

MIDWEST SHRINE MOTOR CORPS
ASSOCIATION

I N D E X

Midwest Shrine Motor Corps Association

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COMPETITION RULES, REGULATIONS, AND OPERATIONS

(Major revisions 8/94 and 2/08)

GENERAL

Eligibility:

Composition

Each Competing Motor Corps Participant:

- must be a paid up member of the MSMCA and his Shrine.
- is a member of one competing Unit in one classification only.
- All competing members in any field competition must stand personal and vehicle inspection.
- must be registered with the MSA for the current year and comply with MSA parade and housing rules. (Add 8/00)

Size

There will be no upper limit to the Unit's size, but 4 is the minimum size unit to perform the mandatory drill manoeuvres.

Disqualifications

Automatic Disqualification for the following violations:

- Unsportsmanlike conduct and violation of membership rule requirements as assessed by the Executive and the Judges.
- Failure to participate in required MSA parades scheduled by the Host Shrine, unless prevented by situations beyond Unit's control. President approval is necessary.

Entry:

Certification

A unit authorized Officer must submit a Membership Application and dues payment to the Secretary prior to the Captains' Meeting stating Unit's Name, Shrine, classification, vehicle specs, number and names of riders, and certifying:

- its intent to enter and in which fields competitions.
- that each competitor is also a current member of his Shrine and the MSA. Each member could be subject to a random verification thereof during competitions.(2/7/03)

***Guests* (Added 8/05)**

Guest Competing Units from outside the MSA Shrine group are welcome, but must adhere to the same rules and qualifications herein for each MSMCA Unit. If guest Unit does not have its Shrine otherwise represented, it will join in with a Shrine from MSA for the parades.

Dues

The annual dues of each individual member IS \$15.00 U.S. funds with \$100 Minimum and \$300 Maximum per Unit payable by January 31st each year. (rev 2/08) {was \$10 ea - \$150 max on 8/98 & \$6 prior}

ORGANIZATION

General guide for Executive and Competition Committee

Competition Committee

- The Committee shall be appointed annually by MSMCA President, and will comprise members in good standing of MSMCA.
- Its size and duties will be at the discretion of President, but will include at least the following:
 - hospitality & guidance –maps -advance information of area
 - meetings & judges briefing -site selection & times
 - advertising, logistics, schedules, MSA Chief of Staff

Coordination

- competition site selection, setup, security, hospitality, & cleanup
- hospitality ride, if possible
- Awards Banquet tickets, trophies, arrangements

- Finance, Means & Budget (except trophy & Judges subsidies authorized by MSMCA Executive)

Site Selection

It is our goal to have all activities confined to one site – if at all possible! A special travelling trailer(donated in 01 by PP03 Ed Reiners), holds cones, markers, rope, standards, tapes, some card tables & chairs, etc. for setting up fields. It travels with the incoming President each year for storage until use the following year. Inventory list is with President & Secretary.

Inspections

- There will be a minimum of 10 numbered lines, 60 feet by 20 feet, for a competing Unit to set up and prepare for the inspection.
- The Competition Committee will consult President as to the drawing order of classifications & units prior to the setting up the spacing of inspection markers to allot more space for the larger size units &/or vehicles and possibly less for the smaller vehicles/units.
- If possible, an area will be set aside for competing Units to park one support vehicle (parts, supplies, etc.) close to this area.
- The inspection line should be set so the personal judging is from left to right (facing members) and preferably not facing the sun.

Drill Field

- The competing area will be 150 feet by 300 feet, roped off and flagged for safety. The exact center will be marked clearly with non slip tape or a painted cross (add 2/08)
- In the event that a field of this size is not available, the Competition Committee will notify each Unit of the M.S.M.C.A. within 30 days prior to the competition, of the revised field size.
- This area should have the best surface available: level and free of cracks and bumps, cleaned and swept free of all sand and debris.
- The "Competition Committee" will provide one member to be Available to accompany and Unit Captain who wishes to inspect the field immediately prior to Unit's performance on field for 5 minutes or less. This will not interfere with Judges conferring on field nor will it delay any Unit's performances. Delay will cause penalty by Timing Judge, (Added 2/08) See also Judge 4 – Entry/Timing.
- The review stand (or platform) for judging, VIP's and PA system will be located at the center of one of the 300' sides of the field with the scorers' vehicle nearby.
- Entry & Exit to be 30 feet wide (2/06) in the center of the 150' end on the right (facing field) of the review stand. (2/06) A 30' clearance behind entry/exit gate will be roped off for safe
- PA system and announcer to be provided by host. Needs chair & Table.
- Secretary (Scorer) would appreciate a private enclosed air conditioned area with electricity. –motor home?
- Provide chairs, stools for the reviewing stand and other 4 judges.
- Consider areas to accommodate spectators and their safety.

Obstacle Courses –Slow Ride

- Use of the I.A.S.M.C. layouts to be made wherever possible
- Any course alterations should not reduce the effectiveness or the manoeuvrability requirements of the standard.
- Committee will notify Units or the MSMCA within 30 days prior to the competition, of the obstacle course field configuration, if the IASMC standard configuration is changed, or a mirror image.
- Minor adjustments may have to be made in the course to assure no unsafe cracks or bumps are in the vehicle paths during tight or quick turns.
- Secretary will provide for proper stop watches.
- Clean and sweep the marked fields of all sand and debris.
- Provide chair & table for Judges.

