



**MOTORCYCLING NSW LIMITED
POLICY AND PROCEDURES MANUAL**

~ SECTION 27 ~

BY-LAWS : MOTO-TRIALS

NSW MOTO-TRIALS BY-LAWS

1. GRADING

- 1.1 Riders will be regraded at the discretion of the MNSW Trials Sports Committee.
- 1.2 A rider may apply for re-grading, either up or down; up requiring a written request to the Grading Committee.
- 1.3 A rider may elect to compete in a lower grade for no award, provided they notify the MNSW Stewart and Clerk of Course at the meeting.

NOTE: The higher the grade – the harder the sections.

2. CLASSES

Classes will be as per the Manual of Motorcycle Sport for Moto-Trials.

Women, Post Classic and Juniors may ride any grade they desire, however riders riding the higher grades will gain higher points than those riding the lower grades

2.1 Post Classic:

All machines will comply with MOMS Definition. Competitors may compete over any course line the rider feels capable of.

2.2 General

In the event of a tie, a run-off may be held to be run over harder lines at the discretion of the Clerk of Course and MNSW Steward.

A rider may only enter one class per event.

3. COMPETITION RULES

- 3.1 Once the number of laps of an event has been advised at the riders briefing, they may not be changed.

3.3 Split Markers:

For Open Meetings the splits shall be colour coded for each grade.

Colouring shall be:

Expert	-	Green
“A” grade	-	Red
“B” grade	-	Yellow
“C” grade	-	Blue
Masters	-	Yellow
Veterans	-	Blue

Junior	-	White
Clubman	-	White
“A” grade sidecar	-	Red
“B” grade sidecar	-	Yellow

- 3.4 Riders are not permitted to alter the section by moving or removing markers, rocks, logs etc. They may remove eye level obstructions after receiving the Observers permission.

4. NSW TRIALS CHAMPIONSHIP

- 4.1. Trophies will be awarded for the first three placegetters in Open Solo, Masters, Veterans, Post Classic, Woman’s, Sidecar and Juniors.
- 4.2. Each club hosting a round of the NSW Championships may be required to contribute proportionally to the series awards.
- 4.3. For all NSW State Title Rounds, tapes must be used to define the section extremities.
- 4.4. An Observer may only mark the rider’s card for the section they are currently observing.
- 4.5. Once a rider has completed the required number of laps they are not permitted to ride (practice) the sections during the rest of the event.
- 4.6. Sections should be set for the average riders in each grade, not for the top rider.
- 4.7. Minimum number of riders to qualify as a class in the NSW Championships is five (5) starters.
- 4.8. No NSW Club is to conduct a Club Point Score Competition on a date that has been scheduled for an OPEN COMPETITION in NSW.

GUIDELINES FOR SECTION DIFFICULTIES

- Clubman** : To consist of turns, small steps, small rocks, and should not have difficult entries or large drop-offs.
- “C” Grade** : To consist of tight turns, medium steps, small drop-offs, and require no modern trick riding.
- “B” Grade** : May require some trick techniques.
- “A” Grade** : Not to be confused with Expert sections.
- Expert** : To be of high “A” Grade standard.

OBSERVING SPORTING TRIALS

1. A rider must not attempt a section until instructed to do so by the Observer.
2. A competitor is considered to have started the section when the front wheel axle passes the section start markers and remains in the section until the front wheel axle passes the section end markers.
3. The preferred tapes used to show the section boundaries should be **RED** for the Right and **WHITE** for the Left. Tapes of different colours may also be used to define the section boundaries, if so this will be advised at the Riders Briefing.
4. **Baulking:** If a rider is baulked by a spectator or another competitor walking in the way, the Observer may allow a re-ride.
5. If a rider fails on a section the Observer may direct him/her to clear the section by riding out to the side to enable the next rider to come through.
6. Practising in the sections is **STRICTLY FORBIDDEN**
7. If a rider considers a section for his/her grade to be beyond his/her capabilities they may request that their card may be marked with a five (5) mark penalty for that section without attempting it.
8. If a rider considers the whole course to be beyond his/her capabilities after he/she walks or inspects the course, he/she may ride a lower grade with the Clerk of Course' permission for **NO AWARD**. This includes a change of grade after commencing the competition and their card may be marked with a five (5) mark penalty without attempting it.

