

2018 Emerald Coast Challenge Rules

Skills Competition and Training

- A. The Emerald Coast Challenge is a public service event to promote motorcycle safety and the benefits of motorcycle training. Motorcycle Officers are at the forefront and are often considered the icon of a skilled motorcycle operator. However, with training and practice civilian riders can also reach the same level of skill and proficiency in an effort to produce safer motorcycle riders on the highway.

Eligibility

- A. Competition is open to all sworn Law Enforcement Officers (*active or retired*) as well as Civilian riders. (Please be advised that the Advanced Divisions are more demanding than MSF ERC standards).

Registration and Release

- A. Registration fee will be \$65.00 per competitor.
- B. All competitors shall sign a Release / Waiver of Liability form prior to practice or competition.
- C. All competitors shall have insurance. Government agencies will be considered self insured.

Rules Committee

- A. A Rules Committee will be established to settle all disputes that cannot be settled at the Judges level. All decisions of the Rules Committee are final.
- B. The Chairman and Vice Chairman will be decided by the Committee members
- C. However, no one on the Rules Committee will be from a department/group that is involved in the dispute.
- D. The Chairman of the Rules Committee will preside over the committee unless his or her agency/group is involved in the dispute. In that case, the Vice Chairman, will be the Chairman.
- E. All questions submitted to the Rules Committee shall be discussed, and put to a vote by the committee.
- F. Majority vote rules.
- G. The Committee members from the agency or group involved in the dispute may participate in any discussion, but shall not have a vote.
- H. In the event of a tie vote, The Committee Chairman shall not cast a second vote to break the tie, and the dispute or proposal upon which the tie occurs shall be referred back to the Chief Judge. The Chief Judge's decision is final.

Judging

- A. A Chief Judge will be appointed, whose duties will consist of the following:
 - 1. Official Score Keeper
 - 2. Supervise Judges
 - 3. Mediate scoring disputes
- B. If any rider disagrees with his/her score, then he/she must notify the Chief Judge immediately. If the Chief Judge is unable to settle the dispute, then the matter will be referred to the Rules Committee.

Rules and Regulations:

- A. Riders must attend **MANDATORY** Riders meeting as scheduled before the competition each day. Failure to attend can result in disqualification of the rider from the competition.
- B. Riders must compete on a motorcycle of at least 1000 cc's that is equipped in the normal deployment configuration as delivered from the factory. **However, original equipment saddlebags, saddlebag guards, lights, engine guards and windshields must be present on the motorcycle.** Lower and mirrors may be removed from a motorcycle if so equipped. If a motorcycle enters the completion staging area with aftermarket equipment, the equipment shall remain on the motorcycle unless excused by the Rules Committee.
- C. All LE motor officers will be required to ride in the Motor Officer Expert Division.
- D. Placement of an LE rider in the Motor Officer Advanced Division will be determined by the Rules
- E. committee.
Riders' placement in the Expert (Civilian or LE) or Advanced division may be changed based on the riders' ability. The rider may be moved from either class, up or down, on the recommendation of the
- F. rules committee.
Riders must wear a properly fastened D.O.T. approved helmet, full length pants and over the ankle shoes. Gloves and long sleeve shirts are suggested while on the course. This also includes during the
- G. practice day.
No rider shall enter the course or challenge pattern prior to attending a safety briefing and signing a
- H. liability waiver. This includes the practice day on Thursday.
Registration placement numbers shall be properly affixed to the headlight of the riders motorcycle prior to entering the course. Wristbands will be issued to all participants. The wristband must be in
- I. place in order to enter the competition area unless escorted by a member of the event staff.
Riders are responsible for maintenance and repairs of their own equipment. Should a rider experience and unexpected malfunction he/she will be allowed 15 minutes to repair or replace a motorcycle and continue participation. (Riding order may be altered if necessary). Once a rider starts an event,
- J. excuses for breakdowns will not be allowed.
- K. All competitors will display sportsmanship like behavior at all times.
- L. Any person(s) injured shall immediately report the incident to event staff.
Anyone who displays or engages in unsportsmanlike conduct as determined by the competition
- M. committee may be disqualified from the competition. **All judge's rulings are final!**
- N. To be eligible to win the contestant **MUST** compete both Friday and Saturday.
As safety is of paramount concern, all riders moving from one area to the next must do so at idle speed or not more than 5 miles per hour as appropriate or risk disqualification from the event.

