



IRON HORSE RULES

RIDER CATEGORIES

- Police Motor Officers (full-time, part-time, or retired)
- Civilians

POLICE MOTOR OFFICER ELIGIBILITY

The training challenge is open to all current and retired law enforcement officers who are/were certified to operate a police motorcycle for a department.

MOTORCYCLE DIVISIONS

- Division 1 – Harley
- Division 2 – Metric/Pan America

RIDER LEVELS (civilian riders only eligible for novice and expert rider levels)

Novice – Any rider who has competed in 5 or fewer skills events and has never received an award in the individual event.

Expert – Any rider who has received an award above 4th place in the individual event.

Any rider can choose to ride at a level above the division they qualify for. Riders cannot go back down or place at a lower level after choosing to move up during this event.

MOTORCYCLE REQUIREMENTS FOR MOTOR OFFICER CATEGORY

Officers must compete on a police motorcycle of at least 1000 cc's that is equipped with standard equipment for normal police duty. No removal of standard equipment will be allowed. This will include, but not be limited to, lights, reflectors, saddlebags, engine guards, radio boxes, etc. Braking systems must be in good working condition. (Retired Motors: Rear radio box required. Lights and sirens are not.)

CIVILIAN ELIGIBILITY

The skills event is open to civilian riders. Please be aware that the courses are designed by and utilized by police motor officers around the country and are designed to be difficult to push the motor officer's limits to make them safer and able to handle their cycles with more precision to save their lives on the streets. The courses utilized in this event will not be modified for civilian riders who register to participate. All civilian riders may be required to show proof of Class M endorsement and liability insurance at the time that liability release forms are signed. Civilian riders will provide their own motorcycles for this event. Civilian cycles will be equivalent to cycles utilized by police.

CLOTHING AND CONDUCT

Riders must dress appropriately. Helmets, eye protection, and boots will be worn while operating the motorcycle. Gloves are optional but preferred. For officers, standard duty uniforms will be worn on Saturday. Ballistic vests will not be required. All riders will act in a professional manner. Inappropriate behavior could result in disqualification from the event.

RULES COMMITTEE

A rules committee will be established to settle all disputes that may arise during the event and cannot be settled at the judge's level. The rules committee will be comprised of a determined number of participants in the event. The head track event coordinator will assist the group with the dispute but will not have a vote unless a tie situation arises. The committee members will each have a vote and the majority rules. If the dispute involves one of the committee member's teams, that committee member will not have a vote. If there is a tie due to the situation, then the head track coordinator will be utilized as the tiebreaker. All decisions by the rules committee are final.

SIGN IN

All competitors must have a signed liability release waiver prior to riding their cycles onto the courses. Each rider will receive a rider number, which will be drawn. This number will be displayed on the front of the motorcycle. Each rider will receive a rider bag with an itinerary of all events, a rules sheet, and other info pertaining to the event. Families are welcome to be involved with lunch and any organized nightly functions (with required ticket purchase). Riders will sign up for any other events they wish to participate in at this time such as the Team Event, Two-Man Chase, and Eliminator.(Displayed at the stage on course.)

SCORING

- Moved cone: 1 second.
- Knocked down cone: 3 seconds.
- Foot down: 4 seconds.
- Cycle down: clock ticking.
- Run out of pattern (entering back into exercise at same location): 8 seconds.
- Improper path / Direction: 20 seconds.
- Did not finish (DNF): 200 seconds.
- Run out of pattern (entering at new location) / Short coursing: 200 seconds.
- Stop box penalties: time has ended but cone penalties apply.
 - Passing too far through the box and stopping: 5 seconds.
 - Not coming to a complete stop: 5 seconds.
 - Any cones being displaced in the stop box will apply.
 - No penalty for just a drop cycle in stop box, as long as cones are not moved.

COMPETITION EVENTS AND PLACES AWARDED

During registration for events, riders must make sure they enter the right rider division and cycle division. Riders must also sign up for the two-man chase, team event, and eliminator during registration.

