



MTB RACE RULES 2021

1. Team Captains

- 1.1. Each team of 4 riders will designate a team captain and co-captain. Team captains will represent the team in all official correspondence and communications before, during and after the event. The co-captain may represent the team during the event when the captain is unavailable. Only team captains and co-captains may file protests.

2. Pre-Race Briefing

- 2.1. The team captain and/or co-captain must attend the pre-race briefing, which will take place 1 hour before each race starts; however, everyone is welcome to attend.

3. Team Pit Area

- 3.1. Official pit areas will be designated to teams and solo riders near the start/finish transition areas. Solo riders and teams will be required to provide their own equipment for their pit area: gazebo, umbrellas, chairs, etc; as well a "race support". Only official team members and support are allowed in the pit area.

4. Support on the Course

- 4.1. Support on the course may only be supplied by other registered racers. Supporting racers must access the course under their own power (i.e. foot travel or on bike), following the track in the official race direction. Short-cutting the course is not allowed (refer to rule 12). Supporting racers should stay clear of all competing racers. Supporting racers may take any equipment or tools with them; they may even swap bikes with their teammates. Cannibalizing bicycle parts is legal. Support can be provided by any registered racer on any team to any registered racer on any team.

5. Food & Beverages

- 5.1. Food & Beverages may not be brought onto the premises. There will be a number of food stalls and beverage options on sale throughout the weekend.
- 5.2. Water and food may be supplied to any racer, by anyone, anywhere on the course. However, racers must stay well clear of the course when taking food or water. No alcohol on the track will be permitted.



6. Environment

6.1. STRADA24 operates on a strict 'Leave No Trace' policy. Littering will not be tolerated.

7. Permitted Course Riders

7.1. Only officially registered racers, emergency personnel, credentialed media and event staff may ride on the designated race course during the race events.

8. Team Number Display

8.1. Racers must display their race number on their bikes, whenever on course. In the case of a bike swap, racers must swap the bike number to the new bike prior to continuing the race. Race officials may request to see this at any time.

9. Drafting

9.1. Racers may draft, but they may only draft registered racers. Drafting other vehicles or a non-registered rider is grounds for disqualification.

10. Right of Way

10.1. Racers riding bicycles have the right of way over racers pushing bicycles. When practical, racers pushing or carrying their bikes should stay on the left portion of the track when being passed. Racers pushing or carrying their bikes may overtake a racer riding his bike provided that they do not interfere with the riding racer.

11. Lapped Racers

11.1. Lapped racers should yield left to leaders. It is the responsibility of the challenging racer to overtake safely. Racers being lapped must yield left on the first command.

12. Vying for Position

12.1. When two racers are vying for position, the leading racer does not necessarily have to yield position to the challenging racer. However, a racer may not bodily interfere, with intent to impede another racer's progress; this is considered to be highly unsportsmanlike behaviour (refer to rule #15).

13. Short-cutting

13.1. Short-cutting the course by any registered racer shall result in a disqualification of that racer's team.

14. Law Abiding

14.1. All regular provincial laws and ordinances will be abided by at all times.



15. Sportsmanship

- 15.1. Foul riding, use of profane or abusive language and other unsportsmanlike behaviour will be taken very seriously. Such behaviour by any racer shall subject that racer's team to a warning or immediate disqualification. This will be strictly applied when such behaviour 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.

16. Protests

- 16.1. Protests can only be made by team captains or co-captains. Protests will be made in writing and delivered to the race director or co-director any time during the race or after the end of the race, up to 30 minutes after the posting of the final results. Protests should contain any information that supports the protest, including description of the incident, witnesses, names, addresses, phone numbers and signature of protesting team captain. A R100 fee shall be submitted, in cash, with the protest. The race director, after his own discovery, 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.

17. Final Rulings

- 17.1. The race director has the final say in any ruling, including rulings made by the co-director.

18. Quiet Hours

- 18.1. Quiet hours for events conducted at night, will be imposed from midnight Saturday until 7 a.m. Sunday. During this time, noise must be kept to a minimum.

19. Lighting

- 19.1. Lighting requirements: From sunset until sunrise, racers must have a primary light source with a minimum rated power of 10 watts. In addition, each racer must carry a secondary or backup light source in the form of a penlight, flashlight or other lighting system. (Battery chargers may be plugged in at the many neutral charging stations in the lounge area. Teams should label their batteries and chargers with the team's name. The neutral charging stations are generally unsecured).

