

## **Section I. Rules Committee**

### **A. Defined.**

On the day of the Safety Competition, a Rules Committee composed of the Head Judge, the 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.**

1. Disputes will be handled in the following manner:
2. **Only** the affected competitor may dispute the decision of the scoring judge(s).
3. **Only** the affected competitor may address any unresolved dispute of the scoring judge(s) to the Head Judge.
4. 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.
5. **VIDEOS WILL NOT BE REVIEWED FOR DISPUTES**
6. Any discrepancies with any of the cone courses shall be brought to a member of the Rules Committee for consideration.
7. All decisions of the Rules Committee are final.

### **C. Conduct.**

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

## **Section II. General Rules**

*At check in competitors will select, at random, a numbered poker chip. This will be their assigned rider number throughout the event.*

### **A. Competition Goal:**

1. 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 **not to receive** any penalty points.
2. Fastest or slowest times are **ONLY** considered as a tie breaker between competitors with the same amount of penalty points.

**Example:** in a speed run, a rider with zero points and a time of 2:00 will beat a rider with one point and a time of 1:50.

## B. Eligibility.

The Safety Competition is open to all sworn law enforcement officers and EMS personnel who are authorized by their agency to ride a police or EMS assigned motorcycle.

## C. Motorcycle Requirements.

1. Competitors must compete on a police motorcycle of at least 998cc, which is equipped in the normal deployment configuration as used by their agency. Bag rails **may not** be removed. A bag rail is defined as a rail normally mounted in a horizontal configuration, with a minimum wall thickness of 75/1000 of an inch and a maximum wall thickness of 1/1000 of an inch.
2. 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.
3. More than one competitor within the same registered division 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.

## D. Competitor Attire.

Competitors must wear either their department's normal "on-duty" or "training" motorcycle riding uniform, to include a properly fastened motorcycle helmet Wednesday thru Friday of the Safety Competition. On the final day, all competitors must wear their department's normal "on-duty" motorcycle riding uniform in accordance with their department's uniform regulations.

## E. Motorcycle Malfunctions.

1. In the event of a mechanical failure, the rider may be permitted one (1) re-run, at the discretion of the Head Judge and/or the Board.
2. Mechanical failure would include items such as a tire going flat, drive train breaks, brake cable snaps, kickstand spring detaches, or any other major item that would deem the vehicle inoperable.
3. Mechanical failures do not include such items as, loose saddle bag, loose mirrors, and other similar issues. In those cases, a rider may stop and address the issue at their discretion and any penalty points for violations (putting foot down while stopped) will be assessed and time will continue.

**F. Entry Restriction.**

In the Individual Competition, a competitor may only enter and compete in one Division and one skill Level, except for the "Over Fifty" level (See Section III, Subsection 3, Paragraph b).

**Section III. Skill Levels and Divisions**

**A. Skill Levels.**

**1. Expert Skill Level:**

- a. Any competitor **may elect** to compete in the Expert Skill Level.
- b. Any competitor who has previously competed as an expert in any police motorcycle safety competition in any jurisdiction must compete in the Expert Skill Level.
- c. Any competitor who has previously competed in any three or more police motorcycle safety competitions, or placed in a prior Novice Division, (in any jurisdiction) must compete in the Expert Skill Level.

**2. Novice Skill Level:**

- a. A competitor is eligible to compete in the Novice Skill Level if they **do not** meet any of the criteria of the Expert Skill Level.

**3. "Over Fifty" Level:**

- a. A competitor is eligible to compete at this level if he has reached the age of fifty years on the day of the Safety Competition.
- b. Competitors at this level are still eligible for awards in both the Novice and Expert Skill Levels.

**B. Divisions:**

- 1. Division I** - Harley-Davidson FLH w/ windshield.
- 2. Division II** - Harley-Davidson FLH w/ fairing.
- 3. Division III** - All other police motorcycles.

