

Spring Classic

Police Motorcycle Training and Skills Competition



Rider Categories:

1)Police Officers/First Responders

2)Civilians

Police Officer Eligibility:

The competition is open to law enforcement Officers/first responders who are currently certified to operate a police motorcycle, including retired motor officers. Participating officers are allowed to compete in one of the following classes.

Motorcycle Divisions:

- **Division 1** - Harley Davidson Road King (Windshield)
- **Division 2** - Harley Davidson Electra Glide (Fairing) also includes Victory Motorcycles, Honda Gold Wings
- **Division 3** - BMW, Honda, Kawasaki

Rider Levels:

Novice (Police Officer rider category only) – Any rider who has competed in 3 or less police motorcycle competitions and has never placed individually.

Expert - Any rider who has competed in more than 3 police motorcycle competitions or has placed individually.

Any rider can choose to ride in the Expert division, but can't go back down once they have chosen to move up.

Police Officer Category Motorcycle Requirements:

Officers must compete on a police motorcycle of at least 1000 cc's that is equipped with standard equipment for normal police duty. No modifications or removal of standard equipment will be allowed with the exception of side stands. This includes

removal of lights, reflectors, saddle bags, engine guards, radio boxes, etc. Braking systems must be in good working order.

Police Officer Eligibility:

The competition is open to law enforcement Officers/first responders who are currently certified to operate a police motorcycle, including retired motor officers. Participating officers are allowed to compete in one of the following classes.

Civilian Eligibility:

The competition is open to civilian expert riders. To qualify, a rider must have competed in at least one event as a Civilian Expert or have placed as a civilian novice. Be aware that civilians will be competing on the same courses as the police riders. All competitors must present a valid driver license with motorcycle endorsement at time of check in at event. All riders must also provide their own motorcycles.

Clothing and Conduct:

Riders must dress appropriately. Boots, helmets, gloves, and eye protection must be worn at all times during practice and competition. Standard duty uniform must be worn on Saturday. All riders shall act in a professional manner. Inappropriate behavior could result in disqualification from the competition.

Rules Committee:

A Rules Committee will be established to settle all disputes that may arise during the competition that cannot be settled at the judge's level or by the Lead Track Judge. The Rules Committee will be comprised of five members, three from GPPD and two selected by the Lead Track Judge. Each member has a vote and majority vote rules. A representative from the affected agency may be involved in any discussion leading up to a vote, but may not cast a vote to resolve the dispute.

- Any disputes will be brought to the attention of the Lead Track Judge
- All disagreements must be addressed by the affected rider after completing the run in question.

- The affected rider will be the only one to address any scoring or a judge's call.
- The Rules Committee will be called upon if the issue is not resolved by the Lead Track Judge

All decisions of the Lead Track Judge, Rules Committee and/or The Board of Directors have the final say.

Sign In:

-All competitors must have a completed bio-sheet and signed waver form on file

-Each rider will be given a rider number which must be displayed on the rider's motorcycle.

-Each rider will also be supplied with a packet which will include an itinerary of all events, rules sheet, and information pertaining to evening events. Don't forget the rider and families are invited to join us each evening!

-This will also be the time for riders to sign up for individual and team events.

Scoring:

1. Touching (rub) a cone (No reset required): one (1) second

A one second penalty for a rub will be added from the riders score after the run in question. If the cone has to be reset, the rider will be assessed a Knocked down cone penalty (see rule number 2). *

2. Knocking down a cone (or having to reposition to its original position): two (2) seconds

If the cone has to be reset, the rider will be assessed a two second penalty for each cone after the run in question. *

3. Put foot down: four (4) seconds

If the rider places one or two feet down after his time has started, a four second penalty will be assessed after his/her run.* If the rider places his foot down more than once in a pattern, this may be assessed additional penalties.

