



## KOORALBYN VALLEY MTB 24HR & 6+6HR ENDURO RULES

The race organisers reserve the right to change any rules and regulations at any time to provide fair and safe riding conditions. Any changes to rules and regulations will be announced at a race briefing prior to race start. Riders and support crew/non-riders must obey the directions of Race Officials and Marshals at all times.

### **Race Start:**

#### **6hr+6hr**

Riders will commence at midday on Saturday 6<sup>th</sup> April and finish at 6pm. Then the 6hr race starts at 6am on the Sunday 7<sup>th</sup> April. Riders will line up and self-seed before the start. All solo 6+6 riders & one team rider from each team will start together.

Riders will continue to lap the course for 6hrs. The rider/team with the most number of laps wins. If rider/teams have the same number of laps, then whoever finished those laps in the quickest time wins. Teams ride in a relay fashion with only 1 rider from a team on the course at any one time. You can stop riding at any time and have a break. Teams can swap with team mates whenever they like and a physical touch must occur between riders (e.g. hi five), however interchange must occur in the transition zone, after the timing tent to receive a valid lap time. This will be marshalled and failure to follow the rules will result in a Timeout penalty. Riders not completing the full 6hrs will not DNF but must notify the timing crew.

Only registered racers may compete in an event. No kidding, you must be registered to race. An official race number plate must be displayed by each racer. No competitor shall cut, fold, mutilate, apply stickers to or alter in any way the number plate. Numbers are not transferable. Penalty is simple; the timers will not be able to score you, when you complain it will lead to disqualification.

#### **24hr**

Riders will commence on at Midday. Riders will line up and self-seed before the start. All solo 24hr riders & one team rider from each team will start together.

Riders will continue to lap the course for 24hr. The rider/team with the most number of laps wins. If rider/teams have the same number of laps, then whoever finished those laps in the quickest time wins. Teams ride in a relay fashion with only 1 rider from a team on the course at any one time. You can stop riding at any time and have a break. Teams can swap with team mates whenever they like and a physical touch must occur between riders (e.g. hi five), however interchange must occur in the transition zone, after the timing tent to receive a valid lap time. This will be marshalled and failure to follow the rules will result in a Timeout penalty. Riders not completing the full 24hrs will not DNF but must notify the timing crew.

Only registered racers may compete in an event. No kidding, you must be registered to race. An official race number plate must be displayed by each racer. No competitor shall cut, fold, mutilate, apply stickers to or alter in any way the number plate. Numbers are not transferable. Penalty is simple; the timers will not be able to score you, when you complain it will lead to disqualification.

### **Transition:**

The transition zone will be a bunted area after the timing tent. You must transition between team members here to receive a valid lap time. You are not allowed to ride through transition, however please be aware of other riders who are continuing onto another lap Leave the transition quickly & don't block the area.

### **The Course:**

The course is a loop of approximately 11km course for the 24hr and 6+6, ridden clockwise. It is a mixture of fire trail and 99% single track. Any intersection with tracks which are not part of the course will be “bunted” off or have ribbon hanging from trees on course. You will not need to make any navigational decisions.

Deviation from the marked course will result in disqualification unless the competitor re-enters the course at point of exit. If you cut the course, intentionally or not, own up to it, we'll let you finish in last place (it happens, we understand) and still earn points. If you don't own up to it, and at least 3 people can testify to it, we kick you out of the event and publicly humiliate you. It's not cool. This includes ducking under any flagging marking the boundaries of the finish chute. A competitor that purposely leaves the marked course during competition is deemed to have retired from the race and will be scored as a DQ or DNF. Racers are required to dismount and walk their bike through the tunnel – both directions. Failure to do so will result in 30 minute penalty.

### **Checkpoints;**

There maybe various checkpoints set up around the course. Some will be manned full time and others will be just random checks. There are some obvious points where cheating could occur. These will more than likely have someone keeping an eye on issues and may be under surveillance! Just because you cannot see someone, it doesn't mean they can't see you.

### **Lights:**

At night, you must have a red rear flashing light, a white front light (it is advisable to carry a spare white light or a small torch). You will be advised during the race when you must have lights fitted, and your support crew will be reminded Saturday afternoon by announcements. We recommend wearing a head touch as well.

