



### *-Official Rules-*

- 1. Team Captains:** Each team will designate one member to be the team captain. Team captains will represent the team in all official correspondence and communications before, during, and after the event.
- 2. Pre-race Meeting:** The team captain and each solo rider, must attend the pre-race meeting. If other team members would like to attend, they are welcome to do so.
- 3. Team Pit Area:** Teams are required to designate one location as their pit area. Typically, this is at your campsite.. Pit areas are not allowed on the course or in the start/finish area. Racers are permitted to change or repair any equipment in their pit area, however, emergency repairs may be performed in the start/finish area, This includes swapping out bikes if necessary. In the start/finish area and the racers pit area, racers may accept support from anyone, but it is limited to the start/finish area, the racers pit area and additional support areas designated by the race director.
- 4. Support On The Course:** Support can only be supplied by other registered racers. Supporting racers must access the course by their own power (foot travel or on bike), and that access can only be achieved by following the course in the racing direction. Shortcutting the course is not allowed (See rule #11). Supporting racers should stay clear of all competing racers. Supporting racers can take any equipment or tools with them and can swap bikes with their teammates. Cannibalizing bicycle parts is legal.
- 5. Food and Water:** Food and water may be supplied to any racer by anyone on the course. However, racers must stay clear of the course when taking food or water. Please pick up after yourself and throw away your trash.
- 6. Permitted Course Riders:** Only officially registered racers, credentialed media, law enforcement, emergency personnel and event staff may ride on the designated courses during the event.
- 7. Team Number Display:** Racers must display their race number strap on the front of their bikes when on the course. In the case of a bike swap, racers must swap the race number strap to the new bike before continuing the race. Race officials may request to see this at any time.
- 8. Right Of Way:** Racers riding bicycles have the right of way over racers pushing bicycles. When practical, racers pushing or carrying their bikes should stay on the least rideable portion of the trail when being passed. Racers pushing or carrying their bikes may overtake a racer riding his bike provided that they do not interfere with that racer.
- 9. Lapped Racers:** Lapped racers should yield to leaders. Leaders should say "Passing on your left!" and "Passing on your right!" when passing another rider. It is the responsibility of the challenging racer to overtake safely. Racers being lapped must yield on the first command.
- 10. Vying For Position:** When two racers are vying for position, the leading racer does not have to yield position to the challenging racer. However, a racer may not interfere with intent to impede another racer's progress (see rule #14).
- 11. Shortcutting:** Shortcutting the course by any registered racer shall result in a disqualification of that racer and/or that racer's team.
- 12. Law Abiding:** Federal, State, and County laws and ordinances will be abided by at all times.

**13. Sportsmanship:** Foul riding, use of profane or abusive language and other unsportsmanlike behavior will be taken very seriously. Such behavior by any racer shall subject that racer or his/her team to a warning or immediate disqualification. This will also be applied when such behavior is directed at course officials, volunteers, or spectators. The penalty imposed is at the discretion of the race director or co-director should the race director be unavailable.

**14. Protests:** Protests can only be made by team captains. Protests will be made in writing and delivered to the race director/co-director any time during or after the race and up to 30 minutes after the final results are posted. Protests should contain the description of incidents, witnesses, names, addresses, phone numbers and the signature of the protesting team captain. A \$50 fee shall be submitted, in cash, with the protest. The race director will promptly rule on the protest. The fee will be forfeited to the race director if the protest is denied or refunded if the protest is upheld.

**15. Final Rulings:** The race director has the final say in any ruling, including rulings made by the co-director.

**16. Log Tent:** After the race starts, racers must log each lap at the log tent located in the start/finish area. All racers must dismount at the log tent area and must expose their bike bib/barcode to the timer and allow him/her time to scan the code before proceeding with the next lap (or next rider). The next team member's barcode will be scanned upon completion of their lap.

**17. Consecutive Laps:** A racer may ride consecutive laps, but must stop at the log tent after his/her first lap in order to log in for his/her second lap. If a racer is staying in for an additional lap, that racer must log out from the first lap by having their barcode scanned by the logging official. The rider may continue the consecutive lap after the barcode has been scanned. Solo racers will do this every lap. Each team member must complete a minimum of 30% (rounded up to the next whole number) of the completed laps by that team. For example, if a team completes 7 laps, each member must complete a minimum of 3 laps.

**18. Loss Of Barcode:** Loss of the barcode will result in a 5-minute time penalty that will be applied to the racer or their team's finish time on the last lap and will accrue to the racer finishing that final lap. The logging official will issue a new barcode.

**19. Verifying The Log Sheet:** It is each team's responsibility to verify that all racers are logged in and logged out correctly. Please be courteous and patient while verifying information with your registrar. Registrars and race officials may request to see your bike bib and barcode at any time.

**20. Canceling A Lap:** Once on the course, a racer must complete the lap. However, a team has the option to cancel a racer's lap and restart it from the log tent with a substitute racer. This is a difficult and costly decision, but if the first racer is unable to complete the lap for any reason, it may be to the team's advantage to cancel that racer's lap. Any team member can cancel a racer's lap by notifying the team's registrar at the log tent. If a team cancels a racer's lap and restarts with a new racer, a new barcode will be issued without penalty. The new racer inherits the login time of the canceled racer's lap. Once a cancellation has been made, it cannot be rescinded. The canceled lap does not count as a completed lap.

**21. Substituting A Racer:** To substitute a racer, the new racer must fill out an accident waiver, complete with team name and original signature, and deliver it to the race director no later than the end of the registration. No racer substitutions will be accepted after registration closes at 10AM the morning of the race.

**22. Finishing Prior To 4:00PM:** At any time during the race, a participant may choose to turn in their barcode, state that they are finished racing and sign the log sheet. Their final lap and finish time will be recorded for ranking. If the racer does not complete these steps, it will be assumed that they are proceeding with a new lap and they must complete that lap to receive a final lap number and time. If you start a lap and do not finish that lap, you will be listed as DNF (did not finish).

**23. The Finish:** The race will start at 11:00am and end at 4:00pm. Racers must log off the course from 4:00pm on. Each team's final placing will be determined by the number of laps the team has completed and the sequential order of finish within the team's last lap. For example, a team that has completed 9 laps with a finish time of 4:31pm would beat a team that completed 9 laps with a finish time of 4:45pm. And, of course, a team that completed 10 laps with a finish time of 5:00pm would beat them both. Riders will not be allowed to start a new lap after 4:00pm.

**24. Catastrophic Failure:** In the event of a catastrophic failure due to weather or other extenuating circumstances or dangerous conditions that prevent the race from continuing, the race director may call the race. Final results will be calculated based on each team's placement at the call time as determined by that team's last completed lap. This rule is intended to be exercised as a last resort when no other option is available to continue scoring the event or when the potential for serious harm or loss of life becomes imminent.

**25. EMS Ghost Rider:** In the event that a racer is injured and requires an EMS response, ghost rider procedures will be implemented. The EMS personnel will radio the name and number of the assisting racer to the log tent. Race staff will then inform the other racer on their team. That racer will be allowed to start his or her lap based on the assisting racer's "ghost rider" lap time which is based on the fastest lap of either the assisting racer's average time or the team's average time.

**26. Pets:** Pets must be leashed and properly supervised at all times.