

Rules Committee

A rules committee will be established to settle all disputes that cannot be settled at the judges level.

The rules committee will be comprised of 5 competitors. Committee members must abstain regarding issues involving their own agency.

Only the affected competitor may dispute the decision of the scoring judge(s). Only the affected competitor may address any unresolved dispute of a scoring judge to the Head Judge. If the Head Judge is unable to resolve the affected competitor's dispute, he will review the dispute with the Rules Committee who will render a final decision with regard to the dispute. All decisions of the Rules Committee are final.

Competitors who display or engage in unprofessional conduct as determined by the Board of Directors may be ejected from the competition. The decision of the Board of Directors is final.

General Rules

The object of the competition is for the competitor to demonstrate their skills by having the fastest or slowest time, depending on the event, and to not receive any penalty points.

It is expected that participants enter the appropriate class based on their current ability level. This is a training seminar and it is counterproductive when riders compete out of class.

Motorcycle Requirements

Competitors must compete on a motorcycle of at least 998cc, equipped in the normal deployment configuration as used by their agency. Bag rails may not be removed.

Each competitor must use the same motorcycle throughout the various events unless their original motorcycle becomes inoperable. If that occurs, they may use a second motorcycle within the same registered division for the remaining events.

More than one competitor may share the same motorcycle regardless of skill level. If the intent is for multiple competitors to share a motorcycle, please notify when registering so rider numbers can be spaced apart.

Competitors should wear their department's normal "on-duty" motorcycle riding uniform, to include a properly fastened motorcycle helmet during all riding phases of the competition.

Motorcycle Malfunctions

In the event of a mechanical failure, the rider may be permitted one re-run, at the discretion of the Head Judge and/or the Board.

Entry Restriction

In the Precision Ride, a competitor may only enter and compete in one division and one skill Level.

Penalties

Cone Touch - 1 point
Cone Knock Down - 2 points
Foot Down - 2 points
Drop the Motorcycle - 10 points
Out of course - 10 Points.
*must re-enter from exit point
Brake in 'No Brake' section - 10 points
Fail to complete - disqualification
Wrong Path of Travel - disqual
1 point = 1 second

Actual Time

The clock will start when the rider's motorcycle begins movement and will end when they stop in the "stop box" and place their left foot down or when the rear of the motorcycle crosses the finish line, depending on the event.

Adjusted Time

Actual time + Penalty Pts - Bonus Pts

Bonus Points

Clean Precision Ride = 5 bonus points
Clean Timed Ride = 5 bonus points
Both clean = 5 additional bonus points



S.M.A.R.T. Ride

Special Multi Agency Random Team

All riders will be randomly separated into teams of four. This course will be unannounced and unpracticed. Teams will be random but civilians will be placed with civilians and active law enforcement with active law enforcement. The fastest adjusted time wins.

Slow Ride

The object is for the competitor to traverse down a specific course in the longest amount of time. Time starts when the front of the competitor's motorcycle crosses the start line. Time will stop when any of the following occur:

- a. Touches a cone
- b. Drops the motorcycle
- c. Crosses a boundary line
- d. Puts their foot down in the course

Team Slow Ride

Teams will compete for the longest combined time. Time will start when the front of the first motorcycle crosses the start line and end when the rear of the last motorcycle crosses the finish line. The contact patch of one of the team's motorcycles must be between the start and finish line at all times. This event is timed identically to the individual slow ride. If a penalty occurs during a transfer, the time clock stops.

Challenge Ride

All riders in all divisions and classes will compete against each other. This course is unannounced and unpracticed. The fastest adjusted time wins.

Main Courses

The Precision Ride and the Timed Ride are completed individually but, for awards purposes, the scoring is combined.

Riders only compete against other riders within the same division and level. The rider with the fastest adjusted time wins.

*In the event of a tie, the competitor with the best ranking in the Challenge Ride will be the winner.

Partner Ride

Riders may select the partner of their choice, regardless of division / class.

All partner teams will compete against all other partner teams. Time will start when the front of the first motorcycle crosses the start line and end when the second rider stops in the "stop box" and puts their left foot down. The riders with the fastest adjusted time wins.



General Rules and Scoring