



# Mid-South Police Motorcycle Training & Skills Competition

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## *Rules, Regulations, and Eligibility*

### *Section I. Rules Committee*

#### *A. Defined.*

On the day of the Skills Competition, a Rules Committee comprised of the Head Judge, Assistant Head Judge and a member of the Board of Directors will be established to settle all disputes that cannot be settled at the Judge's level.

#### *B. Disputes.*

Disputes will be handled in the following manner:

1. The affected competitor must address any dispute of scoring to the Head Judge immediately after their run.
2. **Only** the affected competitor may dispute the decision of the scoring judge(s).
3. 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 regards to the dispute.
4. All decisions of the Rules Committee are final for the day of the Skills Competition.

#### *C. Judging*

The Board of Directors will secure judges for the competition

- Head Judge
- Official Score Keeper
- Pattern Judge
- Event Timers
- Field Judge

#### *D. Conduct.*

Competitors who display or engage in unprofessional conduct as determined by the Board of Directors or his or her designees may be ejected from the Skills Competition. The decision of the Board of Directors is final. This will also include any event related to the River City Challenge

## *Section II. General Rules*

### *A. Eligibility.*

The Skills Competition is open to all active sworn law enforcement officers who are authorized by their agency to ride a police motorcycle. To be eligible for the team awards, competitors must participate in all individual and team events

### *B. Motorcycle Requirements.*

Competitors must compete on a police motorcycle of at least 998cc, which is equipped in the normal deployment configuration as used by their agency. Saddle bag guards/rails may not be removed. A saddle bag rail is defined as a rail normally mounted in a horizontal configuration.

### *C. Competitor Attire.*

Competitors must wear the appropriate uniform normally worn while “on-duty” as required by their respective agencies during the skills competition. Either an appropriate on-duty uniform or a casual police motors unit shirt must be worn during practice. All competitors must wear an appropriate motorcycle helmet properly fastened during all riding phases of the Skills Competition.

### *D. Motorcycle Malfunctions.*

Once a competitor or agency team has begun an event, no excuses for a breakdown will be allowed. A breakdown or malfunction will not be accepted as grounds for an appeal. If a breakdown or malfunction is encountered prior to beginning an event, the competitor or team will be permitted 10 minutes to repair or locate a replacement motorcycle of the same class. There may be a mechanic on property to fix small malfunctions and test tire pressure.

### *E. Entry Restriction.*

In the Individual Competition, a competitor may only enter and compete in one Division and one Class (see Section III, Subsection 3, Paragraph b), using a single motorcycle. Competitors may share a qualified motorcycle. Different class competitors may share the same motorcycle. Riders must compete in the individual competition to be eligible for the Team Competition

## *Section III. Individual Competition*

### *A. Eligibility.*

#### *1. Expert Class:*

a. Any eligible competitor may elect to compete in the Expert Level.

Note: However, once a competitor has chosen this level, he may not regress to the Novice Level in any subsequent Skills Competition.

b. Any competitor who has competed in any three police motorcycle skills competitions or placed in any competition in any jurisdiction, must compete in the Expert Level.

#### *2. Novice Class:*

a. A competitor is eligible to compete in the Novice Level if he does not meet any of the requirements of the Expert Level.

#### *3. Divisions:*

a. Division I - Harley-Davidson FLH w/ windshield

b. Division II - Harley-Davidson FLH w/ fairing

c. Division III – All other motorcycles meeting entry criteria

### *B. Courses.*

#### *1. Goals:*

a. The object of the competition is to not receive any penalty points.

b. All competitors begin with a score of zero.

c. This includes both Expert and Novice Level competitors.

#### *2. Course Runs:*

a. Competitors are required to make two runs through five course events. The first run will be at the competitor's own pace. The second run will be timed, beginning

when the competitor's motorcycle breaks the infrared beam of the electronic timer situated at the start gate and ending when the competitor's motorcycle breaks the infrared beam of the electronic timer situated at the exit gate.

b. A clean run of the un-timed run will result in a bonus of five seconds deducted from the timed run.

### 3. *Penalty Points:*

a. Cone Touch .....(1) seconds

b. Cone Knock Down .....(2) second

d. Crossing Boundary Line ..... (2) second

*Note:* In events that use boundary lines, a penalty occurs when the entire contact patch of any tire completely crosses the boundary line.

c. Foot Down .....(5) second

e. Drop the Motorcycle .....(10) seconds

g. Running Out of Event .....(10) seconds

*Note:* When the front and rear contact patches of the tires completely cross the imaginary line between the center points of the two adjacent cones where the motorcycle would not normally enter or exit a course event.

f. Fail to Complete Event .....disqualification

*Note:* Occurs if a competitor starts an event and does not finish by exiting that event at the normal exit point. This includes improper path of travel for that event.

h. Timed Runs - For each penalty point assessed during the timed run, one second of time will be added to the total time of that run.

Note: Penalty points are assessed for any errors from the beginning of the time until the time stops. This includes errors that occur between courses.

### 4. *Final Score:*

A final individual score will consist of the competitor's final time of their timed run with any bonus time deducted or penalty time added due to penalties from the timed and proficiency runs.

