

OBMM Rules of the Race

Getting Started:

Registration opens at 9:00AM on Saturday

Registration closes at 11:00 AM

Pre-race meeting at 11:00 AM is required for all Team Captains or Solo Rider. Other members of the team are encouraged to attend.

All riders must sign the race waiver prior to racing. Riders under 18 MUST have their parent's signature or they will not be permitted to race! You may complete the waiver prior to normal registration and submit it at that time. Contact the park at 814-435-5000 for a copy, or download it from the website.

Racers / teams must select one of the 15 categories (CATS). Teams should adhere to definitions listed

on the flyer / registration document. Team age is calculated by team age average

(age+age+age+age=

___ divided by 4 = ___=Team racing age). Your racing age is your age on RACE DAY.

General Rules:

You may use any type of pedal bike you choose (Mountain Or cyclocross) with any size tire.

Only riders officially entered in the event may ride on the designated racecourse. Each rider while racing must wear his/her race number.

Race categories may be combined or split as needed to consolidate small participation rates.

The

final race categories will be posted before the start of the race in the registration area. See

www.ticoridgeriders.com for current categories.

Riders who begin their laps at 7:00 pm or later are required to have lights on their bike/helmet.

Riders

who leave before 7:00 pm are encouraged to bring lights if they will be on the course after 8:00 pm.

You are strongly urged to use at least 12 watts combined light as a minimum. In addition, riders must

carry at least one backup light source. Race Marshall reserves the right to make sure you're safe by

getting more light before you may leave the start / finish area.

Wearing an approved helmet is mandatory any time you are on your bike!

Riders may accept food and water from anyone on the course.

Federal, state and county laws and ordinances will be abided by at all times.

Ignorance of the rules is not permitted as an excuse.

Be nice or else you may be asked to leave!

The Race Official will be permitted the final decision regarding any occurrence at the event including

those not addressed in these rules.

On any team, the rider with the most completed laps may not exceed the number of laps of the rider

with the least completed laps by more than 2 laps upon completion of the race. Any laps over 2 will be

deducted from the final results.

Any team may have only one rider on the course at any one time. That rider must be the rider registered for that lap.

Transition / Timing Rules:

Each team & solo will be given one baton, which must be carried during the race by the rider. If laps

are to count, the baton must be handed to the transition timer for the appropriate category every time

a lap is completed. The transition timer will then record the lap time and, within a reasonable amount

of time, hand it to the next rider before they begin their lap. The lap ending time is recorded when the timer receives the baton and thus at 12 midnight, that's where it hopefully will be! If the baton is lost

the next team member will be given a replacement baton but held at the start for 5 minutes, as a penalty (which seems like an eternity!)

Waiting riders must always check in with the appropriate transition timer prior to starting their lap and receiving the baton.

Solo riders must check in with the transition timer each time they finish a lap and before they begin

their next lap. Solo riders will be responsible for keeping the baton even when they are not racing. If a team member wishes to do two laps in a row, for the next lap to count they must still hand the

baton to the timer who will return it to them before they may start the next lap.

Riders may not ask race officials or timers for their lap time. Lap times will be posted at regular intervals. And while you may be able to bribe them with food, drink, or a real nice smile -- penalties

may be imposed if you bother them too much!

Calling it quits: Teams and solo riders may stop racing at any time and will not be penalized.

Riders

must complete the lap they are on for it to count. Teams/riders who choose to stop racing should inform their timer that they are done for the day.

The race ends at 12:00 Midnight. All racers and teams who have not handed in their baton by 12:00 will not receive credit for their final lap. Your lap is not complete until

the timer actually is HANDED your baton! All laps must be completed by 12:00.

The rider/team with the most laps wins. If riders/teams have the same number of laps, the teams

are ranked in the order that they completed their last lap. The race is NOT determined by total minutes

on the course, but by the earliest finish time. A lap is officially finished when the rider finishing the lap

hands the baton to the official. The team or solo rider who finishes their last lap first will beat those

who finish behind them.

The "What if the bike or you break?" Rules:

Assistance on the racecourse may only be offered by another registered racer (not spectators or your

own team). Mechanicals must be walked / coasted back to the start/finish area. If you cannot return

to the start/finish area or complete your lap, you and your team will be DNF for the race. And yes, you

CAN go backwards, but must stay on the course route!

In the event of a medical injury the injured rider will be DNF, but the team may continue the race if

they choose. The team must inform the Race Marshall and Timer for that race category of the injury as

soon as possible.