4. Bike down: no added time penalty

If a rider drops his MC, no penalty will be assessed; however, the rider will lose whatever time it takes him/her to get back on the MC, start it, and finish the pattern(s) as

demonstrated. If the rider does not attempt a completion of the pattern, he/she will be added a DNF as demonstrated (see rule 7). *

5. **Run out of pattern (Reenter at same location): eight (8) seconds**
Once the rider enters a pattern, he/she must re-enter the pattern in the same location where he/she previously left and complete the pattern as it was demonstrated. If the rider does not complete the pattern as demonstrated, he/she will be added a DNF as demonstrated (see rule 7) in addition to the penalty in rule five. *
6. **Improper path/direction through pattern: eight (8) seconds**
The rider must complete the pattern as demonstrated and in the same direction as instructed during the walk through. If the rider fails to negotiate the pattern in the direction/path as it was demonstrated, he/she will be assessed an eight second penalty. *
7. **DNF (Did not finish): one hundred (100) seconds**
If the rider does not complete his/her run on course A or Course B, he/she will be assessed a one hundred second penalty. The rider must attempt every pattern for each course and in the same path/direction as instructed/demonstrated. If the rider does not complete the entire course he/she may be deemed disqualified (DQ) from the run, and assessed an additional one hundred seconds. *
8. **Knock down golf ball or other ball: two (2) seconds**
If the rider knocks down a golf ball or other ball, the rider will be assessed a two second penalty. *
9. **Start/Stop box violation: (10 seconds)**
A rider will be assessed ten seconds if the rider does not start where he/she is instructed to start. The rider may be DQ or DNF by the rules committee if the he/she does not start / stop like demonstrated. A rider must also make a safe, controlled stop at the end of his/her run in the area designated to be the "stop box". If the rider does not stop in the area designated, he/she will be assessed an additional ten seconds. *

*This includes any additional violation in the patterns such as hit (rubs/or knocked down) cones, placing one or more than one foot down, failing to stop prior to end of stop box, dropping motorcycle, etc.

Competition Events and Awards

****During registration for events riders must register with members of the same rider category they are part of: Motor Officer or Civilian****

Overall Team Award

The four-member team will consist of the four riders from each agency with the best overall placement in the competition.

****If an agency has less than four riders then riders can register to be part of a drawing that will create four-member teams at random. During registration,**

individuals and agencies with less than 4 riders can register to be part of the random pool. Teams will then be created by a drawing held during a riders meeting following registration.

-The scores from three events will be used to decide the winner of the Best Overall Team Award. **Each team member must compete in the Main Competition, the Individual Slow Race, and the Challenge Ride.**

-Awards for 1st through 3rd place officer and civilian teams

Mr. Rodeo

All riders wishing to compete for Mr. Rodeo must take part in the main course runs, slow ride, and the challenge ride. Overall score determines the 1st place winner.

- Awards for 1st through 3rd place officer and civilian.

Competition Events

-Main Competition:

The main competition will consist of two runs on courses A & B. **The best time from course A and the best time from course B runs will be combined for the overall score.** Fastest time wins. Event required for all officers competing for Best Overall Team.

The rider must be able to complete his/her 2 runs on Friday and 2 runs on Saturday. It is the riders responsibility to ensure he/she has made arrangements to be at the event uninterrupted. We understand there are unforeseen circumstances and the****Board of Directors**** has the final say on who is able to make up runs and/or who is able to miss a run unless it is determined otherwise. If the rider cannot attend on Saturday and make his/her two runs, then his/her two runs that were conducted on Friday will count towards the competitors overall score. No rider will be allowed to conduct all runs on Friday unless approved by the Board Of Directors.

-Awards for expert 1st through 5th and novice 1st through 3rd place

-Awards for 1st through 3rd Civilian

Team EVENT:

The team event will consist of a group of riders competing in the designed event course. Fastest time wins. The standard penalty points will be added to raw time (refer to Scoring section)

+ Each officer may only compete on one team for this event.

+ Each team will receive two free runs and will be allowed to buy in up to two additional runs for \$20 per run, with proceeds benefitting our charity.