The twelve commands for the Observer

1. Ask politely the mechanics not to go into the sections, unless to secure the rider's safety.
2. Always be visible to be recognised as an official.
3. Always give a clear signal to the rider to go into the section.
4. After the rider's performance, always indicate clearly the number of points obtained.
5. Don't be distracted while observing the rider.
6. The observer must take care, to give to all riders the same condition.
7. Don't judge if a rider is good or bad, sympathetic or not, only the points count.
8. In case of uncertainty give the rider the benefit of the doubt.
9. Use the whistle clearly and energetically and watch carefully the chronometer.
10. It is the section's observer who takes the final decision and communicates it.
11. The section's difficulty should not influence the penalties distribution.
12. Choose carefully your place to observe the rider's evolution during the delicate passages and check attentively the tapes are between 10 and 30 cm above the ground.

Counting of points in a section for motorcycles (solo)

The count of points in a section starts at the section begins and finishes at the section ends.

The section's begins and end line will be considered as crossed when the front wheel spindle passes them.

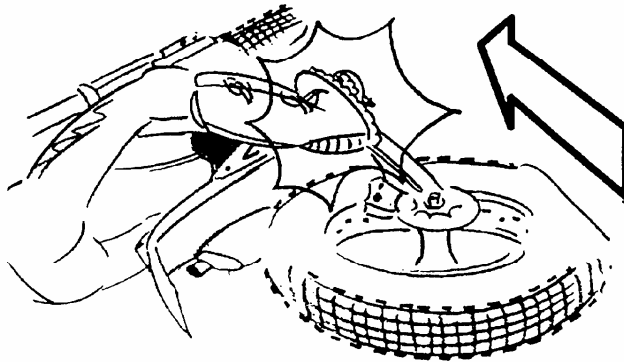
The greatest penalty incurred in a section is the only one to be taken into account for each rider (with exception for the additional penalties).

If there is any question concerning penalties, the rider will always be given the benefit of doubt.

The rider is allowed during the entire Trial to explore the sections by foot.

During this exploration, the rider who is passing the section should not be hindered.

Clean = 0 points
Riding the section without footing, stopping or failing.



Penalties for faults:

- One fault (footing or stopping) = 1 point
- Two faults (footing or stopping) = 2 points
- More than two faults (footing or stopping) = 3 points

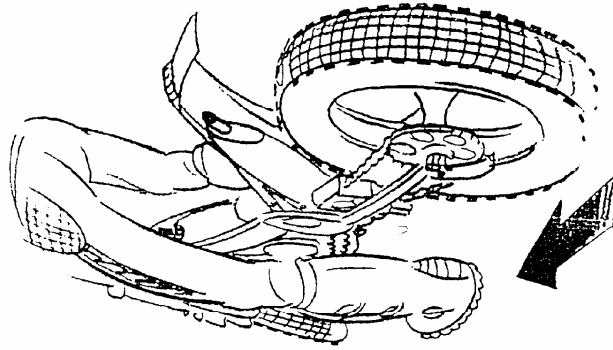
Footing:

Footing will be deemed to have occurred if any part of the rider's body or the machine (besides the footrests, engine casings and their protection, the tyre's frame or circumference) touches the ground or any other obstacle (tree, rock, etc.).

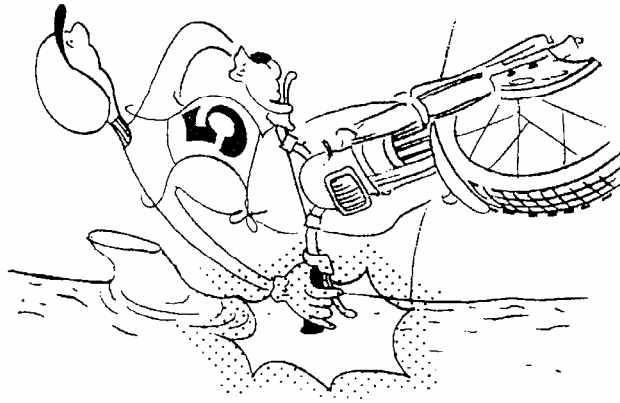
To touch lightly a tree, rock or a marking, etc. without stopping the progress of the machine, will not be considered as footing.

