

POINT TRIAL RULES

INTRODUCTION

- The competition is organized in the "point trial" trial competition format. The competitor of the "point trial" passes the gates in the tests. Gates have a value of 3, 5, 10 and 15 points depending on the control time and you get bonus points for passing the gates.
- The winner is the one who has collected the highest score.

COMPETITION OFFICERS

Chief judge
Jury of judges
Secretary
Judge
Track master

Chief judge

- The Chief Judge is responsible for conducting the competition in accordance with these rules and the competition instructions.
- Organizes the work of judges, appoints judges and draws up a report thereon.
- Organizes a pre-start meeting of competitors and judges.
- Imposes penalties on competitors for yellow cards or other violations in accordance with the rules.
- Presents and formalizes the competition reports and other materials related to the competition.
- Before the start of the competition, appoints a jury of judges of the competition (minimum 3 members).

Jury of judges

- The jury of judges consists of at least three, but certainly of an odd number of experienced judges who have taken part in the competition.
- The jury is competent to deal with possible situations and protests not reflected in the competition rules.

- The jury has the right to change the competition result of the competitor, if the conditions for submitting a protest are met.
- The jury shall make its decisions independently and on the basis of personal experience.
- The decision is reached by a majority vote of the jury.
- The decision will be announced to the competitors and recorded in the competition report.

Secretary

- Reports to the chief judge and carries out his / her orders in accordance with the division of work.

Judge

- The judge is responsible for what happens in the competition and in the immediate surroundings.
- The judge has the right to distribute orders to competitors and spectators to ensure order and safety.
- The judge will indicate to the competitor the possibility of the start of the attempt with unambiguous eye contact and nodding and by raising the points poster 90° from the elbow.
- The judge will give a short whistle signal when the front axle of the competitor's motorcycle crosses the start line and then starts the stopwatch. If the competitor has received 0 Bp, the judge will signal it with a long whistle.
- If the competitor is in the attempt, the judge will keep the points poster visible and add bonus points for passing the gates and error points for mistakes.
- The calculation of points starts when the front axle of the competitor's motorcycle has crossed the start line and ends when the front axle has crossed the line marking the end of the attempt or the time has elapsed (90 sec).
- If the time expires before the competitor has crossed the finish line, the judge will signal it with a long whistle.
- The judge is obliged to make sure that the track and its markings (including the tape) are as they were before the start of the first competitor. If the track markings have been displaced, broken or the tape is broken, the judge must repair it before giving the next competitor a start and, if necessary, call in the help of the track master or a person authorised by him/her.
- The judge is obliged to submit to the secretariat a report on the competitors who have passed the attempt and the penalty points obtained and the penalties imposed in the attempt.

SECURITY AND SECURITY EQUIPMENT

- Only persons who have registered for the competition and carry the competition number or spotter card are allowed to drive a motor vehicle in the competition area.
- Everyone who rides a motorcycle, ATV or other motor vehicle (except a car) in the competition area **must wear a helmet**. Competitors registered for the competition will be punished by disqualification for driving without a helmet.
- During the competition, when riding a motorcycle, practicing and competing in the competition area, the competitor and the spotter are obliged to wear:
 - Competition number or spotter's neck card.
 - Appropriate clothing covering arms and legs (**short-sleeved shirts and shorts are prohibited**).
Exceptionally, a pre-start meeting of competitors may decide to allow a short-sleeved shirt in hot weather.
 - Helmet suitable for motorcycling (see Annex 2)
 - Gloves and shoes suitable for motorcycling.
- It is forbidden to ride a motorcycle in the pit area. The organiser of the competition must mark the beginning and end of the pit area unambiguously for everyone. Other rules valid in the pit area are confirmed by the competition organiser in the competition instructions.
- Smoking is not allowed in the pit area.