- Provide an area next to the competition field for the spectators.
- Provide safety cones around areas to deter spectators.

Other

- The Competition Committee should arrange for:
 - Picture taking area
 - Sanitation –nearby bathrooms or Porta-potties
 - Parking for the Units' support vehicles, Unit transportation vehicles and motor homes or vehicles for changing.
 - Possible hospitality tent or area for relaxing, food drinks.

Pre-Competition Meeting (Captains' Meeting)

- The time and place of this Summer Session meeting of Captains or designated Officers of each Unit will be published 30 days prior.
- The payment of any outstanding membership dues will be accepted Prior to the beginning of this meeting.
- The competition rules and/or changes will be announced and explained.
- The Unit heads will be provided with an updated copy of rules and judges instructions, if requested, or, if changes have been made.
- Each Captain will provide to the Secretary, a brief printed updated History or commentary on his Unit to be used by the announcer, while Unit is performing on the drill field. – See back of Membership Application.
- Other business of the Association may be conducted at this meeting, one vote/Unit by the Captain or his designated representative is allowed on any business decision.
- The drawing will be held for order of appearance of the Units in the drill.
- The conclusion of the Captains' Meeting will also be last call for tickets To the Awards Breakfast. Additional requests cannot be guaranteed.

Judging

Composition

- Two seasoned inspection judges with military or law enforcement background will be chosen for the static inspection.
 - Five qualified seasoned unit drill competitors will be "peer judges" on the Drill.
 - Two Judges for each Obstacle Course and Slow Ride (Slow added 01)
- #### Briefing Meeting
- The judges will be provided, in advance, with written instructions
 - The Director of Judging and Secretary-Treasurer will brief the judges prior to the competition on the following matters:
 - Review of Rules and procedures of the judging/scoring system along with a sample score sheet.
 - Conduct for handling the Units and spectators.
 - Any Question on procedure or rules that are unclear.
 - Invitation, as guests, to Awards Banquet to see results of their efforts.

Selection of Judges

- Intent** -To utilize the wealth of expertise in the MSMCA by forming a pool of seasoned competitors drawn from all MSMCA Units to act as our own Peer Judges.
- To provide continuity from one year to the next.

Process (revisions 02 thru 07)

- To provide this continuity, The Association Executive Committee has appointed a Permanent Director of Judging and an Assistant to assess our judging requirements.
- The Director of Judges will also: 1). Approve any Judges appointed by the President and 1st VP, 2). Gather, qualify, and maintain a "pool" of Field Judges supplied by the Units to fill in the other 3 field judges needed for each Competition, & 3). Insure that no more than one Field Judge from any Shrine or Unit during a competition.
- The President, each year, will select 2 Inspection Judges, and reappoint 4 Judges he selected last year to be "Assistants". These returning 4, by their prior "training", will then become the: Chief Field Judge, 2, Head Obstacle Course Judges, and a Head Slow Ride Judge, -All of whom served as Assistants last year.
- The 1st VP will appoint an Assistant Chief Field Judge, 2 Assistant Obstacle Course Judges and an Assistant Slow Ride Judge –each for a two year commitment.
- Each Shrine, or Unit, will submit, each year, two qualified names from

Their various Units, to the Association Secretary to form the "Field Judge Pool" from which -the Director will draw the additional 3 Field Judges needed each year.

-In all, five (5) field judges will attend the Judges' Briefing before competition. A Chief Field Judge, Assistant Chief Field Judge (in training), and the three others appointed by the Director. The fifth judge will act as an Alternate (last minute fill-in for any field judge position), should it be necessary. Generally, this will be the Assistant Chief Judge.

Vehicle Classifications (2Wh Reclassified 8/05)

2 wheel Feather	000 - 199 cc
2 wheel Light	200 - 649 cc
2 wheel Medium	650 - 1199 cc
2 wheel Heavy	1200 cc +
Multi-Wheel Classifications—over 2 wheels (Revised 2/08)	
Multi-Wh Light	-0- -249#
Multi-Wh Medium	250- -999#
Multi-Wh Heavy	over 1000#

Combining Classifications –if only one contestant in a Class.

Inspection/Drill Competition - & Slow Ride ONLY.(Added 2/08)

IF any of the above Classifications has only 1 competing Unit —IT WILL BE COMBINED into the next classification UP or DOWN.

Restrictions: -Can be moved only 1 Class

-Applies only to Classes above with 1 competitor.

Awards

Scores will only be available and announced at the awards ceremony, at which time the presentation of trophies will be made.

The trophies in each applicable classification consist of:

- 1st, 2nd , and 3rd place trophies for inspection/drill competition.
- 1st and 2nd place trophies only, for each obstacle course.
- 1st place trophy only, for the rider who stays up the longest in each Class for the 2 wheel Slow Ride.
- The overall high point trophy will be awarded to the Unit who's combined inspection and drill scores were the highest of all of the competitors of the day.

