

Palmetto Police Motorcycle Training Seminar Rules

Eligibility - Competition is open to all sworn Law Enforcement or Emergency Officers who are authorized to ride a police / working motorcycle through their department.

Rules Committee - A Rules Committee will be established to settle all disputes that may arise during the competition. The Rules committee will be comprised of five members. All disputes submitted to the Rules Committee will be discussed and a decision rendered. Majority rules. During any given dispute, no one on the committee will be from the agency involved in the dispute. A representative from the agency involved may be involved in any discussions leading up to a vote, but may not cast a vote to resolve the dispute.

General Rules - Riders must compete on a police 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") Riders must compete wearing the appropriate uniform normally worn on duty. All riders must wear a helmet, properly fastened while on the courses, including practice. Prior to entering an event, a rider or team will be allowed five minutes to repair or replace a motorcycle that is malfunctioning. Once a rider or team starts an event, excuses for breakdowns will not be allowed.

Points Assessment - Points will be added as 1second per point to the overall time and will be assessed as follows:

- 2 Point - Wheel crosses an established boundary line
- 2 Points - Touch a cone
- 2 Points - Knock down a cone
- 2 Points - Put a foot down
- DQ - Failure to complete an exercise or follow the path of travel
- 10 Points - Drop the motorcycle
- DQ - Run out of a pattern (When both wheels cross the imaginary line between the center points of two adjacent cones where the motorcycle would not normally exit the pattern)

A maximum of 20 penalty points is allowed per run. Riders exceeding 20 points are not qualified to advance. Bonus points will be awarded for each penalty free run by deducting 5 points from the overall time. An additional 5 points will be awarded for two penalty free runs, for a maximum of 15 bonus points. Riders will be required to make two timed runs through each set of 5 courses. The time from each run, after bonus/penalty assessments, will be added together for a final overall time. Should

any two riders in awarded positions have a tie score, the tie will be broken by a second timed run.

Awards - Awards will be given to a minimum of five per division/per class for the main competition and the slow ride. The actual number of awards is dependant upon the number of riders in each division/class. Three awards will be provided for the Challenge Ride. Other awards may be given at the discretion of the Rodeo Committee.

Divisions - There will be three divisions with three classes per division as follows:

- Division 1 - With Faring
 - Division 2 - Without Faring
 - Division 3 - All other motorcycles meeting the defined criteria
- Each division will have a Novice, Intermediate, and Expert class. A Novice is defined as someone who has never competed in a motorcycle competition, such as a rodeo, safety trials, or Law Enforcement Olympics. If a rider has competed in 3 or more events/or has placed in a competition he/she must move up to the next class. If a rider has competed in 3 or more Expert class events, but has not placed, he/she may compete in the Intermediate class during this competition.

Challenge Ride - The Fun Run will consist of an undisclosed course to be set up the day of the competition to test various riding skills. No member of the Rodeo Committee will be allowed to participate in this event.

Team Competition – Any agency with at least four participating riders is eligible for entry into the team competition. Only one team per agency will be allowed. The final scores from all agency members will be tabulated and the top four competitors with the lowest scores and most clean runs will comprise the final team score. The team with the lowest cumulative score will be declared the winner.

Example: Agency X has 10 riders at the competition once all 10 riders compete the lowest 4 scores will be used to determine their team ranking.

Partner Ride - Two team members will compete on a pre determined course, tethered together for time. The top three teams will receive awards.

Individual Slow Ride - This competition will be open to all participating riders and will not be separated by Division or Class. Times starts when the front axle crosses the start line, and ends when:

- Riders 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

Ties will be resolved by a second run between tied riders.

Team Slow Ride - The object of this competition is for all team riders to complete the course as slowly as possible without putting a foot down, dropping the motorcycle, leaving the course, or hitting an obstacle. This will be a relay competition and will be conducted as follows:

- Riders #1 and #3 will start at one end, while riders #2 and #4 start at the opposite end.
- On the judge's command, rider #1 will lift his/her foot and travel the course as slowly as possible.
- At each end of the course, will be a two-foot transfer box. All rider exchanges will take place within the transfer box.
- When rider # 1's front 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 front axle crosses the exit line. Rider # 2 then proceeds to the opposite end of the course, and completes a transfer with rider # 3.
- During the transfer process, when the entering rider's wheel enters the box, and he/she becomes the active rider.
- Riders # 3 and # 4 proceed as listed in 4 and 5 above.

The judge will STOP and RECORD the time for the TEAM when:

- Rider #4's rear axle crosses the finish line
- The active rider puts a foot down
- The active rider crosses a boundary or puts a foot down
- The transferring rider fails to enter the transfer box on time
- The active rider drops the motorcycle.
- A team may consist of any four riders, regardless of agency, and a rider may compete in this event without having competed in any other event. In the event of a tie, one rider from each tied team will do an individual slow ride to determine the winner.

Judging - The Rodeo Committee duties will consist of:

- Official Score Keeper
- Supervise Judges
- Mediate Scoring Disputes

If any rider disagrees with his/her score, he/she must notify the Rodeo Committee immediately. If the dispute cannot be settled by the Rodeo Committee, the dispute will be referred to the Rules Committee for disposition. The decision of the Rules Committee is final.

Conduct - All persons involved in the competition will be expected to maintain professional conduct. Anyone who displays or engages in unprofessional conduct,

as determined by the Rodeo Committee, may be warned, disqualified, or ejected from the competition.

Mr. Rodeo (Overall Champion Scoring)

The individual rankings by division (Novice/Expert) and class (Division 1 or 2 / Other) will apply to determine the winners of those divisions/classes. 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 and team scores.

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

Main Course Individual Competition Results	50%
Slow Ride Individual Competition Results	25%
Challenge Results	25%
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	100%

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

Main Course 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)

Slow Ride 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)

Challenge Course 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 received competition results of :

Main score 3rd place = 3 points

Slow score 5th place = 5 points

Challenge 2nd place = 2 points

Competitor B received competition results of :

Main score 1st place = 1 points
Slow score 11th place = 11 points
Challenge 3rd place = 3 points

Competitor A

Main 3 x 50% = 1.50points
Slow 5 x 25% = 1.25points
Challenge 2 x 25% = 0.50points
Total 3.25points

Competitor B

Main 1 x 50 % = 0.50 points
Slow 11 X25% = 2.75 points
Challenge 3 x 25% = 0.75 points
Total 4.00 points

Ties for placing positions (1st through 3rd) in the overall championship will be broken by the championship being awarded to the competitor with the highest ranking/placing in the Main Competition. In the event of a Main course tie (Non-placing position such as 4th place) the competitor with the highest ranking in the Slow Ride will be awarded the championship. Ties for non-placing positions will not be subject to the tiebreak formula.