### **Complete Laps;**

Once on the Course you must complete a full lap. If you have a mechanical problem, do not come back to the event village in the reverse direction as your lap will not be counted!

### **Medical:**

General first aid care during the race is provided. If you come across an injured rider out on the course, please stop to check if they are ok. The next rider to come along should then inform the next check point. Checkpoints have a phone to contact the main precinct and the medics will be sent out. Riders on course should give way to medical vehicles.

Sun safety – please ensure that you are well prepared to keep yourself sun safe throughout the event and across the day. Remember to be “SunSmart” by 1. Wearing sun protective clothing where possible 2. Applying, and re-applying SPF30+ Sunscreen 3. Wearing a hat 4. Finding and staying in the shade where possible.

### **The Pit Lane/Transistion Area**

This is located opposite the timing tent under the 3 x 6m tent.

### **Attaching Your Bike Number Plate:**

Attach your bike number to the front of your bike using at least 3 ties, securely fastening in an upright position ensuring that can be easily seen from the front. Your Number should be *in front* of the brake cables and not wrapped around any part of the bike. The number cannot be altered, obscured, cut or de-faced. If the race number is not attached correctly there is a possibility that the time keepers will not read your number. It is your responsibility to ensure it is fitted correctly.

### **Racing:**

#### **Bikes and Equipment**

Your bike must conform to the UCI general rules for mountain bike racing. Electric bikes or power assisted bikes are not allowed.

You are allowed to use any number of spare/replacement bikes in the race and you must change your number over to the other bike. Each competitor is responsible for having their bike in good operating condition. All competitors must be self-sufficient. All repairs during a race must be performed by the individual racers. Tools and spare parts used in a repair must be carried by the racer. No off course assistance is allowed. Exception to this rule – if the race makes it back to the scoring table, the officials may grant aid to the racer (such as a spare bike or parts) and allow the

contestant to re-enter where he left off and finish that race as not to have a DNF

### **Helmets and Attire:**

International Standards approved bicycle helmets must be worn at all times while riding a bike during competition and practice. The following helmets are accepted: AS/NZ 2063, ANSI Z90.4, SNELL B or N Series, ASTM F-1447, CAN/CSA-D113.2-M, US CPSC standard for bicycle helmets, European CEN standard EN1078. Failure to meet this requirement may result in immediate disqualification from the event. Damaged helmets must be replaced. Skate style helmets are not approved for this race. The mounting bracket for a helmet-mounted camera must not compromise the structure of the helmet. For example, it can be attached by straps, Velcro or glue – but it cannot be bolted to the helmet. It is up to you as a rider to follow QLD bike laws.

Competitors must wear proper attire, including a shirt, shorts, and fully-enclosed shoes during competition.

### **Right-of-Way, Passing and Being Passed:**

A rider walking their bike must give way to a rider who is riding if you are walking your bike; make sure you leave plenty of open tracks for the other riders.

The rider being overtaken has right-of-way (unless they are walking their bike) until the overtaking rider is past and clear by one bike length.

If you want to pass the rider in front on single track, call out "TRACK".

When the rider in front feels it is safe to pass, they will pull over to one side and call "PASS". They may also call out "ON MY LEFT / ON MY RIGHT".

Let the rider in front know what you doing by calling "ON YOUR LEFT / ON YOUR RIGHT". If there will be more than one rider passing, let the rider in front know that as you pass them by calling, for example "TWO MORE COMING THROUGH".

If you do not make this call, the rider in front will assume you have decided not to pass and will return to the center of the track.

The rider in front is under no obligation to let you pass, but slow riders and lapped riders should not delay faster riders unless it is unsafe to let them pass. Remember, if you are the overtaking rider, the conditions you feel are safe may not be considered safe by the rider you want to overtake. They may be less experienced than you, or they may have seen something on the track that you have not.

Overtaking is not allowed on bridges or constructed ramps.

### **Smoke Free Environmental Act 2000 Law:**

All On the Edge Events are smoke free. Spectator areas at sports grounds or other recreational areas used for organized sporting events it is not against the law in QLD to smoke.

### **Categories and Rider Age:**

A rider's age is calculated on the day of racing for age grouping & the term General Classification means all riders.

### **Access to Course and Trails**

All bikers/riders on course must have an event number plate. No-one outside the event is permitted to be on the trails. Spectators can walk to vantage points on course.

