

Southwest Police Motorcycle Training and Competition

OFFICIAL RULES

I. RULES COMMITTEE

- A. A Rules Committee will be established to settle all disputes that cannot be settled at the judge's level. All decisions of the Rules Committee are final.
- B. The Rules Committee will be selected in the following manner:
 - 1. At least five members from the qualified entrants will be chosen by the Competition Director to serve on the Committee.
 - 2. The chairman of the Committee will be the Competition Director.
- C. All questions submitted to the Committee shall be discussed and put to a vote at the direction of the chairman.
 - 1. The chairman will not have a vote in the dispute but may offer solutions to be considered.
 - 2. Majority vote rules.

II. GENERAL RULES

- A. Competition is open to all full-time law enforcement officers who are currently certified on the police motorcycle.
- B. Riders must compete on a police motorcycle of at least 998cc, that is equipped in the normal deployment configuration. No modification to the motorcycle for the purpose of this competition is allowed, i.e. non-stock tires, exhaust modifications or engine modifications.
- C. Riders must compete in the appropriate uniform normally worn on duty. (this does not apply to the practice day.)
- D. All riders must wear a DOT approved motorcycle helmet, properly fastened, while the motorcycle is in operation. Gloves are advised, but at your own discretion.
- E. Prior to entering the event, a rider or team will be allowed five minutes to repair or replace a motorcycle that is malfunctioning. Once a rider or team has begun the event, and a breakdown occurs, the competitor must notify the Rules Committee. They will look at the cause of the breakdown and, possibly with the help of a mechanic, rule as to a re-ride or to disqualify the run. Re-rides may be allowed for breakdowns such as ignition failure, motor seizure, or other failure out of the operators' control. They are not allowed for clutch failure, out of gas, flat tire, crash damage, etc.
- F. Judges will be stationed at each cone exercise. They will be instructed as to all the penalties. If they call a penalty, that decision is final. No video reviews will be entertained.
- G. All motorcycles will be parked in the staging area only when not practicing in the designated area or lining up to compete.

III. INDIVIDUAL COMPETITION

- A. All motorcycles will compete against like machines (H-D, BMW, Honda, Kawasaki.) If any other bikes show up we will place them in the class that seems most appropriate.
- B. Individual awards will be given out in each class with the amount to be determined by how many are actually present (possibly top 10, 5, or 3)
- C. The object of the competition is to not receive any penalty points, while negotiating the course as quickly as possible. All riders begin with a score of zero.
- D. Penalty points are assessed as seconds added to the raw time as follows:
 - Touch a cone.....2 seconds
 - Knock a cone down.....3 seconds
 - Put a foot down.....4 seconds
 - Drop the motorcycle.....5 seconds
 - Not complete the exercise..5 seconds
 - Run out of the exercise.....10 seconds
 - Deviate from the prescribed course.....10 seconds
- E. Riders will be required to make two timed runs through the course. After adjustments for penalty points are added, the two times will be averaged together for placement into the finals. The top riders from each class will run a third time. Depending on the numbers in each class, this could be the top 10, top 5, or maybe only 3. This will be announced prior to the competition actually starting. All three adjusted times will be averaged together to determine the winner and final placement in each class.
- F. Course dimensions: The course measurements will be based on the cone problems supplied to the entrants. Cone problems may be flipped, mirrored, or reversed (entrance becomes the exit and vice versa) when set up for the actual competition. These may be modified to allow each rider a fair chance of completion. All classes will run the same course.

IV. TEAM COMPETITION

- A. First through third place will receive an award.
- B. All teams must declare themselves prior to the competition. Forms will be provided for this.
- C. Agencies having less than four competitors may combine and declare themselves a team prior to the competition. Riders belonging to agencies having four or more competitors will compete as part of that agency. The Rules Committee will approve all combination teams.

V. SLOW RIDE TEAM COMPETITION

- A. 1st through 3rd place will receive awards.
- B. The object of this competition is for four riders to travel down a 50 ft. long by 8 ft. wide path as slowly as possible without leaving the course, putting a foot down, or dropping the bike. The combined times of all four riders from a team will determine the winner.

- C. Riders #1 and #3 begin at one end of the lane, and riders #2 and #4 begin at the other end.
- D. At the judges command, rider #1 raises his/her foot and begins down the lane as slow as possible. All riders must start upon the command.
- E. When rider #1's front tire is about to exit the lane, but prior to leaving the lane, rider #2 must raise his/her foot and enter the lane. Rider #2 will proceed in the opposite direction with his front wheel in the lane before rider #1's rear wheel leaves the course. Failure to adhere to these rules will result in your time being stopped..
- F. Riders #3 and #4 proceed as above.
- G. The time for any team is stopped when: rider #4's back wheel exits the lane, or when any rider puts a foot down, drops the motor, touches a sideline, fails to enter the lane on time, etc. Once an error is made, the judge will stop the time for that team.
- H. Agencies may enter as many teams as they wish. However, an individual may only compete on one team.
- I. A rider may compete in this event without having competed in the other events, as long as he would otherwise qualify to be a competitor.

VI. PARTNER RIDE

- A. Two riders make a team. They may be from different agencies, but can only compete on one team.
- B. Riders must negotiate an obstacle course while the motorcycles are tied together with a breakaway cord. If the cord pulls apart during the ride, no time is awarded. If an obstacle is touched, a foot put down, or a motorcycle dropped no time is awarded.
- C. Fastest time clean through the course wins.
- D. Prizes will be awarded to the first place team only.
- E. Each team is allowed two free runs. A team may make additional runs with a \$5.00 donation to Special Olympics for each additional run. There is no limit on this other than possible time constraints at the end of the day. We will announce when the event will be closing that day.