

Emerald Coast Motorcycle Challenge Rules

Skills Competition and Training

The Emerald Coast Challenge is a public service event to promote motorcycle safety and the benefits of motorcycle training. Motorcycle Officers are at the forefront and are often considered the icon of a skilled motorcycle operator. However, with training and practice civilian riders can also reach the same level of skill and proficiency in an effort to produce safer motorcycle riders on the highway.

Eligibility

Competition is open to all sworn Law Enforcement Officers (*active or retired*) as well as Civilian riders.

(Please be advised that the Advanced Divisions are more demanding than MSF ERC standards).

Registration and Release

- A. Registration fee will be \$65.00 per competitor for pre-registration, \$75 day of.
- B. All competitors shall sign a Release / Waiver of Liability form prior to practice or competition.
- C. All competitors shall have insurance. Government agencies will be considered self-insured.

Rules Committee

- A. A Rules Committee will be established to settle all disputes that cannot be settled at the Judges level.
- B. All decisions of the Rules Committee are final.
- C. The Chairman and Vice Chairman will be decided by the Committee members. However, no one on the Rules Committee will be from a department/group that is involved in the dispute.
- D. The Chairman of the Rules Committee will preside over the committee unless his or her agency/group is involved in the dispute. In that case, the Vice Chairman, will be the Chairman.
- E. All questions submitted to the Rules Committee shall be discussed, and put to a vote by the committee.
- F. Majority vote rules.
- G. The Committee members from the agency or group involved in the dispute may participate in any discussion, but shall not have a vote.
- H. In the event of a tie vote, The Committee Chairman shall not cast a second vote to break the tie, and the dispute or proposal upon which the tie occurs shall be referred back to the Chief Judge. The Chief Judge's decision is final.

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Judging

- A. A Chief Judge will be appointed, whose duties will consist of the following:
 - 1. Official Score Keeper
 - 2. Supervise Judges
 - 3. Mediate scoring disputes
- B. If any rider disagrees with his/her score, then he/she must notify the Chief Judge immediately. If the Chief Judge is unable to settle the dispute, then the matter will be referred to the Rules Committee.

Rules and Regulations:

- A. Classes
 - a. Expert Class: A competitor who has placed in the top 3 in any previous motorcycle competition or who has entered more than 5 previous motorcycle competitions.
 - b. Advanced Class: A competitor who has not placed in the top 3 in any previous motorcycle competitions or who has entered 5 or fewer previous motorcycle competitions.
- B. Any rider holding the title of "Motorcycle Instructor" will be required to ride in the Expert Division.
- C. Riders' placement in the Expert (Civilian or LE) or Advanced division may be changed based on the riders' ability. The rider may be moved from either class, up or down, on the recommendation of the rules committee.
- D. Riders must attend **MANDATORY** Riders meeting as scheduled before the competition each day.
- E. Failure to attend can result in disqualification of the rider from the competition. Riders must compete on a motorcycle of at least 1000 cc's that is equipped in the normal deployment configuration as delivered from the factory. **However, original equipment saddlebags, saddlebag guards, lights, engine guards and windshields must be present on the motorcycle.** Lower and mirrors may be removed from a motorcycle if so equipped. If a motorcycle enters the completion staging area with aftermarket equipment, the equipment shall remain on the motorcycle unless excused by the Rules Committee.
- F. Riders must wear a properly fastened D.O.T. approved helmet, full length pants and over the ankle shoes. Gloves and long sleeve shirts are suggested while on the course. This also includes during the practice day.
- G. No rider shall enter the course or challenge pattern prior to attending a safety briefing and signing a liability waiver. This includes the practice day on Wednesday.
- H. Registration placement numbers shall be properly affixed to the front of the rider's motorcycle prior to entering the course. Wristbands will be issued to all participants. The wristband must be in place in order to enter the competition area unless escorted by a member of the event staff.
- I. Riders are responsible for maintenance and repairs of their own equipment. Should a rider experience and unexpected malfunction he/she will be allowed 15 minutes to

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- repair or replace a motorcycle and continue participation. (Riding order may be altered if necessary). Once a rider starts an event, excuses for breakdowns will not be allowed.
- J. All competitors will display sportsmanship like behavior at all times.
 - K. Any person(s) injured shall immediately report the incident to event staff.
 - L. Anyone who displays or engages in unsportsmanlike conduct as determined by the competition committee may be disqualified from the competition. **All judge's rulings are final!**
 - M. To be eligible to win, the contestant **MUST** compete both Thursday and Friday.
 - N. As safety is of paramount concern, all riders moving from one area to the next must do so at idle speed or not more than 5 miles per hour as appropriate or risk disqualification from the event.

Scoring

- A. Time is measured in seconds plus penalty points equating to one point = 1 second.
- B. The worst score of each competitor will be discarded. The best rides (Speed and precision) of each competitor will be added together to determine a competitor's final score.
- C. Rankings will be determined by using the competitors lowest combined scores at the end of the two-day event.
- D. Ties - In the event of a tie, the tie will be broken with the best slow ride time.