### **Pausing or Abandoning the Race:**

The race may be paused or abandoned due to extreme weather, emergencies or any other reason decided by the organizer. If the race is paused, all riders must complete the lap they are on and their time and laps will be recorded.

If the race is then abandoned, that will determine the placings. If the race is resumed at a later time, then the riders will be started on their lap in a staggered start method, so that each rider has the same time off the bike due to the pause and there is no unfair advantage gained. There will be no refunds or other considerations if the race is paused or abandoned.

### **Carrying Items during the Race:**

iPod or other musical playing devices are not permitted for riders while on course. Riders are permitted to carry mobile phones or 2-way radios on course, but they must not use earpieces, and the riders must stop and pull off the course when they use using them. Riders are not allowed to wear helmet cameras, fitted either to their helmet, body or bike, in practice and during the race. The mounting bracket for a helmet-mounted camera must not compromise the structure of the helmet. For example, it can be attached by straps, Velcro or glue – but it cannot be bolted to the helmet.

### **Withdrawing From the Race:**

A rider may withdraw from race at any time. If they choose to withdraw, they must notify the event staff at the timing tent. A rider who withdraws is not allowed to rejoin or resume the race. They must remove their race numbers and cannot ride on the course for the remainder of the event. If they have completed at least one lap, they will be awarded a race result.

### **Medical Assessment and Assistance:**

General first aid care during the race is provided by members of On the Edge Events, from the moment riders enter the starting area until they leave the finishing area. Interventions during the race can only be carried out in a stationery position. Riders must dismount from their bikes to receive medical assistance.

If you are injured and assisted back to the event center, then your lap will not count. Following treatment, the Race Director will make a decision on whether you are allowed to continue the race, based on available medical advice.

The Race Director's decision is final and non-appealable.

The Race Director may remove a rider from the course for assessment if in the Race Director's opinion the rider is showing signs of extreme fatigue or other condition which may be detrimental to the rider or to other riders in race.

Following medical assessment, the Race Director will either:

- Allow the rider to resume racing,
- Mandate a rest period before the rider can resume the race, or
- Withdraw the rider from the race

This decision is the sole responsibility of the Race Director and is non-appealable. There will be no compensation for the rider for the time taken for the assessment process

Don't curse at anyone, especially volunteers and the kids. No cheating, bad sportsmanship, throwing bikes, temper tantrums, obscene gestures, uproarious behavior, or make a scene, we'll kick you out on principle – no exceptions.

Leave no trace, Go ahead and put the empty GU packet in your jersey pocket

### **Race Finish:**

The fastest rider to complete the laps required will be determined the winner. If you cross the finish line on second before the finish time you are permitted to do another lap and that lap will be counted. Race will finish in front of the timing tent.

All decisions made by the race director are final. Protests must be made within 15mins of results being posted

## **REFUND POLICY**


In the unfortunate instance that you can no longer participate in the event, refunds or transfers may be possible as per below.

Deferrals will not be offered for registration to 2025 unless you are able to volunteer at the event in 2024. Please send an email to [andrew@ontheedgeevents.com.au](mailto:andrew@ontheedgeevents.com.au).

We commend purchasing Refund Protection to cover your ticket, or alternatively transferring your ticket to another participant.

On The Edge Events uses Races Roster Refund Protection – [Terms And Conditions](#)

 Injury & Illness

 Pregnancy Complications

 Severe Weather

 COVID-19

 Layoffs / Termination

 Mechanical Breakdown

Participants can transfer their entry to someone else – these requests can be made on race day, for a transfer fee of \$10 or email us at [andrew@ontheedgeevents.com.au](mailto:andrew@ontheedgeevents.com.au) 7 days prior to the event.

Event organisers reserve the right to alter the course without notice and/or cancel the event in consultation with, and under the direction of emergency service agencies and major event stakeholders or landowners. In the unlikely circumstance that the event is cancelled or rescheduled for reasons outside our control such as weather, fire, flood, park closures or any other reasons, we will transfer your entry to new date or another event in that year.

If you have other questions about the event, please don't hesitate to ask. You can email us at [andrew@ontheedgeevents.com.au](mailto:andrew@ontheedgeevents.com.au).