



National Rally Day 2017

Bonus Sheet

Rally Number: _____

Here's the extra bonus points for the 2017 Rally. Just keep track of them here and add your bonus total to the Surprise Bonus spot on your rally score sheet.

Kick It Good	<p>Real motorcycles have kickstarters. Pick up five points for each time you kick over your bike during the rally (that's five points for each time you start it - no points if you leave the big red switch off). No whining from the EFI crowd! If Holopaw Gene & Jon at Heindl can do it, so can you! And they both can!</p>	KICKS _____ x 5 =	
Persevere	<p>Riding in the rain or snow or wind can be a challenge - but that's part of why we own Ural's. Pick up 5 points per KM, for each KM you ride in the rain, or in winds higher than 15mph (One or the other - not both). If snow flies while you're riding, pick up an extra 5 points/km - and wear your gloves!</p>	KM _____ x 5 =	
Pucker	<p>It's good to know how far you can run on a full tank - so fill up with gas, record your odometer reading, and then run until you're out of gas. 2013 and prior Urals: If you have the petcock set on reserve - pick up 50 points. If you don't, and your bike dies on the side of the road, pick up 100 points. 2014 & newer Urals: Tape up that low fuel light! 200 points if you run out of gas! (Don't fry your fuel pump!)</p>	Start: _____ End : _____ <input type="radio"/> 50 - Tank on Reserve <input type="radio"/> 100 - Which way is Reserve? <input type="radio"/> 200 - EFI running out of Gas. Why? No reserve!	
Fives for Seven!	<p>Since this is the 7th Annual Rally Day - pick up points for Sevens. Five points for riding any road with a "7" in the name (US 197, Seventh Street, etc). Also Five points for any other place you stop with "7" in the name. For the big bonus - pick up 25 points for eating anything with "7" in the name, ie "The Seven Drinks and You Die Bar", "7th Heaven", "7/11"...</p>	Sevens _____ X 5 = Eat a Seven, add 5 points to your other Sevens to get your 25 points.	
TOTAL BONUS SCORE	Add them all up		