

8-25-24: MX101

There's a number of motocross tracks in the area that are countable exactly one time a year, and I finally made it out to Epping, NH to count MX101. It's situated right by New England Dragway (that I've also been meaning to go to for NHRA one of these years) and was running UTVs as part of Quadcross New England, an ATV racing series touring the area.

It was \$20 a person to get in, pit passes only. Racing was supposed to start at 10am but no order was given. I assumed that it would follow practice order which had the UTV classes last and got there around 10:45 only to find out that the pro SxS class had already ran (after I eventually found the tent with the schedule, which was a bit of a process). Estimating based on track length and the number of classes until the amateur SxS class we decided to leave and come back later. We found some decent BBQ and played a nice 18 holes of disc golf and came back two hours later.



It's a standard motocross track, nothing too unique about it, but it has good sightlines for a spectator since almost all of it is visible. There were a number of narrow split lanes that I wasn't sure a UTV would be able to fit within but they ultimately were able to do it without an issue. There was one section that came up right to the main area without any walls or anything that I'd be worried about if one decided to stick a throttle or something.



They did a good bit of track prep for no clear reason, ran a couple of youth classes, then finally the amateur SxS class (which is ages 15+ according to the rule book). There were three of them and one was upside down in the very first corner, but they got him righted and back on track before losing a lap. He was quite a bit quicker than the others and was visibly closing the gap, but didn't have nearly enough time to compete for the win.





It is fun watching them fly off the jumps, even though the racing wasn't close with only three. Still, hard to beat counting a track an hour from home and getting a new disc golf course in while I'm at it.