Stopping:

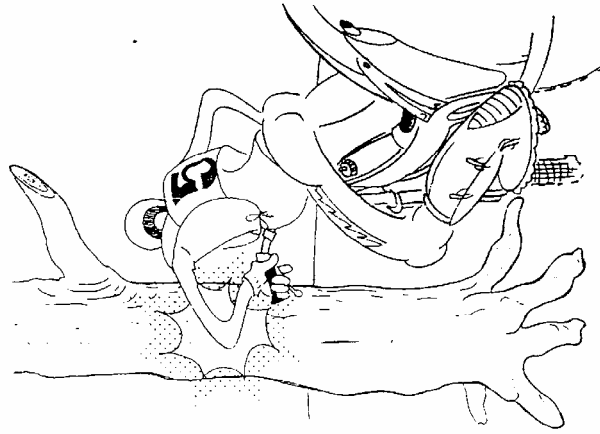
Stopping will be deemed to have occurred for each stop of the progress of the machine.



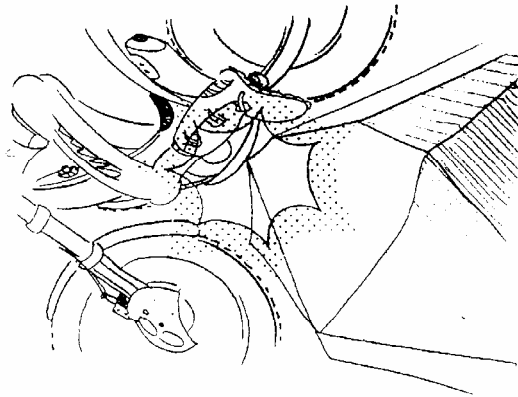
Leaning with the machine



Leaning with the body



The only parts of the machine which may touch the ground without penalties are: tyres, footrests, engine casings and their protection.



If the rider is moving backwards, without or with footing.

Failure

= 5 points

Total loss of control of the machine.

Failure

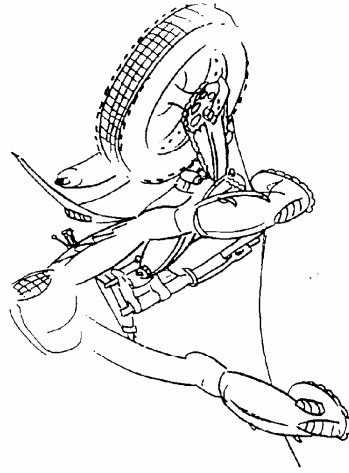
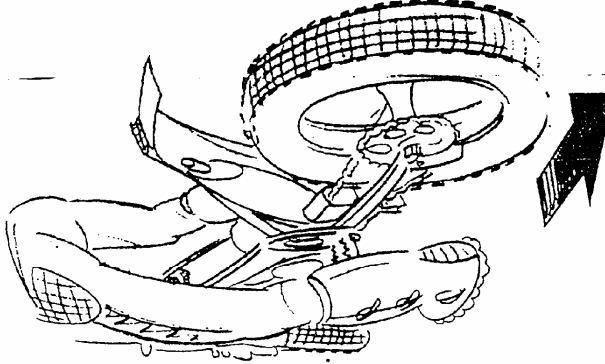
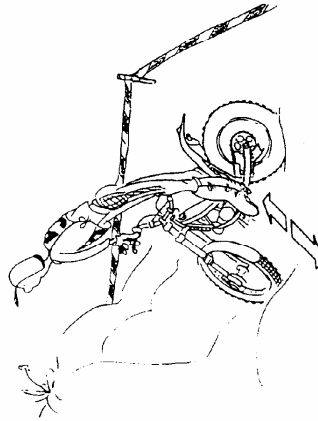
= 5 points

If the rider moves either wheel to the side without forward motion.

Failure

= 5 points

Moving sideways with forward progression is allowed.