ENVIRONMENT

- Adding fluids to the motorcycle (fuel, oil, chain lubrication, etc.) is only allowed on an oil- and fluid-proof mat, with dimensions of at least 75x175 cm.
- The competitor and his staff are obliged to keep the competition and camping area clean and to store rubbish in the place prescribed by the organiser of the competition.
- It is forbidden to cause damage to the nature in the competition area.
- Violators of the above points may be punished with a "yellow card".

TECHNICAL COMMITTEE AND INSPECTION

- Each competitor is solely responsible for his / her own racing bike throughout the competition.
- The competitor must present to the technical committee a technically correct competition bike that meets the requirements of the FIM for trial motorcycles (see Appendix 2).
- The race bike may be marked.
- If the competition route crosses a public road, the competition bike must comply with the traffic law in force in the Republic of Estonia.
- It is allowed to use one competition bike by two different competitors. For this, permission must be sought from the chief judge when registering for the competition, and permission must be accepted prior to technical control.
- **It is forbidden to change the competition bike and the competition number during the competition!**
- **Competitors under the age of 18 are obliged to use a back protector and it will be checked during the technical control!**

COMPETITION INSTRUCTIONS

- Each competition organiser must draw up competition instructions for the competition, which are in accordance with these rules. If the course crosses a public road, this must be stated in the competition instructions.
- The competition instructions must be made public at least 3 weeks before the competition.
- The agenda of the competition is confirmed in the competition instructions.

COMPETITION REGISTRATION AND DOCUMENTATION

- You must register to participate in the competition.
- When registering for the competition, the competitor must submit his / her data when choosing the competition class. The criteria set by the competition organiser for this participant in the competition class must also be met.
- The procedure for pre-registration of a competitor is determined by the organiser with the competition

instructions.

- The spotter will be registered on the day of the competition. The spotter will be issued a neck card or vest with the competitor's number.
- All competitors must present to the organiser on the day of the competition a valid license issued by EMF or an accepted motorcycle federation. If the competitor does not have a corresponding license, it is possible to buy a one-time license (according to the EMF price list) on the day of the competition. **It is forbidden to compete without a license.**
- The competition participation fee is determined by the organiser of the competition.
- If the participant or the club has not submitted an application to the organiser during the pre-registration period, the organiser has the right to increase the participation fee by up to 50%.
- On a closed track where there is no driving on public roads, the possession of a driving license of the corresponding category is not mandatory. The need for a driver's license and traffic insurance is determined by the organiser of the competition.

COMPETITOR NUMBER AND START

- The organiser will give the competitor a number. The number must be visible on the front and back of the competitor.
- The start order must be on the information board at least 30 minutes before the start of the first competitor so that the participants can get acquainted with it in time.
- The competitor must appear to the start in competition equipment and together with the competition bike.
- Competitors start from the start area at 1-minute intervals.

COMPETITION AREA

- The competition area is considered to be the area used for the competition during the competition.
- Practising takes place in designated places. Practising is prohibited during attempts. A competitor who violates the rule and his / her club may be punished by disqualification.
- The competition track must, if possible, be one-way for safety

purposes and be equipped with watertight signs leading to the attempts. If the competition track is not one-way, the competitors must be informed of this before the competition at the "competitors' meeting".

- If a competitor deviates from the marked competition track, he / she is obliged to return the same way.
- The map of the competition area must be on the information board so that each participant can read it before the start.
- The length of one lap must not exceed 15 km.

FINISH RULES

- The competitor has finished the competition if he / she has passed the finish gate and / or handed over the score card to the secretariat.
- If the finish is reached 20 minutes later than the control time, the competitor will be disqualified.

