rules (including brakes F/R)
 - c. Working brakes front and rear; hydraulic disc brakes highly recommended
 - d. Working suspension/forks/shocks, front and rear
 - i. Exception: Hardtail bikes are allowed if they were originally designed that way. No strut conversions.
 - e. Good tires that are:
 - i. not worn out, repaired or plugged
 - ii. speed rated per class rules (see below)
 - iii. manufactured in 2012 or later (date code ends in "12" or higher)
 - iv. not a mixture of radial and bias ply
 - v. on wheels that are at least 15 inch diameter
 - vi. no more than 250mm wide in the rear, with a front tire at least half the width of the rear tire
 - vii. inflated to at least 25 PSI
3. All bikes must have the following:
 - a. Fenders front and rear (sport bikes may remove rear splash guard)
 - b. Metal valve stem caps (not just metal-coated plastic) with "O" rings
 - c. Wheel weights taped to the rim
 - d. Turn signals and mirrors removed or taped over
 - e. Headlights, tail lights and any other glass taped over
 - f. A racing-type tethered kill switch attached to the rider, to shut off the engine in case of a fall-off
 - i. factory lean-angle or tip-over switches are not acceptable for this
 - ii. Simply attaching a tether to the factory kill switch is also not acceptable
 - iii. the tethered kill switch must also kill power to any electric fuel pumps
 - g. Safety-wiring on front and rear axle nuts/pinch bolts, and the oil drain plug
 - h. "Endless" riveted chain, or else the master link must be safety-wired or siliconed
 - i. A chain/belt guard, preferably made of metal
 - j. Hand control levers with ends that are not sharp
 - k. A spring-return throttle that snaps closed
 - l. A steering damper, either OEM or add-on (possible exception for slow bikes)
 - m. Handlebars such that the rider's thumbs are at least 10 inches apart when gripped normally
 - n. Steering that will turn at least 15 degrees each way
 - o. all breather hoses routed into either a catch can or the air box (nothing may drip onto the track)

4. All riders must wear the following personal equipment:
 - a. A full face motorcycle helmet with face shield, with a certification label for one of the following specifications:
 - i. Snell M2010, M2015; ECE 22.05, BSI 6658 Type A, ACU Gold, AS/NZS 1698-2006
 - b. a full coverage leather racing suit ("full leathers")
 - i. one-piece armored road race leathers are the preferred choice, and **required for Class A and U**
 - ii. regular leathers are OK for the other rider classes
 - iii. two-piece (jacket and pants) leathers are allowed only if they fully zip together, 350 degrees.
 - iv. non-leather stretch panels are allowed but must be kept to the minimum size possible
 - c. Leather gauntlet-style full-fingered racing gloves with no exposed decorative or sharp metal, that overlap the suit
 - d. Leather hi-top riding or racing boots without lug soles that cover the ankle and overlap the suit (road race boots for classes A & U)
5. **You cannot use:**
 - a. a helmet only rated DOT, with no other rating; or an M2005 helmet
 - b. an open face, motocross, auto racing (SA or FIA), novelty, shorty or BMX helmet
 - c. face-shield tear-offs
 - d. a leather jacket and pants that do not fully zip together (350 degrees)
 - e. a non-leather suit (Kevlar, Cordura, nylon, etc.)
 - f. a "Camelback" hydration device; however, an "aero hump" is OK
 - g. front suspension travel limit straps
 - h. a dustbin fairing; the front wheel cannot be covered by bodywork
 - i. a front fender that covers more than the top half of the wheel
 - j. a solid front wheel or solid wheel covers; air must be able to pass through
 - k. multiple master links in the chain
 - l. automotive tires
 - m. drag slicks
 - n. tubes in tubeless tires unless the tire mfr. says it is OK

Class Rules:

6. To ride up to 170 mph you will enter into **Moto Class D (MD)**, which requires the following:
 - a. An MKM D license, which you get just by having a valid drivers license
 - b. minimum of V rated tires (unless Tech allows you a lower rating due to slowness of bike)
7. To ride above 170, up to 190 mph you will enter into **Moto Class C (MC)**, which requires the following:
 - a. An MKM C license (prior Mojave experience over 160 MPH)
 - b. minimum of (V) (parentheses) tires, or V tires shaved to 6/32 or less
8. To ride above 190, up to 220 mph you will enter into **Moto Class B (MB)**, which requires the following:
 - a. An MKM B license (prior Mojave experience over 180 MPH)
 - b. minimum of Z or W rated tires
 - c. A modular or flip-up helmet cannot be used, it must be a one-piece design
9. To ride above 220, up to 240 mph you will enter into **Moto Class A (MA)**, which requires the following:
 - a. An MKM A license (prior Mojave experience over 205 MPH)
 - b. minimum of (W)(parentheses) rated tires, or race tires on our list
 - c. A modular or flip-up helmet cannot be used, it must be a one-piece design
 - d. Road-race leathers with full CE or similar armor including hard back armor, or an "armor jersey" under regular leathers
 - e. Road-race boots without lug soles
10. To ride above 240 mph, you will enter into **Moto Class U (MU)**, which requires the following:
 - a. An MKM U (unlimited) license (prior Mojave experience above 220 MPH, plus event director OK)
 - b. race tires from our race tire list, or true non-DOT road race tires
 - c. A modular or flip-up helmet cannot be used, it must be a one-piece design
 - d. Road-race leathers with full CE or similar armor including hard back armor, or an "armor jersey" under regular leathers
 - e. Road-race boots without lug soles