BEST OVERALL TEAM AWARD

The 4-member team will consist of the 4 riders with the best overall placement in the overall individual portions of the event (individual runs, challenge run, and slow ride).

All four-man teams can be chosen by the riders in any configuration of departments.

- Awards will be given for: 1st through 3rd for police.
- Awards will be given for: 1st through 3rd for civilian.

ALL-AROUND CHAMPION (formerly Mr. Rodeo)

The All-Around Champion (police and civilian) will be determined by riders competing in individual, challenge, and slow ride events. The rider's individual times and challenge time will be added together for a total speed time. Five percent of the rider's slow ride time will be taken off the total speed time. This final time will determine the winner. In the event of a tie, the winner will be the rider with the fastest challenge time. The All-Around Champion (civilian) will be determined the same way.

- Awards will be given for 1st and 2nd for police and civilian.

MAIN INDIVIDUAL COURSES

There will be an A and B course for speed. Two runs are given on each course the best run for each course will be taken.

- Awards will be given 1st through 3rd for police expert and novice (TBD by the number of riders participating).
- Awards will be given 1st through 3rd for civilian expert and novice (TBD by the number of riders participating).

TEAM EVENT COURSE

A 4-man team event will be run in a predetermined course. The fastest team, with or without penalties, will be the winner. Riders can only compete on 1 team in this event. Riders can determine their own teams for this event. Team event will be first run free, and up to 4 runs thereafter for \$20 each.

- Awards will be given for 1st through 3rd (no division between police and civilian).
- Police and civilians can team up together in this event.

TWO-MAN PARTNER RIDE (ALL)

Two-man chase teams will compete on a predetermined course in a follow-the-leader format. Lead changes will occur at predetermined sections of the course. Time will start when the first cycle goes through the start gate. The second rider will end the time by going through a stop gate. This will be run in a head-to-head format. The fastest pair with or without penalties will move on. Partners will be determined in a random drawing.

- Awards will be given for 1st through 3rd (no division between police and civilian).

INDIVIDUAL SLOW RIDE

Riders will negotiate a predetermined course in the slowest time. Slowest time wins. Rider will start at the start line with left foot down. When the front tire patch touches the start line, time will start. The rider will negotiate through the course without hitting a cone or placing a foot down. If either occurs, the timer is stopped, and this time will be entered as the time for that attempt. If the rider makes it to the end, time will stop when the back tire patch touches the stop line exiting the course.

- Each rider will be given 1 free attempt and can buy 2 more attempts for \$15.
- Awards will be given for 1st through 3rd for police.
- Awards will be given for 1st through 3rd for civilian.

INDIVIDUAL CHALLENGE RIDE

Each competitor will negotiate a course that has been designed using a higher level of skills. The course will have a walk through to show and explain the path of travel. Rider order will be determined by head track judge. There will be no practice runs.

- Awards will be given for: 1st through 3rd for police.
- Awards will be given for: 1st through 3rd for civilian.

ELIMINATOR – Last Man Standing

Each rider will enter the course one at a time. If completed clean, the rider will move on to the next round. The course will become more difficult each round, eliminating riders until one last winning rider is left. Winner takes all - \$300

TEXAS ELIMINATOR (*Potential depending on time*)

Two riders will flip for leader or follower. Riders will enter the course for one minute 30 seconds. The object of the leader is to cause the follower to go out of pattern, hit a cone, or place a foot down before time runs out. The follower's objective is to make it for the full time period or for the leader to hit a cone or place a foot down. In the event that leader gets far enough ahead to turn back and get head on to the follower coming into the proper path, the follower loses.

TETHER RIDE

Two-Man Event where straps are placed between cycles as they ride through designated patterns. Any penalties or strap breaks will result in a NO TIME ruling.

- Each team will be given 1 free attempt and can buy up to 2 more attempts - \$10 each.
- Winner takes all - \$300

SILVER FOX

Rider over 50 years of age with the fastest speed average.