## **Section IV. Main Cone Course Runs**

### **A. Goal:**

There will be two separate courses during the Safety Competition. A "precision" course that consists of five separate cone course events that emphasizes precision and cleanliness. The object is for the competitors to make a single run through five separate precision cone course events without penalty points. The run will be at the competitor's own pace and not timed.

The second will be a "speed run" or "timed run" that consists of five separate cone course events that will be connected to make one large cone course event. The object is for the competitors to make a single run for time with the fewest penalty points. The run will be at the competitor's own pace but ranked amongst other competitors based on time and penalty points.

### **B. Penalties:**

1. Cone Touch - (1) point.
2. Cone Knock Down - (2) points.
3. Foot Down - (2) Points.
4. Drop the Motorcycle - (5) Points.
5. Crossing Boundary Line "One Tire" - (2) Points.

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

6. Running Out of the Event "Both Tires"- (5) points.

**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.

7. Fail to Complete Event - (5) points.

**Note:** This occurs when a competitor enters or exits through the wrong location or does not follow the designated path of travel within a course.

8. Maximum Points - A **maximum** of (5) penalty points are all one competitor can be assessed in any one course event.

### **C. Ranking:**

1. The competitor with the lowest combined rankings for the precision

courses, timed/speed run and slow ride will be the winner.

2. In the event the competitors have the same number ranking, the fastest time will be used to determine the winner.

**Example:** A competitor with two clean runs and a final time of 2:00 minutes wins over a competitor with a final time of 1:50 and one penalty point during either run.

3. In the event of a tie that results in an award, the competitor with the lowest ranking in the Challenge Ride will be the winner.

**D. "Mark Payton Award" for the fastest, clean Timed Cone Course Run**

1. The rider with the fastest, clean Timed Cone Course Run will receive the "Mark Payton Award" for the accomplishment.

**Section V. Slow Ride Event**

**A. Goal:**

The object of the Slow Ride Event is for the competitor to traverse through a course designated by the Committee in the slowest time. The slow ride will be factored into the overall scoring.

**B. Penalties:**

1. The competitor's time will stop if any of the following occur:
  - a. Touches a cone
  - b. Drops the motorcycle
  - c. Crosses a boundary line
  - d. Puts their foot down

**C. Timing:**

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.

**D. Ranking:**

The competitor with the slowest time wins.

**E. Awards:**

First, second and third will be awarded for the slowest rides.

**Section VI. "Chris Yung" Challenge Ride**

**A. Goal:**

The object of the Challenge Ride Event is for the competitor to traverse through an "unpracticed" course designated by the Committee in the fastest time without penalty points.

**B. Penalties:**

1. Any obstacle that is contacted/knocked down - (5) points.
2. Touching either brake in a no-brake section - (10) points.
3. Running out of the course - (20) points.

**Note:** Time will be stopped and **NOT** recorded for this violation. This includes when a competitor enters or exits through the wrong location or does not follow the designated path of travel within a course.

**C. Ranking:**

1. The competitor with the fewest points will be the winner.
2. In the event the competitors have the same number of points, the fastest time will be used as the determining factor for ranking.
3. The competitor with the fastest time with the least number of penalty points wins.

**Example:** A competitor with a clean run and a final time of 2:00 minutes wins over a competitor with a final time of 1:50 and five penalty points.

d. In the event of a tie, the competitor with the lowest ranking in the Main Cone Course Runs will be the winner.

**D. Awards:**

First place only.

## **Section VII. Overall Rider Award**

### **“Mr. Milwaukee/Mr. Metric/Top Novice” Award**

#### **A. Goal:**

For a competitor to show their riding skills, within their respective Skill Levels, by competing in the required events and having the lowest overall accumulation of ranking points.

#### **B. Eligibility:**

Competitors must compete in all three phases of the competition to include the Precision Cone Course Run, Timed Cone Course Run, and the Individual Slow Ride.

