

GMZ UTV Winter Nationals Casey Folks

Parker "250" Presented by 
"Showdown In The Desert"

Schedule of Events

Thursday * January 4, 2018

2:00 PM to 7:00 PM

Early Tech open to All UTV Classes (including Youth & Short Course)

3:00 PM to 6:00 PM

Early Registration open to All Classes (including Youth & Short Course)

Friday * January 5, 2018

8:00 AM to 11:00 AM

Youth & Short Course Registration

BlueWater Resort & Casino – Mohave & Hopi Rooms

8:00 AM to 11:00 AM

Youth & Short Course Tech

BlueWater Resort & Casino Parking Lot

11:00 AM to 5:30 PM

Motorcycle/Quad/UTV Registration

BlueWater Resort & Casino – Mohave & Hopi Rooms

11:00 AM to 6:00 PM

Motorcycle/Quad/UTV Technical Inspection & Contingency

BlueWater Resort & Casino Parking Lot

1st RACE – HCR Short Course Production 1000 & Pro Prod Turbo Race &
Terache Tire Short Course Production 700/900

11:30 AM – Staging at Start Line

12 Noon – UTV Production 1000 Race Starts, Max laps 1-hour

2nd RACE – Bike Bandit powered by Vey's Powersports Production Youth 170 Race

1:30 PM - Staging at Start Line

2:00 PM –Production Youth 170, Max laps ½ hour, Awards at Finish after 250 Race

3rd RACE – Walker Evans Racing Modified Youth 250 Race

2:30 PM - Staging at Start Line

3:00 PM –Production Youth 250, Max laps ½ hour, Awards at Finish Line

6:30 PM

Mandatory Riders/Drivers Meeting & RZR XP 1000 Giveaway

BlueWater Resort & Casino – Bingo Room

Saturday * January 6, 2018

1st RACE – BITD MCQ Race

7:00 AM - Motorcycle/Quad Staging at Start Line

7:30 AM - Motorcycle/Quad Race Starts

3:00 PM – GMZ Race Products Awards Presentation for Motorcycles & Quads
Immediately Following Race at Ford Mesa

2nd RACE – LSR Lonestar Racing BITD UTV Race

12:15 PM – Staging at Start Line

1:00 PM – BITD UTV Race Starts

8:30 PM – GMZ Race Products Awards Presentation & Thank You Party

BlueWater Rivers Edge Cantina on the River

Saturday * January 7, 2018

No Scheduled Events for Motorcycle, Quad & UTV Community



ARIZONA TIME ~ Please Be On Time To All Scheduled Events!