*5. Ties:*

a. All ties for First through Fifth place in the Expert and Novice Level will be broken in the following manner:

A second timed run will be scored for the tied competitors and the tie will be broken by that score.

*C. Awards.*

*1. Expert Level:*

a. First five places in Divisions I through III

*2. Novice Level:*

a. First five places in Divisions I through III

## *Section IV. Individual Slow Ride Competition*

### *A. Eligibility:*

Any registered competitor

### *B. Goals:*

1. The object of the Individual Slow Ride is for the competitor to traverse down a course designated by the Committee in the slowest time without penalty.

### *D. Penalties:*

1. The competitor's time will stop if any of the following occurs:

- A competitor puts their foot down in the lane.
- A competitor drops the motorcycle in the lane.
- A competitor crosses a boundary line.

### *E. Timing:*

1. Time starts when the competitor's entire front-tire contact patch is completely across the start line. Time ends when a penalty occurs or the competitor's entire rear-tire contact patch is completely across the finish.

### *F. Awards*

1. First through fifth Place.

## *Section V. Challenge Ride*

### *A. Definition:*

1. The Challenge Ride will be an “unpracticed” event that will be determined by the Committee.

### *B. Goals:*

1. To traverse the course without penalty in a timed run.

### *C. Eligibility:*

1. All competitors must compete in this event in order to be eligible for the Rodeo Champion Award. Any competitor is eligible to ride in this event at their option and will therefore be eligible for an award if they so choose to enter.

### *D. Scoring:*

1. Penalty points will be determined by the Committee on the day that the Challenge Ride is conducted and points will be added to the competitors overall time.

### *E. Awards:*

1. First through fifth Place.

## Section VI. Rodeo Champion Award

### A. Eligibility:

Competitors must be registered and compete in all individual phases of the competition to include the Un-Timed Run, Timed Run, Slow Ride and Challenge Ride.

### B. Scoring:

The individual results from all classes and divisions will be blended to form one overall ranking list that will be used to determine the overall individual champion.

The overall champion will be determined by using the following formula:

Individual timed and untimed score ranking	50%
Individual Slow Ride ranking	25%
Challenge ride ranking	<u>25%</u>
	100%

The lowest score using the following method will make the determination of overall champion:

#### Individual Competition Results

The competitor will be assigned a score equal to the value of his/her ranking in the Competition. (e.g. 1st place equals 1 point, 2nd place equals 2 points and so on)

#### Individual Slow Ride Competition Results

The competitor will be assigned a score equal to the value of his/her ranking in the Competition. (e.g. 1st place equals 1 point, 2nd place equals 2 points and so on)

#### Challenge Results Results

The competitor will be assigned a score equal to the value of his/her ranking in the Competition. (e.g. 1st place equals 1 point, 2nd place equals 2 points and so on)

Example:

**Competitor A** receives the following results

Individual Competition	3 <sup>rd</sup> place	=	3 points	3 x 50% = 1.50pts
Ind. Slow Ride	5 <sup>th</sup> place	=	5 points	5 x 25% = 1.25pts
Challenge Ride	2 <sup>nd</sup> place	=	2 points	2 x 25% = <u>0.50pts</u>
				3.25pts

**Competitor B** receives the following results

Individual Competition	1 <sup>st</sup> place	=	1 points	1 x 50% = 0.50pts
Ind. Slow Ride	11 <sup>th</sup> place	=	11 points	11 x 25% = 2.75pts
Challenge Ride	3 <sup>rd</sup> place	=	3 points	3 x 25% = <u>0.75pts</u>
				4.00pts

In the event that there is a tie for the overall championship, it will be broken by the competitor with the highest ranking/placing in the Individual Competition. In the event that there is a tie in the Individual Competition, it will be broken by the competitor with the highest ranking in the Slow Ride Competition.

*C. Awards:*

First place only.

## *Section VII. Team Competition*

### *A. Definition:*

1. A team consists of four eligible competitors. Each competitor can only be a part of one designated team. It is the responsibility of each team to designate their team members.

### *B. Score:*

1. The final scores from all designated team members will be tabulated and the combined score will comprise the final team score. The team with the lowest score will be awarded First Place.
2. Second through Fifth place will be awarded to the teams with the next lowest scores.

### *C. Ties:*

All ties in the team competition will be broken in the following manner:  
Each team involved in a tie will designate one of its riders to compete in a scored timed run. This run will be the same as the individual timed run and will be scored in the same manner. The team represented by the competitor with the lowest score wins.

### *D. Awards:*

1. First through fifth Place teams will receive four individual awards per team.

## *Section VIII. Team Slow Ride Competition*

### *A. Definition:*

1. A team consists of any four competitors from the same agency, or any four competitors from different departments when fielding a “Hybrid” team (see “Restrictions” Section VIII Subsection B Paragraph 1). An agency may field as many slow ride teams as it is capable of putting together.

