



24-HOURS OF SYLLAMO - Rules & Regulations

RACE CLASSES

All age classifications are based on the age of each racer as of race day of the current year. The minimum age for racing is 12. Teams may compete in a class that is higher than their highest caliber racer (sports may race in the expert class), but teams may not compete in a class that is lower than their highest caliber racer (experts cannot race in the sport class). There is no beginner class.

All amateur racers may race in either ability category (Sport or Expert) regardless of their age or they may race in their age class (Junior, Veteran or Masters) regardless of their ability (excluding pros). In other words, there is no such thing as a "Junior Expert." You may race either Expert in the Expert class or you may race Junior in the Junior class. Likewise, Clydesdale is a weight class only and does not contain a sport or expert qualification.

"Semi-Pros" (formerly "elite") are considered pros.

4-Person Classes:

- Coed Pro
- Men's Pro, Women's Pro
- Men's Expert, Women's Expert
- Men's Sport, Women's Sport
- Men's Veteran (35+), Women's Veteran (35+)
- Men's Masters (45+), Women's Masters (45+)
- Men's Grand Masters (55+), Women's Grand Masters (55+)
- Men's Junior (18 and under), Women's Junior (18 and under)
- Clydesdale (200+ lbs. each or team weight of 830+ pounds w/weight-in at Registration)
- Rigid/Single (All ages, either sex, Sport, Expert or Pro, bikes must be single-speed with no suspension of any kind.)

Dual Class:

The Duo Pro/Expert class may consist of 2 Men or 2 Women or 1 Man and 1 Woman. Participants must have either Pro or Expert Class experience.

Solo Classes:

Solo class may consist of 1 Man or 1 Women. Participants must have either Pro or Expert Class experience. All Solo racer applicants must be 18 years or older.

STARTING PROCEDURES

Each starting racer must log-in at the Log-in Tent no later than 15 minutes prior to the start of the race. They will receive their baton for the first lap when they log-in. Starting racers must have their bikes pre-positioned in the starting chute provided at the Start/Finish area. The start will be a Le-Mans style start, where the racers must run to their bikes from the starting line.

GENERAL RULES

1. *Team Captains*
Team captains will represent the team in all official correspondence and communications before, during and after the event. The team 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 Meeting*
The team captain and/or co-captain must attend the pre-race meeting; however, everyone is welcome.
3. *Team Pit Area*
Team's must designate one and only one pit area. Typically, this is at your campsite or housing accommodations. Racers may change or repair any equipment in their Pit Area. Pit areas are not allowed on the course or in the Start/Finish area. However, emergency repairs may be performed in the Start/Finish area; you may even swap entire bikes. In the Start/Finish area or the team's pit area, racers may accept support from anyone. Also, teams may bring as many support people as they would like, but their support is limited to the Start/Finish and the team's pit areas, not on the course.
4. *Support on the Course*
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) and that access can only be achieved by following the course in either direction. Short-cutting the course is not allowed (see 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. *Water and Food*
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. (And please do not throw energy food wrappers on the ground. Remember: Leave No Trace). **You could be automatically disqualified for littering!**
6. *Permitted Course Riders*
Only officially registered racers, credentialed media and event staff may ride on the designated race course during the event.
 7. *Team Number Display*
Racers must display their race number on the outer most layer of clothing and display the bike handlebar number on the front of 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.
 8. *Drafting*
Racers may draft, but they may only draft registered racers. Drafting other vehicles or a non-registered rider is grounds for disqualification.
 9. *Right of Way*
Racers riding bicycles have the right of way over racers pushing bicycles. When practical, racers pushing or carrying their bikes should stay on the least rideable portion of the trail 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.
 10. *Lapped Racers*
Lapped racers should yield to leaders. Leaders should be very vocal when preparing to pass any racer. "PASSING on your LEFT!," "PASSING on your RIGHT!" should be called out. It is the responsibility of the challenging racer to overtake safely. Racers being lapped must yield on the first command.
 11. *Vying for Position*
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 behavior (see rule #14).
 12. *Short-cutting*
Short-cutting the course by any registered racer shall result in a disqualification of that racer's team.
 13. *Law Abiding*
Federal, state and county laws and ordinances will be abided by at all times.
 14. *Sportsmanship*
Foul riding, use of profane or abusive language and other unsportsmanlike behavior will be taken very seriously. Such behavior by any racer shall subject that racer's team to a warning or immediate disqualification. This will be strictly applied when such behavior 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.
 15. *Protests*
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. The race director, after his own discovery, will promptly rule on the protest.
16. *Final Rulings*
The race director has the final say in any ruling, including rulings made by the co-director.
 17. *Quiet Hours*
Quiet hours for events conducted at night, will be imposed from midnight Saturday until 8 a.m. Sunday. During this time, noise must be kept to a minimum.
 18. *Lighting*
Lighting recommendations for events conducted at night: During the night ride, racers should have a primary light source with a minimum rated power of 10 watts. In addition, each racer should 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 neutral charging station, when provided. For your own sake, teams should label their batteries and chargers with the team's name. The neutral charging station is unsecured).
 19. *Lights Burning*
Racers entering the course two hours before sunset on Saturday and up to one-half hour before sunrise on Sunday should have both primary and secondary light sources installed and in good working order. Racing with lights out to save batteries or racing with discharged batteries is dangerous and is done so at the riders own risk.
 20. *Log Tent*
Racers must log-in and log-out on each lap at the Log Tent located at the Start/Finish Area. The team baton must be passed from the racer logging out to the Registrar, who records the log-out time. Then the racer logging-in checks in with the registrar to receive the baton prior to leaving for their lap. The log-out time of the first racer automatically becomes the log-in time of the next racer logging-in (regardless of whether or not there is a racer ready to log-in). In other words, the clock is ticking the entire time. Helpful Hint: Racers "on-deck" should give their names to the Registrars well in advance to avoid confusion during the baton exchange.
 21. *Consecutive Laps*
A racer may ride consecutive laps, but must log-out at the Log Tent after his first lap in order to log-in for his second lap. If a racer is staying in for an additional lap, that racer must log-out from the first lap by passing the baton to the Registrar, then after the Registrar has recorded his log-out time for his first lap, and will receive the baton back from the Registrar. If the racer does not do this, only one lap will be counted (not two, bummer!). Solo racers will do this every lap.

