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## **Police Motorcycle Competition Official Rules**

### **Eligibility**

Competition is open to all full-time sworn Law Enforcement Officers who are authorized/certified to operate a police motorcycle for their respective departments.

### **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. The Rules Committee will be comprised of three members. Each member has a vote, majority vote rules. The Event Organizer will be part of the dispute discussion but will not have a vote but may offer solutions to be considered. A representative from the affected agency involved may be involved in any discussion leading up to a vote, but may not cast a vote to resolve the dispute. All decisions of the Rules Committee are final.

### **General Rules**

1. All participants must complete an application and submit a signed waiver form.
2. Riders must compete on a police motorcycle of at least 1000 cc's that is equipped with standard equipment configuration for their normal course of duty. No modifications or removal of standard equipment will be allowed. This includes removal of lights, reflectors, saddle bags, engine (crash) guards, radio boxes, and fairings. No Enduro type motorcycles will be allowed to compete.
3. Riders must compete in either official training attire or class B uniform, gun belts are optional. Riders in civilian clothes are not allowed.

4. All riders must wear a DOT approved motorcycle helmet, properly fastened while the motorcycle is in operation. Gloves and sun/safety glasses shall be also worn while the motorcycle is in operation.
5. All competitors' motorcycle will be given a competitor number which must be displayed
6. No vehicles are allowed at any time on any of the courses. Only one motorcycle will be operated on the Individual Obstacle Course at a time. No vehicles, including motorcycles will be driven through the vendor areas, main stage area, or food service areas.
7. All riders must follow the instructions of the Event Organizer, Judges, Rules Committee, Staff, and Staff Assistants at all times. They are there for everyone's safety. Refusal to comply with a request or failure to maintain professional conduct may result in a warning, disqualification from the competition, or removal from the event site.
8. Any person injured at the event site shall immediately report the incident to an Event Staff member.

### **Awards**

1. Awards will be given to 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place for the Individual Competition.
  2. Awards will be given to 1<sup>st</sup> and 2<sup>nd</sup> place for the Team Competition.
  3. Awards will be given to 1<sup>st</sup> and 2<sup>nd</sup> place for the Partnered Rider Competition.
  4. Awards will be given to 1<sup>st</sup> and 2<sup>nd</sup> place for Team Relay Competition.
  5. Awards will be given to 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place for the Top Gun Competition.
- \*\*\*Additional awards may be given at the discretion of the Event Organizer.\*\*\*

### **Divisions**

All classes (Honda, BMW, Harley Davidson, Kawasaki, Victory) of police motorcycles will compete in one open division. The course patterns have all been tested to accommodate the largest of the three categories of police motorcycles.

### **Competition Courses**

#### **Individual Obstacle Course**

1. This is a timed, single rider course, where the rider attempts to establish their fastest time through the set of cones without incurring penalties. Each rider is allowed to complete two runs through the individual course. The rider with the *fastest overall time* will be declared the winner. Penalties will be assessed as time added to the recorded time to complete the course.

2. Timed penalties will be assessed as follows:

- Hit a Cone = 1 sec.
- Cone Down = 3 sec.
- Foot Down = 5 sec.
- Stopping in a pattern and using feet to move motorcycle = 10 sec.
- Riding out of the pattern =D/Q. (When both front and rear tire exit the pattern.)
- Falling over-bike/rider hits the ground = D/Q
- Not completing a pattern or skipping a pattern = D/Q  
(Includes not following the correct path as required)

3. In the event of a tie, the riders with the tie will have a one time run off in the pattern to determine the winner.

4. If the tie is still unsettled by the first tie-breaker, the course will be run over again until a winner can be determined.

### **Team Obstacle Course**

1. This is a timed, four rider (team) course, where the riders attempt to establish the fastest time through a set of cones. The team with the single fastest run will be declared the winner.

2. Any agency with at least four participating riders is eligible for entry into the team event. An agency may field more than one team. **However, an individual rider may only compete on one team.** If an agency does not have four riders present, they are strongly encouraged to combine with another agency that also has less than four riders present to make a team.

3. All team riders are required to register together at the entrance to the Team Event course after the conclusion of opening ceremonies.

4. Penalties will be assessed as time added to the recorded time to complete the course. Timed penalties will be same as in the individual competition.

