

Teddy Morse's Destination Daytona Motorcycle Skills Challenge Official Rules (ver.11/28/2022)

I. Challenge Rules Committee

- A. A Skills Challenge Rules Committee will be established to settle all disputes. All decisions of the Rules Committee are final, except as noted in (C3).
- B. The Rules Committee will be selected in the following manner:
 - At least (3) members from the Event Committee, who are designated Rule Committee Members, and present at the trials. If (3) members of the Rules Committee are not present, then the Chairman of the Event Committee will select the needed members from participating agencies. In addition, at least (4) additional members will be selected from participating agencies or vendors/sponsors who possess requisite knowledge of motorcycle skills events to serve in this capacity. The Chairman of the Event Committee will be the Chairman of the Rules Committee, unless his or her agency is involved in the dispute. In that case, another board member will serve as the Chairman (alternate).
- C. All questions submitted to the Rules Committee shall be discussed, and put to a vote at the discretion of the Chairman, or the alternate as noted above.
 - Majority vote rules.
 - The Committee members from the agency or agencies involved in the dispute may participate in any discussion, but shall not have a vote.
 - 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 to the Chief Judge. The Chief Judge's decision is final.

II. General Rules

- A. The challenge is open to all full time, part time or retired law enforcement officers who are or were previously assigned to a motorcycle unit. Retired officers **MUST** present retirement I.D. Riders are only eligible to be scored in one individual class during the event. **Once a rider has elected to ride the retired class due to standing, or in the past has competed in a retired class at any other rodeo or skill competition, they will always be placed into the retired classification.**

Riders must compete on a police equipped motorcycle of at least 1000 cc's that is equipped in the normal deployment configuration as delivered from the factory. This would include lights, saddlebag rails, and engine guards (AKA "crash bars"). To be considered "police equipped", at a minimum the motorcycle must have a "radio box" (actual radio not required) and two working emergency lights. No modification of the steering geometry will be permitted, to include shortening of the factory wheelbase length. Fork stops must be in place to make contact with the

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frame or stop while turning. All motorcycles are subject to inspection prior to each run.

Motorcycle must be a 2009 or newer model for rider to qualify for "Daytona Boss". Rider may compete on any year motorcycle to qualify for an individual class trophy. Any modifications/alteration found will be cause for disqualification. However, and if possible, the rider may be allowed correct deficiencies, so long as time permits and occurs prior to the first qualified/timed run during the challenge. Riders must compete wearing the appropriate uniform normally worn on duty. In the case of retired officers, a polo shirt and BDU style pants is acceptable if a duty uniform is not available. However, such apparel must be professional in appearance.

- B. All riders must wear a helmet, properly fastened while on the courses.
- C. Tire Pressures must be within +/- 5 P.S.I of manufactures specifications.
- D. Prior to entering an event, a rider or team will be allowed fifteen minutes to repair or replace a motorcycle that is malfunctioning. **If the motorcycle is replaced, then the rider must compete on the replacement motorcycle for the rest of the competition. Any exigent circumstances will be reviewed by the Chief Judge and a decision will be rendered within 15 minutes of the incident being reported by the Chief Judge All decisions are final.** Once a rider or team starts an event, excuses for breakdowns will not be allowed with the following two exceptions:
 - kickstand/jiffy stand malfunctions which causes the bike to shut off or creates an unsafe riding condition;
 - when a judge inadvertently misplaces a cone (on wrong mark or in path of travel) prior to the run, which subsequently causes the rider to "fault".
- E. In such an instances, the rider will be allowed to make the requisite repair and/or start over as directed by the Chief Judge. **Note: Points that were assessed PRIOR to a jiffy stand malfunction or errant cone "fault" WILL carry over to any subsequent attempt / do-over.**