22. *Loss of Baton Penalty*

Loss of the baton will result in a 5-minute time penalty which will be applied to the team's finish time on its last lap and will accrue to the racer finishing that final lap. The Registrar will issue a new baton.

23. *Verifying the Log Sheet*

It is the team's responsibility to verify that each racer is logged-in and logged-out correctly. Please be courteous and patient while verifying information with your Registrar. Registrars and race officials may request to see your race number on your back or your handlebar at any time. Helpful Hint: When the racer "on-deck" receives the baton from the Registrar, they should repeat their team # and name to confirm that the Registrar is logging them in correctly.

24. *Canceling a Lap*

Once on course, a racer must complete his or her lap. However, the team has the option of canceling a racer's lap and restarting the lap from the Log Tent with a substitute. This is a difficult and costly decision, but if the first racer is unable to complete the lap for any reason, including injury, 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 the Log Tent and initializing the log sheet next to the canceled 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 canceled racer's lap. Once a cancellation has been made, it cannot be rescinded. The canceled lap does not count as a completed lap.

25. *Substituting a Rider*

To substitute a rider, the new rider must fill out an Accident Waiver, complete with team name and original signature, and deliver it to Syllamo Productions no later than the end of the last day of Registration. You may either mail the Accident Waiver to the address on the form, by the date specified or you may turn it in at Race Registration. Changes made after the date specified on the Accident Waiver will incur a \$10 late fee. Any changes or late waiver submissions received during the week prior to the race, regardless of postmark, will be \$20 each. No rider substitutions will be accepted after Registration closes. No changes or substitutions will be made after the close of Registration on Friday and there will be no Registration on race day.

26. *The Finish*

Racers should log-off the course from 12 noon on. 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 before 12:05 p.m., the last completed lap time will be the finish time.

27. *Catastrophic Failure*

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 most dire situations, when no other means is available to continue scoring the event or when the potential for serious harm or loss of life becomes imminent.

28. *EMS Ghost Rider*

In the event that a racer stops to assist in the care of a seriously injured fellow racer which requires an EMS response, Ghost Rider procedures will be implemented. The EMS personnel will radio to the Log Tent the name and number of the assisting racer. Race staff will then inform the team of the assisting racer to prepare the next rider on their team. That rider will be allowed to start his lap based on the assisting racer's "ghost rider" lap time which will be based on the fastest of either the assisting riders average lap time or the team's average lap time.