

# GEORGIA POLICE AND FIRE GAMES MOTORCYCLE SKILLS ASSESSMENT

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## Rules, Regulations, and Eligibility

### Section I: Rules Committee

#### A. Defined

On the day of the Skills Competition, a Rules Committee comprised of five participating department representatives will be established to settle all disputes that cannot be settled at the Judge's level.

#### B. Disputes

Disputes will be handled in the following manner:

1. The affected competitor must address any dispute of scoring to the Head Judge immediately after their run.
2. **Only** the affected competitor may dispute the decision of the scoring judge(s).
3. If the Head Judge is unable to resolve the affected competitor's dispute, he will review the dispute with the Rules Committee who will render a final decision with regards to the dispute.
4. If an affected competitor is represented in the Rules Committee, that committee member may participate in the discussion, but will not be involved in the decision. The final decision will be made by the remaining three members.
5. All decisions of the Rules Committee are final for the day of the Skills Competition.

#### C. Judging

The Board of Directors will secure judges for the competition

- . Head Judge
- . Official Score Keeper
- . Pattern Judges
- . Event Timers

#### D. Conduct

Competitors who display or engage in unprofessional conduct as determined by the Rules Committee or Police and Fire Games representative may be ejected from the Skills Competition. The decision of the Rules Committee is final.

## Section II: General Rules

### A. Eligibility

The Skills Competition is open to all active sworn law enforcement officers who are authorized by their agency to ride a police motorcycle. To be eligible for the team awards, competitors must compete in all individual and team events.

### B. Motorcycle Requirements

Competitors must compete on a police motorcycle of at least 998cc, which is equipped to be duty ready, as used by their agency. Saddle bag guards/rails may not be removed. A saddle bag rail is defined as a rail normally mounted in a horizontal configuration. Kick stands can be removed or tied off to keep from popping a kick stand spring while riding course.

### C. Competitor Attire

Competitors must wear the appropriate uniform normally worn while “on-duty” as required by their respective agencies during the skills competition. Either an appropriate on-duty uniform or a casual police motors unit shirt must be worn during practice. All competitors must wear appropriate gloves, eye protection, boots and motorcycle helmet properly fastened during all riding phases of the Skills Competition.

### D. Motorcycle Malfunctions

Once a competitor or agency team has begun an event, no excuses for a breakdown will be allowed. A breakdown or malfunction will not be accepted as grounds for an appeal. If a breakdown or malfunction is encountered prior to beginning an event, the competitor or team will be permitted 10 minutes to repair or locate a replacement motorcycle of the same class. There may be a mechanic on property to fix small malfunctions and test tire pressure. Broken kick stand springs are not considered a breakdown or malfunction.

### E. Entry Restriction

In the Individual Competition, a competitor may only enter and compete in one Division and one Class (see Section III ), using a single motorcycle. Competitors may share a qualified motorcycle. Different class competitors may share the same motorcycle.

## Section III : Individual Competition

### A. Eligibility

1. Novice: Any rider who has competed in 3 or less police motorcycle competitions and has never placed individually in a motorcycle competition (excludes slow ride).

2. Intermediate: Any rider who has placed individually in the novice division of a police motorcycle competition or has competed in 6 or less competitions (excludes slow ride).
3. Expert: Any rider who has placed in the intermediate division of a police motorcycle competition or that does not meet the requirements for the novice or intermediate groups.

\*\* Any rider can choose to ride in a higher division than the one they are qualified for but can't go back down once they have chosen to move up\*\*

4. Divisions:

- a. Division I - Harley Davidson FLH w/windshield
- b. Division II - Harley Davidson FLH w/fairing
- c. Division III - All other motorcycles meeting entry criteria

B. Courses

1. Goals:

- a. The object of the competition is to not receive any penalty points.
- b. All competitors begin with a score of zero.
- c. This includes Expert, Intermediate and Novice Level competitors.

2. Course Runs:

- a. Competitors are required to make two runs through a predetermined course of exercises. The first run will be at the competitor's own pace. The second run will be timed, beginning when the competitor's front tire breaks the plane at the start gate and ending when the competitor's front tire breaks the plane at the exit gate.
- b. A clean run of the un-timed run will result in a five seconds deduction from the timed run.
- c. The competitor must compete in the Individual Slow Ride, to compete for Overall Winner. The time from the Individual Slow Ride will also be deducted from the combined time of the Time Run and precision Run. The competitor will not be told what his time in the Individual Slow Ride was until after the Final Scores are tallied.
- d. The Partner Ride will be for time and the competitor is not required to compete in this event. A competitor may be on more than one team if his department does not have enough competitors to make even teams.

3. Penalty Points

- a. Cone Touch .....(1) second
- b. Cone Knock Down.....(2) seconds
- c. Foot Down.....(5)seconds
- d. Crossing Boundary Line.....(2)seconds

Note: In events that use boundary lines, a penalty occurs when the entire contact path of any tire completely crosses the boundary line.

- e. Backing Motorcycle.....(5)seconds
- f. Drop the Motorcycle.....(10) seconds
- g. Running Out of Event.....(10)seconds

Note: When the front and rear contact patches of the tires completely cross the imaginary line between the center points of the two adjacent cones where the motorcycle would not normally enter or exit a course event.

- h. Fail to Complete Event.....Disqualification

Note: Occurs if a competitor starts an event and does not finish by exiting that event at the normal exit point. This includes improper path of travel for that event. (If competitor runs out of event and re-enters to complete event, they will not be disqualified).

Accrual of 20 or more penalty points will result in Disqualification.

- i. Point Accrual: For each penalty point assessed during the timed run, one second of time will be added to the total time of that run.

Note: Penalty points are assessed for any errors from the beginning of the time until the time stops. This includes errors that occur between courses.

4. Final Score:

A final individual score will consist of the competitor's final time of their timed run with any bonus time, and Individual Slow Ride time deducted or penalty time added due to penalties from the timed run .

5. Ties:

- a. All ties for First through Third place will be broken in the following manner:  
An additional timed run will be scored for the tied competitors and the tie will be broken by that score.

### C. Awards

- 1. Expert Level: First three places in all Divisions.
- 2. Intermediate Level: First three places in all Divisions.
- 3. Novice Level: First three places in all Divisions.