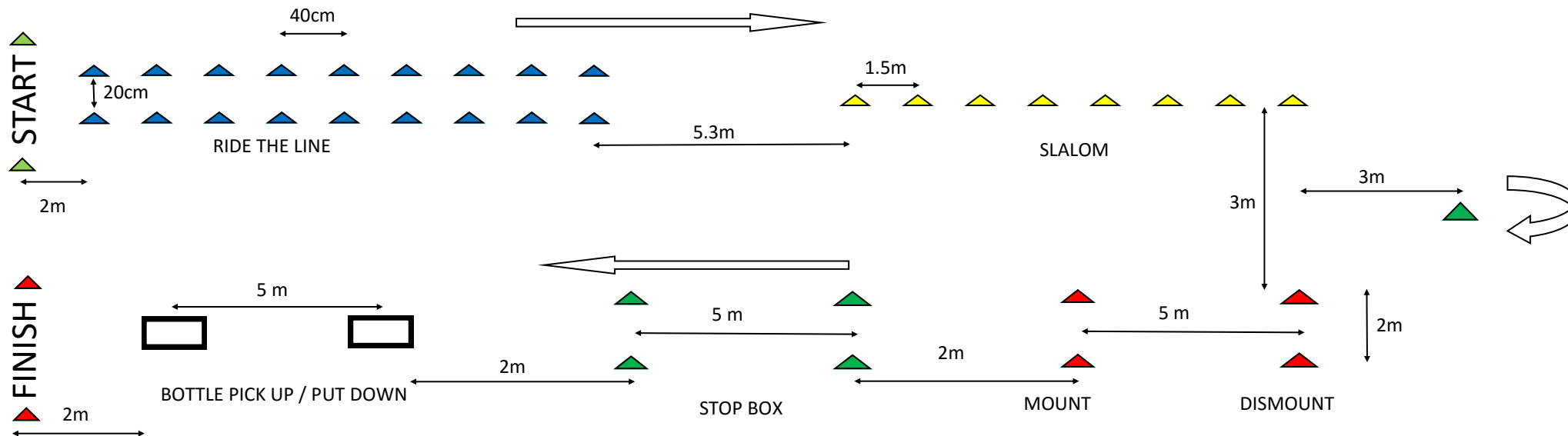


SKILLS TEST



Skills Test Rules & Running Order

Ride the Line— Riders must stay inside the line of markers. A fault is incurred if they stray outside of line or touch a marker.

Slalom— Riders must complete correctly without making contact with any markers. A fault is incurred if they touch a marker.

Dismount / Remount— Riders must be off their bike before the start of this section and must remount once they have left it. A fault is incurred if they ride their bike anywhere in the dismount section.

Stop Box— Riders must be stationary at some point whilst in the box—either with their foot on ground or track standing. A fault is incurred if they do not stop.

Bottle Pick Up / Put Down— Riders can stop and pick up and put down the bottle, but the bottle must be placed correctly on the second box otherwise it counts as a fault.

Times— Only record the time for the Skills Test if it is completed without a fault. One or more faults invalidates a time.

<u>Equipment</u>
Stopwatch
39 cones
1 water bottle
2 boxes
tape measure



Items in this box

Stopwatch

39 cones

Tape measure