Top Gun

- A. *This award will be awarded to the overall best rider throughout the competition in the combined Police and Civilian Expert classes. Riders must compete in all individual events (Individual Skills Runs, Individual Slow Ride, and the Challenge Run) to be eligible for this award. Points for each event will be awarded in order placed, 1st place finisher will be awarded 1 point, 2nd place finisher will be awarded 2 points and so on. The individual rider with the lowest amount of points after all events will be the recipient of this prestigious award. The first-place winner being named "Top Gun"*

Skills Runs

- A. Goal: The objective is to complete the course with the fastest time including penalties.
- B. Competitors are required to make 2 runs on their designated course by class. Both runs will be timed beginning when the competitor's front tire breaks the electric eye and ending when the front tire breaks the electric eye when exiting the last exercise. A back-up stop watch will be used by the Head Track Judge in the event of a malfunction. The rider's best run is kept for score.
- C. Precision Courses are run without time and scored for penalties only. Riders will

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make two runs in each Precision pattern, best score is used. All penalties of best runs will be added to the rider's best timed run for a final Skills Run score.

- D. Awards for 1st, 2nd and 3rd place in each division.

Challenge Course

- A. The "Challenge Course" will consist of a course not to be disclosed until the day of competition. The course will be designed to test a variety of skills required of a motorcycle officer.
- B. Each rider will receive one free run. Riders may ride two additional run for a \$10.00 donation for each run. All donations go to the Charity.
- C. In the event of a tie, the riders' involved will make a second timed run.
- D. Awards for 1st, 2nd and 3rd place in each division.

Slow Ride

- A. This is a timed competition with riders attempting to demonstrate the slowest speed and balance of a motorcycle while riding through the entire pattern.
- B. Each rider is given one free run. For each additional run, there will be a \$10.00 donation per run. Each participant will be allowed multiple runs; however, each run will require an additional \$10.00 donation. All donations go to the Charity. In the event of a tie, the riders' involved will make a run off.
- C. Time begins when:
 - 1. The leading edge of the front tire crosses the plane of the start line with both feet off the pavement. Failure to have both feet off the pavement during entry will disqualify the run.
- D. Time ends when:
 - 1. The motorcycle's rear fender trailing edge crosses the plane of the finish line.
 - 2. The motorcycle crosses any boundary line, or touches a cone.
 - 3. The rider puts a foot down.
 - 4. The rider drops the motorcycle.
- E. Awards for 1st, 2nd and 3rd place in each division.

Explanation of Errors

- 1. Cone Bump - If any portion of the motorcycle or rider bumps a cone, or a cone moves in any way, this penalty is assessed for each cone contacted. No matter how hard the cone is hit, if it is still upright, it counts as a Cone Bump.
- 2. Cone Down - If any portion of the motorcycle or rider knocks over a cone or other

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device that is used to define a riding pattern. This penalty is assessed for each cone knocked down.

3. Foot Down - If the rider takes a foot off the foot peg/board and puts it down on the riding surface at any time while negotiating the course. This penalty is assessed each time the foot comes off the floorboard and is contacting the riding surface and then returns to the floorboard. If rider takes foot off the floorboard and dabs foot multiple times, and then returns foot to floorboard, it counts as just one Foot Down. Foot errors do not include while parking/parked, during a push back, or after crossing a finish line. This is not counted on a Push back.
4. Push Back - (Boundary) If at any time while negotiating a cone pattern the rider goes out of bounds of the set cone pattern with the front tire (i.e. missed gate, off-line) or fails to negotiate a turn. Rider must push back into the pattern and complete the cone pattern. This penalty is assessed each time there is a push back.
5. Dropped Bike- in the Timed Course, if the rider and/or motorcycle fall over while negotiating the course, the rider may upright the motorcycle and continue from the point where the fall occurred. In a Precision pattern, the ten point penalty is assessed each time there is a dropped bike.
6. Off Course - If the rider fails to negotiate the intended path of travel or the correct sequence of patterns. (This penalty is assessed each time the rider is off course.) The rider must reenter the course where they exited.

Point Assessment

- A. Points will be added as one (1) second per point to the overall time and will be assessed as follows:
 1. Cone Bump = 1 point
 2. Cone Down = 2 points
 3. Foot Down = 3 points
 4. Push back = 6 points
 5. Dropped Bike = 10 points (*no additional points added during timed pattern, the clock will simply continue to run while they recover)
 6. Off Course = 10 points

Awards

- A. Awards will be given for the top three (3) places in each event of the following categories:
 1. Motor Officer Expert
 2. Motor Officer Advanced
 3. Civilian Expert
 4. Civilian Advanced

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- B. Awards will be given for 1st Place in each of the following categories:
1. Top Gun

The charity reserves the right to change the rules as needed however, the final rules will be published prior to the event commencing