

## EVENTS

GENERAL INSTRUCTIONS: All scoring will use the Motorcross System with points awarded for the first 20 places in each event. A tie for any place is unlikely, but should one occur, duplicate points will be given.

All timed events will be timed from a front-wheel-start to a rear-wheel-finish unless otherwise specified in the written description of the event. Dropping of the bike will disqualify in any event. Additional disqualifications, if any, and any penalties or bonuses will be found in the description of each event. EMPIRE CITY M.C. and WHEELS M.C. reserves the right to modify, delete, or change the order of any event or events, but no modification to any event will be made after the first rider has ridden that event. The decisions of those judging each event will be final.

For the rider events, bonus points will be awarded to each person in each event according to the class of bike he drives;

Light.....up to 499cc.....2 points

Medium.....500cc to 799cc.....4 points

Heavy.....800cc and up.....6 points

GOOD LUCK, GOOD RIDING, AND PLEASE RIDE SAFELY.....  
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### RIDER EVENTS

1. Slow Race--Timed--Rider will follow the prescribed course going as slowly as possible.

Penalties: Foot down--5 sec. off time

Crossing lane lines--10 sec. off time

2. Double-Trouble--Not timed--While moving, rider must pick up one standing ring with each foot, switch rings from one foot to the other (use of hands IS permitted) and drop rings (using feet) as close to targets as possible.

Points: Picking up rings--5 pts each

Switching rings--5 pts each

Placing rings near targets--target value.

Penalties: Dropping ring--5 points

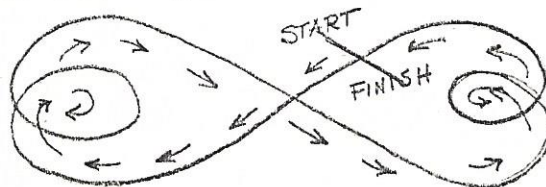
Foot down--5 points

Stopping forward motion--10 pts

3. 8-Ball--Timed--Rider must cover chalked course in as little time as possible.

Penalties: Foot down--5 sec. added

Not following course--10 sec. added



4. Basket Weaving--Timed--Rider must weave around poles (or other obstacles) in a pre-determined pattern.

Penalties: Foot down--5 sec. added

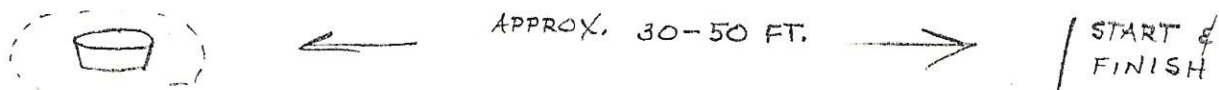
Hitting obstacle--5 sec. added

Not following course--10 sec. added

5. Ride-the-Plank --Not mandatory--Rider will have two attempts to successfully ride bike over plank placed "see-saw" fashion over a log (approx. 8-10" high.)  
Riding plank on first attempt--20 points.  
Second attempt (if unsuccessful on first attempt)--10 points.  
At least trying both attempts--5 points.

### BUDDY EVENTS

1. Apple Bobbing --Timed--From starting line, rider and buddy ride to designated area. Buddy gets off bike, and without using hands, "bobs" for an apple in a large tub of water, goes back to bike and transfers apple to mouth of driver, gets back on bike and rides back to starting line, gets off bike and again takes apple in his mouth to stop clock.  
Points: Picking up apple--10 points  
Transfer apple to driver--5 points  
Transfer apple back to buddy--5 points  
Penalties: Dropping apple--5 points  
Touching apple with hands of either person--2 points  
Foot down by either person between starting line and tub area--1 point



2. Fancy Footwork --Timed--Without getting off the bike, and using only his feet, the buddy must kick "polo-fashion" a ball (about basketball size) a predetermined distance. The driver may not help in any way other than to guide the bike so that the buddy can kick the ball.  
Penalties: Driver touching the ball--5 seconds added  
Buddy touching the ball with other than his feet--5 seconds added
3. Get it on --Not timed--While driver guides bike around chalked circle, rider must throw 5 beanbags a bullseye on ground in center of circle. Any beanbag touching divider line gets the higher point value.
4. Water Sports --Not timed--Buddy must carry 1 glass of water on each shoulder while driver weaves around obstacles in a predetermined pattern. Neither persons feet may touch the ground. Winner is determined by the amount of water left in the glasses.
5. Surprise event --To be announced at time of event.