COMPETITION CLASSES

- The competitor is free to decide in which competition class he / she participates.
- By registering for the competition, the competitor confirms that he / she has read the rules of the competition, is competent and ready to pass the competition attempts and the gates required for his / her competition class.
- By registering for the competition, the competitor confirms that he / she participates in the competition at his / her own risk.
- When registering for the competition, a minor competitor must submit the written consent of the parent to the secretariat of the competition together with a confirmation that the minor has an adult escort at the competition.
- Competition classes and criteria:
 - B – from the age of 13 (the presence of a parent or the written consent of a parent is required for minors);
 - C – from the age of 12 (the presence of a parent or the written consent of a parent is required for minors);
 - D – from the age of 10 (the presence of a parent or the

written consent of a parent is required for minors);

- E – competitors who are not older than 13 years of age by 1 January of this season;
- Youth free – simplified difficulty level. Competitors who are not older than 13 years of age by January 1 of this season;
- Hobby - competitors without age limit;
- F –competitors who are not older than age 10 by January the 1st of this season (require the presence of a parent);
- G – competitors who are not older than age 6 by January the 1st of this season (require the presence of a parent).

COMPETITION RULES

- The competitor must pass at least one gate obligatory for his / her competition class in each attempt.
 - Class B - must pass at least one red gate in each attempt;
 - Class C - must pass at least one green gate in each attempt;
 - Class D and E - must pass at least one yellow gate in each attempt;
 - Class Hobby, Youth free, F and G - must pass at least one black gate in each attempt.
- When passing through the competition attempt, the competitor is free to decide with what level of difficulty and value gates he / she will pass.
- Each gate passed may have a different level of difficulty and give a different number of bonus points if passed:
 - 1) 15 points for red gates;
 - 2) 10 points for green gates;
 - 3) 5 points for yellow gates;
 - 4) 3 points for black gates.
- The following will be added to the bonus points for each attempt:
 - 20 bonus points for passing without mistakes;
 - 15 bonus points for passing with 1 mistake;
 - 10 bonus points for passing with 2 mistakes;
 - 5 bonus points for passing with 3 mistakes;
 - fourth mistake in passing the attempt = 0 bonus points

from the attempt (failure).

- The attempt starts when the front axle of the competitor's

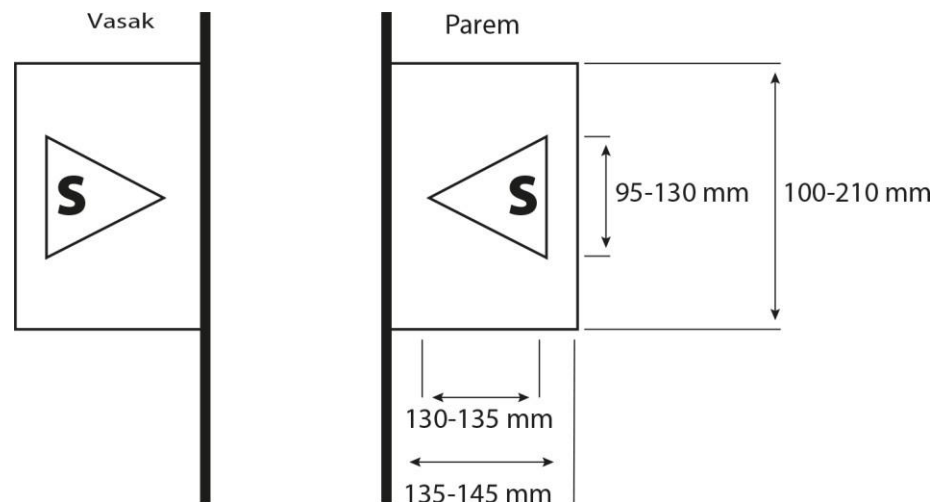
- competition bike has crossed the start line and ends when the front axle has crossed the line marking the end of the attempt.
- When driving between gates during the attempt, it is forbidden to drive on the front and / or rear wheel track with both wheels.
 - Each gate may be passed only once during the attempt.
 - It is forbidden to pass through the gates in the opposite direction.
 - The gate is considered to have been passed when both wheels of the motorcycle have crossed the imaginary line between the arrows marking the gate in the air or along the ground.
 - The attempts must be performed in numerical order. (determined by the competition instructions).
 - Attempts may be performed several times (rounds) during the competition.
 - Attempts skipped in a round cannot be performed later. For a missed attempt, the secretariat will mark 0 bonus points obtained from the attempt.
 - If the time limit is exceeded during the attempt, 0 bonus points are obtained from the attempt.