Buys ins can be requested after each team makes their initial two runs

The first two runs will be done in the order chosen and back to back.

In the order selected, each team will conduct their first two free runs and will be allowed to get back in line for their first optional buy-in remaining in the same order. If the team opts not to make a buy in while in order, they will not be allowed to buy in after another team goes. The team must either buy in and/or take the fastest time awarded at this point. If the team decides to buy in, the team can buy 1 and continue. After their first buy-in, they can get back in the same order as they left off. The team can remain in line until it is their turn again to decide if they are buying-in the last round. If not, the fastest time is selected at this point. If the team decides to buy-in, then the team is allowed the final run in the order they were selected. Fastest time wins.

-Awards for 1st through 3rd place officer and civilian teams.

AJs Memorial Partner Ride:

The Partner Ride consists of two bikes tethered together near the saddle bag area. The officers have to negotiate a series of 360's while at the same time not breaking the cord. If the tether is broken before the two men cross the designated finish, the run is invalid and no time score will be assessed. Fastest time wins.

+Each officer may only compete on one team for this event.

+Each team will receive two free runs and will be allowed to buy in up to two additional runs for \$10 per run, with proceeds benefitting our charity.

Buys ins can be requested after each team makes their initial two runs

The first two runs will be done in the order chosen and back to back.

In the order selected, each team will conduct their first two free runs and will be allowed to get back in line for their first optional buy-in remaining in the same order. If the team opts not to make a buy in while in order, they will not be allowed to buy in after another team goes. The team must either buy in and/or take the fastest time awarded at this point. If the team decides to buy in, the team can buy 1 and continue. After their first buy-in, they can get back in the same order as they left off. The team can remain in line until it is their turn again to decide if they are buying-in the last round. If not, the fastest time is selected at this point. If the team decides to buy-in, then the team is allowed the final run in the order they were selected. Fastest time wins.

-Awards for 1st through 3rd place officer and civilian teams.

Ofc. Lyndon King Memorial Slow Race:

Competing riders will negotiate the designed course. Rider with the most time spent in the course wins. Event required for all officers competing for Best Overall Team.

+ Each officer will receive two free runs and will be allowed to buy in up to two additional runs for \$5 per run, with proceeds benefitting our charity. Riders time will begin once their front tire crosses/touches the starting point and end once their rear tire crosses/touches the finish line. The riders time will also be stopped once one or two feet is/are down, his/her MC touches a cone, his/her body touches a cone, his/her MC is dropped. The standard penalty points will be added to raw time (refer to Scoring section)

-Awards for 1st through 3rd place officer and civilian

Sgt. Greg Hunter Memorial Challenge Ride:

Each competitor will negotiate an unknown course consisting of advanced skills usage (brakes, no brakes, etc..) for time. Fastest time wins. Event required for all officers competing for Best Overall Team. The standard penalty points will be added to raw time (refer to Scoring section)

****If the rider uses his/her brakes in a pattern when the challenge requires not to use brakes, the rider will be assessed an additional 25 seconds to his overall time.**** The Rules Committee may convene and make final determination if an additional penalties can be assessed.

-Awards for 1st through 3rd place officer and civilian.

Jack Stegall Challenge (The Eliminator):

Competitors will be placed into a bracket at random. Officers and civilians will compete against each other in this event. The rider winning the coin toss will get to choose where he/she will start.

. The standard penalty points will be added to raw time (refer to Scoring section)

Awards for 1st place only

** This is the only event that Ofcs will compete against civilians**

Last One Standing (Top 3 slow riders from each category- Police/Civilian)

The Top 3 Officers and Top 3 civilians will compete against each other for top slow rider overall. All six riders will be start at a starting point together. Once they are instructed to start, they will have to negotiate a determined course utilizing their slow riding skills until all riders are eliminated either by dropping their MC, placing a foot down, touching/knocking a cone, bike down, etc. *See Slow Ride Rules* The Last One Standing will be considered the winner.

*Awards for 1st place only