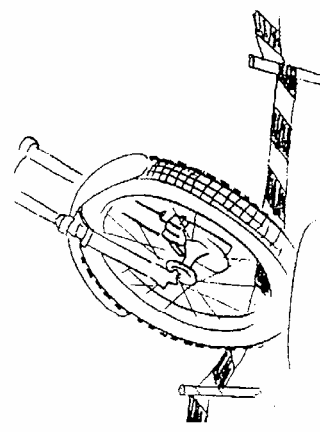
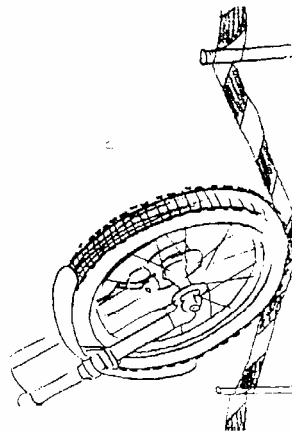
- The rider dismounts from the machine and he has both feet on the ground, on the same side or behind the machine.
- The handlebar of the motorcycle touches the ground.

To cross the section's boundaries

Failure

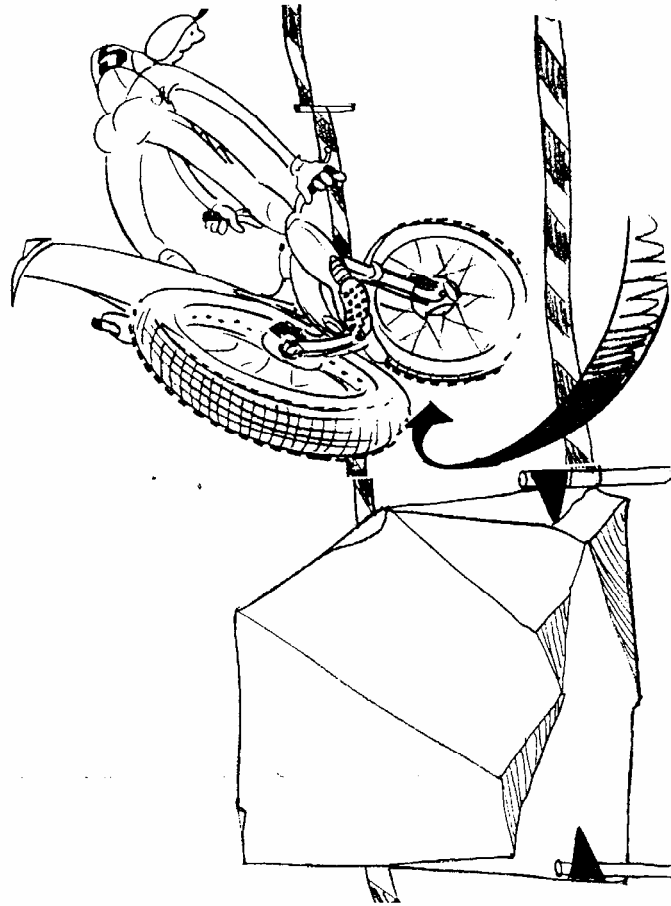
= 5 points

- The machine crosses a boundary with either wheel on the ground.
- The machine passes the wrong side of a boundary marker.



To cross the section's boundaries

To jump over the section's limit with both wheels.



To leave the indicated course

Failure

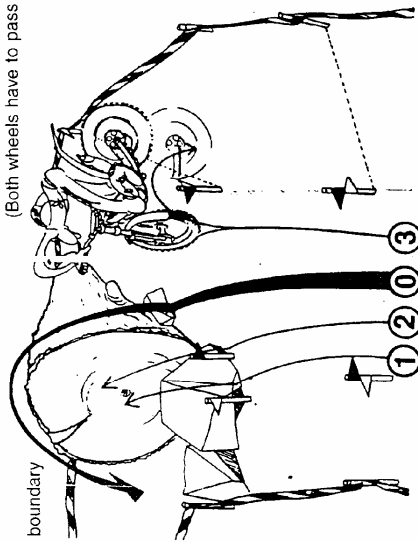
= 5 points

3. To jump over a boundary or arrow with 1 or 2 wheels.

1. Missing a "gate".

2. To ride over or on a boundary or arrow.

(Both wheels have to pass the gate).