5. The four riders on the team will follow each other through the course. After each pattern is completed, the lead rider will fall back, becoming the last rider, and the second rider will become the lead rider prior to entering the next pattern. This will continue with each pattern so that each rider rotates leading into each pattern. Failure to rotate properly will result in a 10 second penalty. Two or more such penalties will result in a D/Q for that run.

6. In the event of a tie, the teams involved will run the course again until a winner can be determined.

7. Each team will be given 2 attempts (included with your registration), any subsequent attempts can be purchased by a donation of \$5.00 to the charities.

8. Awards will be presented to the winner and runner-up.

## **Fuzz Ball Relay Course**

1. This is a timed team event consisting of four riders per team. **However, an individual rider may only compete on one team.** This event consists of each team member collecting a tennis ball from the top of a cone, riding a measured distance, placing the tennis ball on top of another cone, continue and make a u-turn around a cone, collect the tennis ball again, riding back and placing the tennis ball on top of the first cone, continuing to start/finish line where the next rider will begin their leg of the event. There are no penalties for this this event. The time will start when the first rider crosses the start/finish line and stop when the last rider crosses the start/finish line.

2. The tennis ball must stay atop the cone on each transfer. If the tennis ball falls off of a cone, the rider may stop their motorcycle, get off and retrieve the tennis ball. The tennis ball can only be placed on a cone while the rider is astride the motorcycle. If during the collecting of the tennis ball from the cone, the cone is knocked over, only the rider on the course may reset the cone.

3. Each team will be given 2 attempts (included with your registration) to obtain their fastest time. Additional attempts can be purchased by a donation of \$5.00 each to the charities. Depending on the number of teams competing, the fastest times will be entered into a head to head, bracketed elimination format to determine the winner. Awards will be presented to the winner and runner-up.

## **Paired Rider**

1. This is a timed, two rider course, where the riders attempt to negotiate an obstacle course while their motorcycles are tethered together. The team with single fastest time will be declared the winner.

2. Any agency with at least two participating riders is eligible for entry into the team event. An agency may field more than one team. **However, an individual rider may only compete on one team.** If an agency does not have two riders present, they are strongly encouraged to combine with another agency that also has less than two riders present to make a team.

3. All team riders are required to register together at the entrance to the Paired Rider course after the conclusion of opening ceremonies.

4. The two riders will be tethered together. Time starts when the rider's front tire crosses the start line. Riders will ride within the pattern, as quickly as possible, without incurring any penalties. If the tether is broken during the attempt or if a penalty occurs the time will be stopped and no time will be recorded. If the team completes the pattern with no penalties, the time will stop as soon as their front tires cross the start/finish line.

5. Each team will be given 2 attempts (included with your registration), any subsequent attempts can be purchased by a donation of \$5.00 to the charities. Awards will be presented to the 1<sup>st</sup> and 2<sup>nd</sup> place teams.

## **Top Gun**

1. This event is a head-to-head, single elimination, two rider competition. Riders will engage in a follow the leader competition in hopes of their competition committing a penalty. Last rider standing will be declared the winner.
2. Due to time constraints, this event will be limited to 64 entrants. Registration will commence at 7:00am and will end at 1:00pm. In the very likely event, there are more than 64 riders registered for the event, the Event Staff will hold a drawing by pulling rider registration numbers out of box. Prior to the drawing, one officer from each participating agency will automatically be entered in the Top Gun Event. Each agency will have the choice of who will compete in the event from their department. This will be done to ensure fairness to all those who wish to compete in this event. Any vacant spots will be filled from the drawing. Riders who do not want to compete or are unsure please do not register for this event, to allow those who do a chance to compete.
3. There will be two brackets of 32 riders each that will compete on either on Top Gun Course A or Top Gun Course B. The winner of each course will then compete in the finals on Top Gun Course A to determine the winner.
4. The course will be set-up by riders present. Throughout the course there will be cones strategically placed to simulate tight turns, sweeping turns, slalom gates (hazards), and dead ends. Prior to the start of the round a coin flip will decide who will lead and who will follow. The leader will then enter the course and will establish the path that the follower must follow.
5. A rider will be declared the winner when their opponent commits a penalty.

### Penalties:

- Knock down a cone (Cone must go down, cone touch is allowed)
  - Motorcycle out of pattern
  - Rider puts foot down
  - Make contact with opponents motorcycle
  - Motorcycle down
6. If at the conclusion of 2 minutes and there are no penalties, the follower will be declared the winner.