#### **C. Ranking:**

1. Competitors that did NOT exceed the maximum allowable penalty points in any event will be assigned an individual ranking within the following events; the Precision Cone Course Runs, the Timed Cone Course Runs, and the Individual Slow Ride. Their ranking within the three events will be combined for a total score. The competitor with the lowest number will win.
2. When ranking competitors within the individual events used for the calculations of this award, if two or more competitors are tied, they will share that rank. If this occurs, the next rank in that event will be the tied rank plus the number who shared that rank.

**Example:** If 4 people share the rank of 3, the next rank used would be 7.

3. After the totals have been calculated, and in the event there is a competitor with **ALL** clean runs, those competitors will be bumped to the top of the list and ordered by their combined ranking total. This process will **ONLY** be applicable for competitors with **ALL** clean runs and will NOT be used for subsequent point totals.

**Example:** If a competitor A's rankings adds up to 15 and he had one penalty point during the phases, and competitor B's rankings adds up to 23 but had NO penalty points, competitor B would win over competitor A.

4. In the event of a tie, the competitor with the lowest time in the Timed Cone Course will be the winner.

**D. Awards:**

**Mr. Milwaukee (A.D. Johnson)**

1. Awarded to the top overall Division II competitor

**Mr. Metric (A.D. Johnson)**

1. Awarded to the top overall Division III competitor

**Top Novice (Tommy Bernal)**

1. Awarded to the top overall Novice competitor

**Expert Division**

1. Awarded to first, second and third place to each expert competitor in each division

**Novice Division**

1. Awarded to first, second and third place to each novice competitor in each division

**Section VIII. Partner Ride**

**A. Definition:**

A team consisting of two competitors will complete a timed run together on the speed run course at the same time.

**B. Selection:**

At check in competitors will receive a poker chip with their rider number. For entry into the partner ride competitors will deposit their chips into a box. Chips will be randomly selected to form 'partners'. Choice of lead rider is determined within the partner group. Scores from this event will not be used for overall ranking.

**C. Ranking:**

1. The final scores from the team members will be ranked and the scores will be combined for total points and total time. (See Section IV, Subsection C, Paragraphs 1-3).
2. In the event the teams have the same number of penalty points, the fastest time will be used as the determining factor for ranking.
3. The team with the fastest time, with the least number of penalty points, wins.

**Example:** A team with all clean runs and a final time of 4:00 minutes wins over a team with a final time of 3:50 and one penalty point.

4. In the event of a tie, an average of the overall ranking for both competitors will be calculated. The team with the lowest ranking from the precision, speed and slow



ride will be deemed the winner.

**D. Awards:**

First place team will receive an award

**Section IX. Team Slow Ride Competition**

**A. Definition:**

1. Will be a chosen team of four riders. The team SHOULD be composed of riders within the same agency. If there are not enough competitors from a single agency, a hybrid team will be allowed at the discretion of the head judge.

**B. Goal:**

The object of the team slow ride is for the four designated team competitors to traverse a predetermined lane as slowly as possible, with only one competitor in the course at a time. The slowest combined times of all four competitors from a designated team without penalty will determine the winner.

**C. Penalties:**

The team's time will stop if any of the following occurs by any team member:

1. Foot down
2. Drop the motorcycle
3. Crosses a boundary line "One Tire"
4. Improper Rider Exchange/All 4 riders not in course before first rider exits

**D. Timing:**

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

**E. Rider Exchange:**

1. When the first team member's entire front-tire contact patch is about to exit from the lane, the last 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 **with their feet up** to avoid a penalty. Team member number one may now exit the lane after team member four has entered the course. If the "exiting" team member commits any penalty **BEFORE** their rear tire patch exits the box, this will also be considered an "Improper Rider Exchange."

2. Team member four continues his slow ride within the lane and the time stops when his entire rear-tire contact patch is completely across the finish line.
3. The individual times of each team member will be added and totaled to determine the overall team time.

**F. Ranking:**

1. The team with the slowest time.
2. In the event of a tie that results in an award, the team with the lowest combined rankings in the Individual Slow Ride Event will be the winner.

**G. Awards:**

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

