

2022 AusCycling Observed Trials Competition Rules

Competition Objective

To ride a bicycle over objects within a Section, with only the tyres making contact with the ground or obstacles. Riders must complete 3 laps of each Section, with each comprising up to 6 Sectors. Each Sector is identified by a pair of coloured markers (called a Gate), with the colour indicating the skill category. Points are accrued when the rider passes cleanly (without penalty) through each Sector in the Section. The rider with the highest overall number of points in their category is the winner.

Categories

There are 6 categories:

- **Novice:** Sections marked with **blue** gates
- **Sport:** Sections marked with **yellow** gates
- **Sport Masters** (riders 30 years of age and older): Sections marked with **yellow** gates
- **Expert:** Sections marked with **red** gates
- **Elite Women:** Sections marked with **red** gates
- **Elite Men:** Sections marked with **white** gates.

Rules

General rules

All riders must wear a helmet at all times while using their bike. This includes while riding in the warm up area and in the section.

Course inspection

Each rider is allowed to walk the Sections before competing but they must not take their bike inside any Section or practice riding any part of any Section before the competition.

Order/Sequence

The event organiser will advise whether the Sections are to be ridden in consecutive order or in any sequence chosen by each individual rider.

Time allowed

The rider has 2:00 minutes to complete each Section. If the rider has not completed the Section within the time limit, they must stop riding the Section immediately.

Section Start (Entry)

To begin, the front axle of the bike must be behind the start line. Once the front axle passes the start line, the timer begins.

A rider begins each Section with zero points and zero penalty points.

Sectors and Gates

The rider is awarded 10 points each time they pass cleanly (without any penalty) through each Sector in the Section.

The end of each Sector is identified by a pair of coloured markers (called a Gate), with the colour indicating the skill category. A Sector is completed when the rider passes both front and rear axles through the final Gate for that Sector.

Note: A Sector usually contains a single Gate. Where a Sector consists of multiple Gates, each Gate will be marked 1A, 1B, 1C with the final gate marked with a circle. 10 points are awarded only if the entire Sector is completed without the rider collecting any penalty points.

Section Finish (Exit)

The rider completes the Section when the front axle passes over the finish line. The scorecard must be updated to reflect the total number of points and penalty points awarded.

Penalties

A maximum of 5 penalty points can be accrued per Section. When the maximum number of penalty points is reached, the rider must immediately exit the section.

Penalty Description	Penalty Points
Resting a pedal, bash guard or single foot on the ground or obstacle	1
Resting a hand or both feet on the ground or obstacle	5
Holding the bike by any part below the stem	5
Crossing the centre of the bike with both feet with at least one foot on the ground	5
Crossing the centre line of the bike (axle to axle) over the top of a marker (instead of between)	5
Damaging or dislodging a marker	5
Skipping a Gate	5

Note: If any Gate is passed, but then crossed again in reverse (e.g. if the rider jumps backwards), the rider must pass through the Gate again to continue in the Section. The rider is awarded the 10 points the first time they passed through the Gate.

Exceeding the 2:00 minute time limit does not result in any penalties. However, no additional points can be gained for the Section.

Results

The rider with the highest total number of points shall be declared the winner in their category. In case of a tie, the tie shall be solved in the following order:

1. Highest number of Sections completed with zero penalty points;
2. Highest number of sections with a single penalty point, then with two penalty points, etc.