Scoring

- A. Time is measured in seconds plus penalty points equating to one point = 1 second.
- B. The worst score of each competitor will be discarded. The total of the two best rides of each competitor will be added together to determine a competitor's final score.
- C. Rankings will be determined by using the competitors lowest combined scores at the end of the two-day event.
- D. Ties - In the event of a tie, the tie will be broken with a run off. The tied riders will make one run through the patterns. The competitor with the lowest score will be the winner.

Last Man Standing

- A. The Last Man Standing course will be a run off of the competitors. The course, which will be laid out the day of competition, will involve two riders who will compete against each other.
- B. The event will be a follow the leader type course involving two competitors. The leader will be decided prior to entering the course by a simple coin toss.
- C. A time limit of 1 minute 30 seconds will be enforced.
- D. The rider who touches an obstacle, puts a foot down or drops his bike first loses.
- E. No bike may come in contact with another.
- F. Failure to follow the leader results in a loss for the second bike.
- G. Should the leader fail to out run or cause the second bike to default within the time limit, the leader loses.
- H. The winner will reenter the eligibility pool until the last man is standing.

Team Challenge

- A. The committee will randomly choose each team with one member from each of the three divisions. Civilian Expert, Civilian and Motor Officer Advanced and Motor Officer.
- B. Numbers will be drawn from each division to determine team members.
- C. Should it be necessary due to a shortage of riders from a particular division, random drawings from the available pool of riders from that division will be conducted and riders may be asked to participate on additional teams.
- D. The Team Challenge Course will be decided by the event coordinators and will be revealed the day of the competition.
- E. All three members of the winning team will receive an award.

Top Gun

- A. Top Gun competitors will be the top 3 competitors in the Motor Officer and Civilian Expert Divisions.
- B. The Top Gun will be determined by the rider with the lowest combined time and precision score at the end of the Top Gun Run Off.

Challenge Course

- A. The "Challenge Course" will consist of a course not to be disclosed until the day of competition. The course will be designed to test a variety of skills required of a motorcycle officer.
- B. In order to qualify for the "Challenge Course" a rider must have registered for the Emerald Coast Motorcycle Challenge and should have completed his or her first run in the skills competition.
- C. There will be a \$5.00 donation per run. Each participant will be allowed multiple runs; however, each run will require an additional \$5.00 donation. The rider with the best time will receive 50% of the collected monies. The rest will be awarded to the Charity.
- D. In the event of a tie, the riders' involved will make a second timed run.

Explanation of Errors:

- A. Cone Bump – If any portion of the motorcycle or rider bumps a cone, or a cone moves in any way, this penalty is assessed for each cone contacted. It includes a tennis ball being knocked from its perch on top of a cone.
- B. Tennis Ball – If a Tennis ball is knocked off a cone it will be scored the same as a cone bump. Tennis balls, if clearly observed by a judge, as being blown off by exhaust or another environmental factor will not be counted against the competitor.
- C. Cone Down – If any portion of the motorcycle or rider knocks over a cone or other device that is used to define a riding pattern, including moving the cone out of the square in which it is marked. This penalty is assessed for each cone knocked down or moved from its designated square.
- D. Foot Down – If the rider takes a foot off the foot peg/board and puts it down on the riding surface at any time while negotiating the course. This penalty is assessed each time the foot contacts the riding surface. Foot errors do not include while parking/parked, during a push back, or after crossing a finish line. This is not counted on a Push back.
- E. Push Back – (*Boundary*) If at any time while negotiating a cone pattern the rider goes out of bounds of the set cone pattern with the front tire (i.e. missed gate, off-line) or fails to negotiate a turn. Rider must push back into the pattern and complete the cone pattern. This penalty is assessed each time there is a push back.
- F. Drop Bike- If the rider and/or motorcycle falls over while negotiating the course. Rider may upright the motorcycle and continues from the point where the fall occurred. This penalty is assessed each time there is a dropped bike.
- G. Off Course – If the rider fails to negotiate the intended path of travel or the correct sequence of patterns. (This penalty is assessed each time the rider is off course.) The rider must reenter the course where he exited

Point Assessment

- A. Points will be added as one (1) second per point to the overall time and will be assessed as follows:
 - 1. Tennis Ball or bumping a cone = 1 point
 - 2. Knock over cone = 2 points
 - 3. Foot Down = 3 points Push
 - 4. back = 6 points
 - 5. Dropped motorcycle = 8 points
 - 6. Off Course = 10 points

Awards:

- A. Awards will be given for the top three (3) places in each of the following categories:
 - 1. Motor Officer Expert & Advanced
 - 2. Civilian Expert & Advanced

- B. Awards will be given for 1st Place in each of the following categories:
 - 1. Team Challenge (All 3 members of the winning team will receive an award)
 - 2. Top Gun
 - 3. Last Man Standing