CONTROL TIME AND TIME LIMIT FOR PASSING THE ATTEMPT

- The average speed of the competition track must not exceed 20 km / h.
- The competitor's control time is determined by the organiser.
- If it is dangerous or significantly difficult to pass the attempts on the day of the competition (weather conditions, force major), the chief judge may increase the time limit or ask the track master to eliminate the dangerous places to ensure the safety of the competitors and by announcing it before the start of the first competitor.
- The time limit for passing the attempt is 90 seconds (determined by the competition instructions)

ATTEMPT CONSTRUCTION

- The warning tape marking the attempt must be at least 10 cm above the ground but not more than 30 cm above the ground. Due to landscape features, the height of the warning tape may exceptionally be up to 60 cm.
- The imaginary line marked with arrows of different colours and between the tips of the arrow points is called the gate.
- The gate marked with arrows must be at least 120 cm wide and preferably not wider than 3 meters. The driving corridor marked with tapes must be at least 200 cm wide.
- The track tape must not be attached to the gate markings.
- The observation of the attempts must be safe for spectators.
- The area marked with tape in front of the marks marking the start of the attempt is called the start corridor.
- Each attempt must have gates of at least four different levels of difficulty.
- Gates must be marked with a waterproof material, with the following colours and dimensions:
 - 15 bonus points – red (difficulty level very difficult);
 - 10 bonus points – green (difficulty level difficult);
 - 5 bonus points – yellow (difficulty level medium);
 - 3 bonus points – black (difficulty level easy).
- There must be no less than three gates and no more than seven gates per level of difficulty on the course.



- The number, start and end of each attempt must be clearly marked.

FAMILIARISATION WITH THE TRACK

- To get familiarised with the attempt, you can enter the restricted area marked with tape on foot, before the competition and at the time specified in the competition instructions. During the competition, the competitor may enter the restricted area marked with tape on foot only with the permission of the attempt judge.
- If the attempt judge instructs to clear the track, the track must be left as soon as possible, using the shortest / fastest route.
- While the other competitor is passing the attempt, the restricted area marked with tape must not be entered.
- Only a competitor wearing a competition number and a helmet may enter the attempt area marked with tape.
- While getting familiarised with the attempt, the competitor and the spotter must not change the condition of the signs, arrows, tapes or ground.
- In case of non-compliance with the procedure for familiarisation with the attempt, the judge has the right to issue a warning or punish with a yellow card.
- Violation of the procedure for familiarisation with the attempt by the spotter will be punished by the yellow card to the competitor.

SPOTTER

- The spotter is obliged to wear a neck card during the whole competition and to follow the rules of the competition.
- Violation of the rules will be punished with a yellow card to the competitor.
- The spotter has the right to move with the competitor in the competition area, to get familiarised with the attempt, observing all the prescribed rules.
- The spotter may enter the attempt area only after the start of the competitor related to him / her, unless otherwise ordered by the judge.
- The spotter must not interfere with the judge's work while moving.
- The spotter must not challenge the penalties imposed by the judge or behave improperly.

CALCULATION OF POINTS

- The competitor must use the points card issued by the organiser of the competition. The points card must be made of waterproof material. The competitor is responsible for the correct presentation of the points card to the judge of the attempt and checks the correctness of the bonus points entered therein (later claims will not be considered).
- The bonus points and yellow cards obtained from the attempt are marked on the points card.
- After passing the last attempt of each round, the competitor must hand over the points card to the competition secretariat and receive a new round card.
- In case of loss or illegibility of the points card, the result of the competitor's round will be restored according to the protocols of the attempt judges. If it is not possible to determine the results of all attempts according to the protocols, the missing attempts are considered missed (0-bonus points).