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III. Skills Course/Scoring

- A. The object of the challenge is to complete a course consisting of at least four (4) different exercises, without receiving penalty points.
- B. Penalty points will be added as 1 second per point to the time, and are assessed as follows:
- **1 point:** If a wheel crosses an established boundary line (ex. Offset Cone Weave)
 - **2 points:** Touch a cone or knock ball off cone
 - **3 points:** Put a foot down (multiple foot movements during one event, i.e. backing up, will only count as one violation. However, once the rider restarts forward progress, subsequent occurrences will incur a new violation.)
 - **5 points:** Knock down a cone, driving off or dislodging a board, or failure to complete a task
 - **10 points:** Fail to complete an exercise (includes not following the required path of travel. However, intentional by-passes will constitute a disqualification)
 - **10 points:** Drop the motorcycle.
 - **10 points:** Running out of an exercise (When the front and rear wheels cross the imaginary line between the center points of the two adjacent cones where the motorcycle would not normally enter or exit an exercise.)
- C. **Ties:** Are considered two or more riders with the exact score. All ties affecting the top (5) places will be resolved by the rider with the fastest time in the Challenge Ride, or as noted in each section/event below. This includes team events, unless otherwise noted.

IV. Challenge Ride

- A. Awards will be awarded to the top (3) finishers.
- B. The "Challenge Ride" will consist of a course not to be disclosed until the day of the event. The course will be designed to test a variety of skills required of a motorcycle officer.
- C. Each rider will complete one run for time.
- D. Any tie affecting the top (5) places will be resolved by a subsequent timed run.
- E. Scoring will be the same as section III, including a (one) clean run bonus.
- F. Additional rules will be posted at the time of the event

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V. Division Challenge

- A. Trophies will be awarded to the top (3) finishers in each Division for both Expert and Novice riders. (see section VI and VII)
- B. Divisions are as follows:
 - Division 1 – Harley Davidson Road King
 - Division 2 - Harley Davidson Electra Glide
 - Division 3 – Metric/Other Police Motorcycles
- C. Two (2) timed runs will be completed on alternate courses with penalty(s) and bonus(s) for each run factored into a final score.
- D. Bonus points will be awarded for each penalty free run, by deducting five (5) seconds from the rider's time. An additional five (5)-point bonus will be awarded for two penalty free runs, which will be deducted from the time as well. (combined time – bonus)

VI. Expert Classification

- A. Trophies will be awarded based on placement within their respective Division.
- B. An Expert rider is defined as a rider who has participated in **SIX** (6) or more police motorcycle events such as, rodeo, safety trial, challenge, or Olympics, etc., **or** have **PLACED/WON** in any on those previous listed events **REGARDLESS** of how many times they have participated.
- C. All Expert riders are still eligible for both Individual and Team awards.

VII. Novice Classification

- A. Trophies will be awarded based on placement within their respective Division.
- B. A Novice rider is defined as a rider who has participated in **FIVE** (5) or less police motorcycle events, such as rodeos, safety trials, challenges, or Olympics, etc., and **NEVER PLACED/WON**.
- C. **If the rider received a plaque, trophy, medal, ribbon, etc. for 1st- 5th, they are not a Novice.**
- D. All Novice entrants are still eligible for Individual and Team awards.

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VIII. Retired Class/Category

- A. A. Trophies will be awarded to the top (3) finishers, based on placement within the Class/Category.
- B. Riders must be retired in good standing. If the Chief Judge is unable to settle the dispute, then the matter will be referred to the Rules Committee as outlined in section (IA).

IX. Teddy Morse's Team Shootout Challenge

- A. Trophies will be awarded to the top (3) teams, based on placement in the event.
- B. A team will consist of (2) riders from the same agency, or combination of agencies. An agency may field more than one team; however, a rider may only be on one team.
- C. However, combination teams may only form if the participating members do not have registered riders from their respective agencies to partner with. **For example, if agency "A" has (3) registered riders and agency "B" has (4) registered riders, a rider from agency "B" cannot partner with a rider from agency "A". In short, combination teams will be constructed from riders whose agency have odd number registrants.**
- D. Team members must be announced prior to the start of this event.
- E. Team scoring will be based on the teams combined time during the challenge. Scoring will be the same as section III, including a (one) clean run bonus.
 - This is a tandem event in which one member follows behind the other through the cone pattern course.
 - The time starts when the first team member lifts his/her foot and/or moves forward from their stopped position, or when announced to start/go. The time stops when the second team member's front tire comes to a stop in the designated finish/stop box. Both time and penalty points will continue to accrue until the aforementioned occurs.