### *B. Restrictions:*

2. If an agency has four or more competitors registered under Team Competition Rules (see Section VII Subsection A ), those competitors must be on a slow ride team. Competitors who are registered on a team under Team Competition Rules may also compete in the Individual Slow Ride. In the event an agency that is registered as a team under the Team Competition Rules has an odd number of competitors, the unassigned riders can form a “Hybrid” team utilizing other competitors in the same situation or whose agency does not meet the criteria for a team under Team Competition Rules. “Hybrid” teams may only be formed when an odd number of competitors or an agency having fewer than four competitors exist.

### *C. Goal:*

3. The object of the team slow ride is for the four designated team riders to traverse an eight foot (8’) wide by thirty-five (35’) foot long lane as slowly as possible. The slowest combined times of all four riders from a designated team will determine the winner.

### *D. Penalties:*

1. The team’s time will stop if any of the following occurs:
  - a. Any team member puts their foot down in the lane.
  - b. Any team member drops the motorcycle in the lane.
  - c. Any team member crosses a boundary line.
  - d. The first team member does not start on time.
  - e. The two team member’s exchange was not done in time.
  - f. The last member crosses the exit line.

### *E. Timing:*

4. The time starts when the first team member’s entire front-tire contact patch completely crosses the start line. The time ends when a penalty occurs or the fourth team member’s entire rear-tire contact patch

completely crosses the end line. All first team members must be entered into the lane within five seconds of the Judge's starting command.

### *F. Rider Exchange:*

1. Team members one and three begin at the right side of the lane, and team members two and four begin on the right side of the opposite end of the lane.
2. When the first team member's entire front-tire contact patch is about to exit from the lane, the second team member must raise their foot and enter the lane (entire front-tire contact patch is completely across the start line). Both the entering and exiting team members must have their entire front-tire contact patch in the lane at the same time in order to avoid penalty and perform a "good" exchange. Team member number one may now exit the lane as team member two continues his slow ride in the lane.
3. Team member two then exchanges with team member three in the same manner as prescribed above. Team member three then exchanges with team member four in the same manner as prescribed above.
4. Team member four continues his slow ride within the lane and time stops when his entire rear-tire contact patch is completely across the finish line.

### *G. Awards:*

1. First through Fifth Place teams will receive four individual awards per team

## *Section IX. Partner Ride*

### *A. Definition*

This event will consist of two motorcycles being connected by a tether which is 36 inches long. The rope is divided into two 18 inch pieces. The two pieces have velcro attached to the end, so the two ropes will be joined together. The ropes are attached to the saddle bag rails.

### *B. Goal*

Traverse through a predetermined course tethered together without breaking the tethered in the fastest time.

### *C. Disqualifications*

If any of the following occurs, the team will be disqualified in partner ride competition:

- If the connecting ropes are separated at the velcro connection.
- If any team member puts their foot down.
- If any team member touches a cone.
- If any team member drops the motorcycle.
- Ride out of the predetermined course of travel.

### *D. Paid Runs*

Each participating team will be given one run. After completing the original run, each team will have the option to buy additional runs for a fee of \$5.00 per run. A team will be allowed a maximum of five (5) runs.

### *E. Awards*

First through fifth place teams will receive two individual awards per team.

## *Section X. Definitions*

**Competitor:** A Law Enforcement Officer that is authorized by their agency to ride a police motorcycle that currently works full-time or part-time on such a Unit, and who has completed all registration forms.

**Course:** A series of exercises a competitor must execute on a qualified motorcycle, including the path of travel.

**Crossing a Boundary Line:** If the competitor's tire crosses a boundary line with front or rear tire.

**Department:** Any federal, state or local law enforcement agency that employs a competitor.

**Dropping a Motorcycle:** In a course, if the competitor's motorcycle falls to the surface and the competitor does not have control.

**Exercise:** A specific set of obstacles, which makes up part of the course.

**Failing to Complete an Exercise:** During the execution of a skill/event a Competitor does not finish the event by exiting the skill/event at the normal exit point. This includes failing to follow the correct Path of Travel.

**Foot Down:** In an exercise, whenever a competitor's foot comes in contact with the surface (includes any part of the course during the timed run).

**Judge:** A person designated to score and/or time a competitor on the course.

**Judge's Meeting:** A meeting of course judges to review rules and scoring procedures of the Competition.

**Knock a cone over:** During execution of an exercise whenever any part of the motorcycle or competitor makes contact with any part of a cone/pylon in place that causes it to fall over or move from its normal standing base.

**Normal Deployment:** How a Department's motorcycle is normally outfitted for everyday use as ridden by the Department's Motorcycle Officers

**Qualified Motorcycle:** A motorcycle that has been measured in and registered to compete in the Competition events.

**Rules Committee:** Convened on the day of the Competition to handle disputes.

**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 or course. The rider must re-enter the exercise where they left or re-start the exercise.

**Timing:** Where possible, two acceptable timing devices will be utilized by two judges to time a course run. Only in the case of a malfunction or disputes will the secondary device be considered. The head judge will be responsible for ensuring the timing is consistent.

**Touch a Cone:** During execution of a course any part of a motorcycle or competitor makes contact with any part of a cone/pylon in place knocking it from resting base.