PENALTY POINTS (PP)

Penalty by time:

- Each minute delayed start – 1PP
- Delay of start more than 20 minutes - disqualification
- Each minute delayed finish – 1PP
- Delay of finish more than 20 minutes - disqualification
- Penalty points received for time will be marked on the points card and recorded in the competition report by the secretariat.

Definition of "mistake"

- Leaning on the ground or an obstacle with any part of the body or motorcycle (excluding tires, footrests and underbody protection).
- Touching a tree or obstacle while moving without leaning on it is not considered a mistake.
- If the motorcycle is within the attempt area, touching of ground or an obstacle outside the attempt area is considered a mistake.

Bonus points (BP) for mistakes

- Flawless ride - 20 BP

- One mistake – 15 BP
- Two mistakes – 10 BP
- Three mistakes – 5 BP
- **Four mistakes = 0 bonus points obtained from the attempt or (failure of the attempt)**
- **If the judge is not sure of the competitor's mistake, the Bonus Points must be credited in favour of the competitor.**

BONUS POINTS

Bonus points for gates scored in the attempt:

- Black gate = 3 points;
- Yellow gate = 5 points;
- Green gate = 10 points;
- Red gate = 15 points.

There are 0 bonus points (0 BP) for the attempt (attempt failure):

- The competitor has made more than three mistakes in passing the attempt.
- The competitor is in the attempt and the death knob is not attached to the wrist with a strap. The judge is obliged to interrupt the attempt.
- Touching the ground or obstacle with any part of the motorcycle outside the warning tape.
- Break or pull off the inner or outer borders of the attempt.
- The competitor breaks, removes, overturns or crosses gate markings.
- Both legs of the competitor touch the ground on one side of the motorcycle or behind the rear axle.
- Entering the gate in the opposite direction (one or both wheels of the motorcycle cross the imaginary line between the gate markings).
- The competitor has his / her foot down and moves the motorcycle backwards.
- The competitor has his / her foot down and lifts or moves the motorcycle by hand other than from the handlebars.
- The competitor has fallen.
- The competitor waives the attempt but marks the card with the

judge.

- The competitor receives physical assistance during the test (touching, supporting, pushing, etc.).
- During the attempt, the competitor rides both wheels over the track of his / her front and / or rear wheel.
- The competitor exceeds the time limit set for the attempt.
- The competitor fails to pass the obligatory gate for his / her competition class.

YELLOW CARD (behavioural violations in the competition)

- All officials and judges of the competition have the right to assign a yellow card during the competition (indicated in the competition instructions). When assigning a yellow card, the official or judge must act in accordance with good standards of conduct, wear a neck card confirming his or her authority and, if necessary, present it.
- The official or judge addresses the competitor in a language that the competitor understands, names his / her competition number and shows a yellow card. The official or judge marks the yellow card on the competitor's points card and records the assigned yellow card in the protocol.
- If the competitor has not yet started (has not received a points card), the official will notify the chief judge of the assignment of the yellow card and record the penalty points in the protocol.
- The judge may assign only one yellow card to a competitor for the same violation in one round.
- Penalty points assigned with a yellow card will be deducted from the competitor's bonus points at the secretariat with the approval of the chief judge.
- The yellow cards from each previous round will be marked in the secretariat for each subsequent points card issued.
- A competitor who receives more than two yellow cards during the competition will be considered to have interrupted the competition. This is followed by a request for clarification from the competitor and the club representative.
- The yellow card assigned to the registered helper associated with the competition number will be assigned to the competitor

with the same competition number.

Penalties in connection with issuing a yellow card

- First yellow card = 150 penalty points;
- Second yellow card = 200 penalty points;
- Third yellow card = disqualification. Requesting explanations from the competitor and the competitor's club representative.