0. Correct

1. Missing...

2. To ride over or on...

3. To jump over...

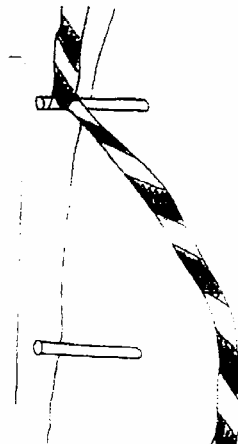
Damages on the markers

Failure

= 5 points

1. To break a marking tape.
2. To remove a marking tape.

Pushing or touching lightly the markers (arrow or tape), with the body or the machine is authorised as long as the rules are not broken

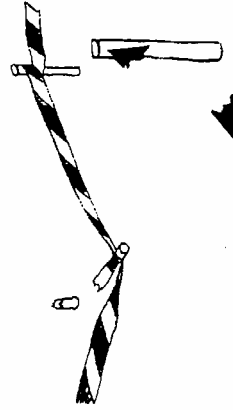
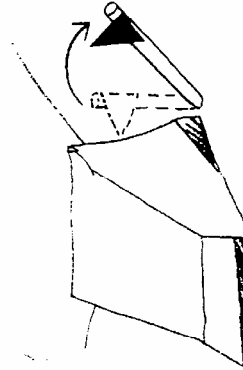
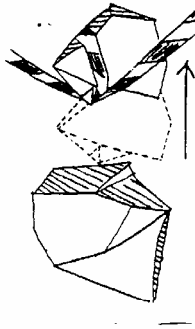


To break, remove or knock down a marker.

Failure

= 5 points

- To break, remove or move a solid boundary (marker, rock, stake, etc.).
- To break a stake.
- To tear, break or remove an arrow.

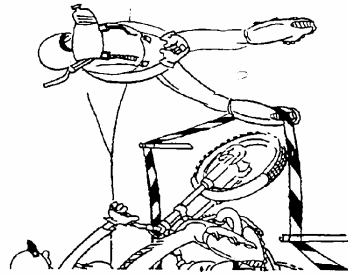


Outside assistance
Failure = 5 points

A third party touches the rider or the machine.
To push from outside on the tape or remove a natural obstacle.

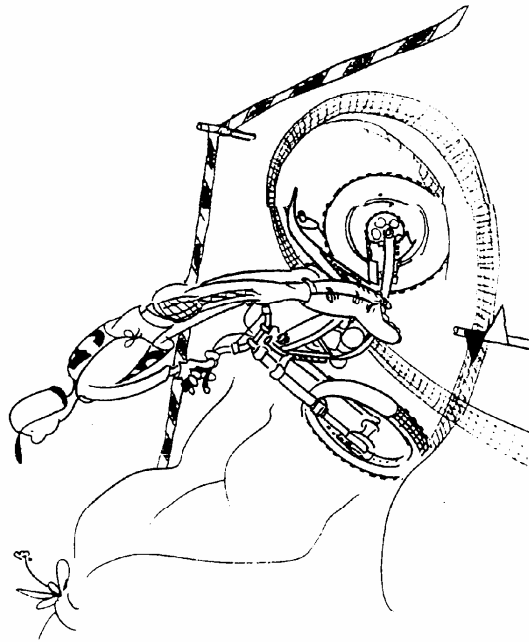
The rider or his mechanic changes the severity of a section.

For safety reasons, the mechanic may be allowed by a responsible person to be present in the section at dangerous crossings.



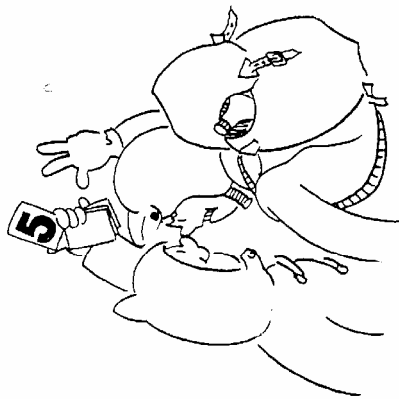
Crossing its own track
Failure = 5 points

Crossing its own track by doing a complete loop.



The mechanic disputes the section officials decision regarding the rider's performance

5 points



Disorderly conduct towards an official by a rider or his mechanic

100 points