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- As this is a head-to-head event consisting of two courses, teams/team numbers will be picked at random to ride a particular side. (even left and odd right)

X. Individual Slow Ride Challenge

- A. Trophies will be awarded to the top (3) riders with the slowest times.
- B. This is an open event, and all riders **may** participate.
- C. However, to be eligible for "Mr. Rodeo," riders must participate as their time is used for the final calculation.
- D. The course will be determined by the Committee, and may include turns, circles, and/or a reduction in gate size, or cones. The course may or may not to be disclosed / attempted until the day of this challenge.
- E. The time starts as the motorcycle enters the course, and ends when one of the following occurs:
 - The rider's rear axle crosses the finish line.
 - The motorcycle crosses any boundary line or touches an obstacle.
 - The rider puts a foot down.
 - The rider drops the motorcycle.
- F. Riders will only receive one attempt to complete this event.
- G. To be eligible, the rider must compete in all other challenge events.
- H. Tire Pressures must be within +/- 5 P.S.I of manufacture specifications

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XI. Team Slow Ride Challenge

- A. Trophies will be awarded to the top (3) teams with the slowest times.
- B. A team will consist of (2) riders from the same agency, or combination of agencies. An agency may field more than one team; however, a rider may only be on one team.
- C. However, combination teams may only form if the participating members do not have registered riders from their respective agencies to partner with. **For example, if agency "A" has (3) registered riders and agency "B" has (4) registered riders, a rider from agency "B" cannot partner with a rider from agency "A". In short, combination teams will be constructed from riders whose agency have odd number registrants.**
- D. Team members must be announced prior to the start of this event.
- E. The object of the event is for each rider to travel a course as slowly as possible without leaving the course, hitting an obstacle, putting a foot down, or dropping the motorcycle. The slowest combined times of both riders from any one team will determine the winner.
- F. The course will be determined by the Committee, and may include turns, a reduction in size, or cones.
- G. This is a relay event, and is conducted as follows:
 - Rider # 1 begins at one end of the course, with rider # 2 beginning at the opposite end of the same course.
 - At the judge's command, a rider # 1 raise his/her foot and travels the course as slowly as possible.
 - At each end of the course, there will be a two-foot transfer box. All rider exchanges will take place within the transfer box.
 - When rider # 1's rear wheel enters the transfer box, rider # 2 must raise his/her foot and enter the transfer box with his/her front wheel inside the transfer box before rider # 1's rear axle crosses the outer transition box line. Rider # 2 then proceeds to the opposite end of the course.
- H. The judge will STOP and RECORD the time for the TEAM when:
 - Rider # 2's rear axle crosses the exit line
 - The active rider puts a foot down.
 - The active rider crosses a boundary, or touches an obstacle.
 - The transferring rider fails to enter the transfer box as prescribed.
 - The active rider drops the motorcycle.
- I. To be eligible, each rider must compete in all other challenge events.
- J. Tire Pressures must be within +/- 5 P.S.I of manufacture specifications

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XII. Overall Individual – “Daytona Boss”

The scoring for Overall Individual will be based on a percentage of the scores for Skills Course and Challenge Ride, as follows.

- A. Skills Course Individual 60%
- B. Challenge Run 30%
- C. Individual Slow Ride 10%

XIII. Score Computation(s)

Individual (division/category)

- A. Run 1 (+) Run 2 (+) Penalty(s) (-) Bonus(s) (=) Score

Individual Slow Ride

- B. Time is the time.

Challenge Ride

- C. Run (+) Penalty(s) (-) Bonus (=) Score

Team Shootout

- D. Run (+) Penalty(s) (-) Bonus (=) Score

Team Slow Ride

- E. Time is the time.

Daytona Boss (percentage/weighted)

- F. $[(\text{Individual time} \times .60) (+) (\text{Challenge time} \times .30) (-) (\text{Individual Slow Ride time} \times .10)] (=) \text{Final Score}$

XIV. Judging

- A. The Event Committee will appoint a Chief Judge whose duties will consist of the following:
 - Be or appoint an Official Score Keeper
 - Supervise Judges
 - 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 as outlined in section (IA).