Reasons for assigning a yellow card

- A competitor or a spotter registered with his / her competition number distracts / disturbs another competitor during the attempt.
- A competitor or a spotter registered with his / her competition number interferes with the judge's work during the attempt.
- The competitor leaves the motorcycle start corridor and leaves himself / herself.
- The spotter enters the start corridor.
- The competitor has received 0 BP and will not leave the track after the judge's order.
- The competitor does not follow the orders given by the judge.
- Ignoring the route between marked attempts and following it along a path chosen by himself / herself.
- Non-compliance with environmental requirements.
- Violation of the procedure established in the competition area.

DISQUALIFICATION OF A COMPETITOR

- Disqualification will result in the deletion of the competitor's result and the request for explanations from the competitor and the competitor's club representative.
- A competitor will be disqualified:
 - The competitor has been assigned three yellow cards during the competition.
 - Driving without a helmet in the competition area, during the official competition.
 - Practicing in a competition attempt.
 - Delay in start or finish by more than 20 minutes.
 - Deliberately indecent expression of the driver, spotter or driver's representative in front of the organisers of the

competition, the chief judge or other officials.

- Changing the motorcycle or competition number during the competition.
- Passing a section of the track that is marked one-way with signs in the opposite direction.
- Riding a motorcycle without a competition number or without an assistant card, in the competition area defined by the competition instructions, during the competition.
- The competitor or spotter is present in the competition area and is intoxicated with alcohol or drugs, has used psychotropic or doping substances.

DETERMINATION OF THE WINNER

- The participant with the highest amount of bonus points wins.
- In case of equal bonus points, the winner is the competitor with fewer "zero" points from the attempts. If there is still an equal result, the competitor who passed the whole competition in a shorter time wins.
- Winners will be announced in different competition classes.

PROTEST

- The protest is reviewed by a jury of judges.
- The protest must be submitted to the secretariat in writing no later than 20 minutes after the publication of the competition results and a deposit of 50 € must be paid.
- Protests must be reviewed and the decision notified to the parties no later than the working day following the competition.
- If the protest is not justified and the jury does not grant it, the deposit will remain with the organiser of the competition.

AWARD CEREMONY

- The awarding ceremony of the competition takes place according to the organiser's competition instructions.

COMPETITION RESULTS

- Competition protocols and cards will be kept until the end of the season.

ADVERTISING

- Everything related to advertising must be coordinated with the organiser of the competition.

TECHNICAL CONTROL REQUIREMENTS

1. Driver

- The driver must appear at the technical control in the appropriate driving equipment. The helmet must have an official international mark that meets safety requirements.
- **For drivers under the age of 18, back protection is checked.**

2. Handlebar and levers

- On a handlebar with a cross tube, the cross tube must be covered with protective padding. Without a cross tube, the handlebar must have a protective padding on the mounting clips.
- The rubber of the handles must also be intact at the ends or the ends of the handlebar must be covered with end caps.
- The clutch and brake levers must be intact and have ball ends (min. diameter 16 mm).
- When turning it, the throttle must return freely to its original position.

3. Brakes

- The hand brake must brake effectively for at least 2/3 of the lever's cycle.
- The foot brake lever must not fall below the base plate when braking.
- A protective cover must be fitted to the front and rear brake discs.

4. Wheels

- All bolts, nuts, screws and spokes must be installed and

secured.

- The wheel bearings must not have any appreciable play.

5. Footrests

- The footrests must have hinges and springs that return the footrests freely to their original position.

6. Transmission

- The outer surface of the rear drive gear must be covered. Chain transmission guides, chain tensioners and front and rear safety elements must correspond to the modification of the factory.

7. Electrical system

- The competition bike must be equipped with a dead button that is attached to the wrist with a strap.

8. Traffic on public roads

- If the competition track crosses a public road, the race wheels must comply with the applicable traffic law.