20. Transition Area

- 20.1. Racers coming in from a lap will change over to the next rider in the "transition channel". This is a clearly marked channel/line within the pit lane. Riders must ride in on the left of this channel and on reaching their waiting teammate will pass the baton over so that the waiting rider can



go out on their lap. The rider going out will ride to the right of the transition channel until reaching the track.. The clock is ticking the entire time. Change-over cannot take place anywhere else on the route! Solo riders will come into the pit lane on the left of the transition channel and when leaving the pit area will ride out safely on the right of the transition channel.

21. Consecutive Laps

- 21.1. Any racer may ride consecutive laps. This depends on team strategy. Teams can plan their own lap strategy.

22. Loss of Baton Penalty

- 22.1. Loss of the baton will result in a 10 minute time penalty, applied to the team's finish time on the last lap, accrued to the racer finishing that final lap. The Registrar will issue a new baton. Verifying the Log Sheet, it is the team's responsibility to verify that each racer is timed and registered correctly. Please be courteous and patient while verifying information with your Registrar. Registrars and race officials may request to see your race number at any time.

23. Verifying the Log Sheet

- 23.1. It is the team's responsibility to verify that each racer is timed and registered correctly. Please be courteous and patient while verifying information with your Registrar. Registrars and race officials may request to see your race number at any time.

24. Cancelling a Lap

- 24.1. Once on course, a racer must complete his or her lap. However, the team has the option of cancelling a racer's lap and restarting the lap. 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 race control and initializing the log sheet next to the cancelled lap. If a team cancels a racer's lap and is restarting with a new racer, a new baton will be issued without penalty. The new racer inherits the log-in time of the cancelled racer's lap. Once a cancellation has been made, it cannot be rescinded. The cancelled lap does not count as a completed lap.

25. LAP REQUIREMENTS PER CATEGORY: MTB @ HUDDLE PARK RACE

- 25.1. CATEGORY A – SOLO RIDERS: Ride as many laps as possible. Most laps completed within the official 24 Hour race period win. Entry or exit of the race track can only officially be done in the pit area.
- 25.2. CATEGORY B – TEAM OF 4 RELAY (FUN): Teams of 4 ride in relay format and all strategy is up to the team. Only one rider is permitted out on the track at any given time and transition is only allowed in the pit lane transition channel. In the fun category there is no requirement



for amount of laps in order to finish. No prizes will be given for the winning team in this category.

- 25.3. **CATEGORY C – TEAM OF 4 RELAY (PRO):** Teams of 4 ride in relay format and all strategy is up to the team. Only one rider is permitted out on the track at any given time and transition is only allowed in the pit lane transition channel. Each individual rider must complete a minimum of 8 laps in order for the team to qualify as a finishing team.

26. Substituting a Rider

- 26.1. To substitute a rider, the new rider must fill out an indemnity form, complete with team name and original signature, and deliver it to registration office before they begin the race. Indemnity forms will be available at the race production office on the day of the race.

27. The Finish

27.1. 24 Hour Race:

- 27.1.1. The race begins at 12:00 on Saturday and ends at 12:00 on Sunday. Racers will log-off the course from 12:00 on Sunday.

27.2. 12 Hour Race:

- 27.2.1. The race begins at 00:00 on Sunday and ends at 12:00 on Sunday. Racers will log-off the course from 12:00 on Sunday.

27.3. 6 Hour Race:

- 27.3.1. The race begins at 06:00 on Sunday and ends at 12:00 on Sunday. Racers will log-off the course from 12:00 on Sunday.

- 27.4. 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 22 laps with a finish time of 12:31 p.m. would beat a team that completed 22 laps, with a finish time of 12:47 p.m. And, of course, a team that completed 23 laps, with a finish time of 1 p.m., would beat them both. If a racer logs-out before 12 noon and no other team member logs-in, the last completed lap time will be the finish time.

27.5. Under 13 Kids' Race:

- 27.5.1. The race begins at 10:00 on Saturday and ends at 11:30 on Sunday.
27.5.2. Riders younger than 8 years old will be required to have an adult riding with them.
27.5.3. The race will last for 1 round on the track.

28. Catastrophic Failure

- 28.1. In the case of catastrophic failure due to weather or another extenuating circumstance that prevents the ongoing scoring of the event or creates a racing environment that is deemed too dangerous for the participants, the race director may call the race as of a certain time. 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, in the direst situations.

By submitting and entry into the STRADA24 MTB event at Huddle Park on 1 – 2 May 2021, the cyclist(s) acknowledge, accept and agree to the race rules as laid out above.