.Breakfast / Banquet

- is under the direction of the MSMCA President and his staff
- advance ticket purchase recommended. Late purchase may result in as available" or "no" seating, or price increase.

COMPETITIONS —Refer also to details in "Judging Procedures"

Inspection/Drill

Scoring Structure

Category	Points Available
APPEARANCE (Inspection)	25 total points
-Uniforms	10 Points
-Personal Grooming	5 Points
-Equipment	9 Points
-Uniformity of Equip (8\05)	1 Point
TIMING	5 Points
MANDATORY MANEUVERS (2/07)	5 Points
RIDING ABILITY (Field)	20 total points
-Posture	5 Points
-Ease of Handling (2/07)	5 Points
-Interval/Distance	5 Points
-Rider Error	5 Points
PERFORMANCE OF DRILL (Field)	45 total points
-Variety of Drill	15 Points
-Execution of Drill	15 Points
-Difficulty of Maneuver	15 Points
Grand Total-	100 Points

Appearance relates to the physical inspection of each rider and his machine in the static inspection. Penalties divided by # vehicles/riders (except uniformity of vehicles).

Timing refers to:

- penalties for being late for Inspection or Drill Field when called.
- penalty for over/under time allotted/unit on drill field.

Mandatory Maneuvers: Failure to perform even 1 of 4 standards IASMC formations in a recognizable manner on field is a Full 5 point penalty.

Riding Ability relates to the individual rider's abilities to handle his

machine and his contribution to all formations while unit is performing. -Penalties divided by # riders.

Performance of Drill -Field Judges subjective evaluation on how a unit's performance compared to the others they have seen thus far in the day, in 3 categories: Variety, Execution, & Difficulty.

Judging Overview

- No Unit member or spectator shall approach, interfere or question judges at the inspection and on the drill field, at any time.
- Captains should also refer to Judging Procedures as part of rules.
- Each Inspection Judge, Field Judge, and Head (Obst –Slow) Judge will receive a set of score sheets, and necessary equipment to do their job, at the start of the competition. Make sure that the name of the Unit corresponds with the Unit that you are reviewing.
- Close Drill Competition** consists of 2 parts:
 - a) Military Inspection of the riders and their vehicles, and
 - b) Precision Drill Routine conducted on a 150' x 300' field.
- Each Judge has the same duties and responsibilities throughout the day. Consistency in scoring is heavily stressed. If you are tough on one Unit –be the same for ALL!

Inspection Procedure

Refer also to "Judging Procedures -Inspection Judges"

Units

- Drawing at the pre-competition (Captains') meeting will determine the competition sequence and the estimated scheduled time.
- Units may report to the line-up area for preparation as soon as their designated area is available.
- The Unit's preparation must not interfere, in any way, with the judging of Units ahead in schedule or with another Unit.
- All support equipment, supplies, & helpers must be removed from line-up area prior to approach of judges for inspection.
- MSMCA badges may be worn uniformly on shirt or jacket.
- If Helmets are required by law in drill, they need not be inspected if legal.
- Following the inspection, the Unit will report directly to drill field entry.

Judges

- Units will line up in a marked area in sequence of their "draw". They are expecting a good "military style" inspection, but this inspection "time" is limited to a maximum overall time of "one minute" per person –this means that you have approx 8 minutes maximum for a Unit of 8, etc. Split it up however you wish. After dismissing the unit, your paperwork can be finished and comments made. Units then prepare to start Drill.
- Procedure – When you are prepared to start, both judges approach the Unit, the Captain will approach you with his report & salute. Judge 1 will inspect the Captain, then his Lt. who may accompany Judge 2 to inspect the vehicles. Unit will be at "Parade Rest", but, as Judge 1 approaches each member, he will come to "Attention" until Judge 1 moves to next in line at which time the rider will resume "Parade Rest". Any "overall reviews of unit" is done while Unit is "at Parade Rest" (not "at ease") Captain may accompany Judge 1 if he wishes.

Precision Drill

Refer also to "Judging Procedures -Field Judges"

Units

- Failure of a Unit to report and be prepared to start when field judges are ready will result in a late start penalty of 2 ½ full points.
- Unit will approach the Field Entry where the Captain will submit Unit Name and number of riders to Entry Judge.
- The Captain will wait for judge to signal, before proceeding onto the field. The Unit must start within 30 seconds of the judge's signal. If not started within 30seconds the entry judge will start his timer.
- The time on the drill field will be a minimum of 5 minutes to a maximum of 10 minutes. Any violation will result in a deduction of 5 points. The timing will be determined on the basis of the last rider on the field to the first rider off the field. (rev 2/15/97)
- Helmets may be required - subject to local law.
- Use of lights and/or flashers is at the discretion of the Units. There will be no credits given or penalties assessed for their use –unless they

- are not uniformly used by each vehicle.
- No sirens or other noise making apparatus will be allowed.
- There will be no use of body signals, audible signals, radio signals or any other signals given to Unit members during the competition drill.
- Unit, at its discretion, may use its standards and colors on vehicles, however no penalty or credit will be given. A special "color" vehicle may, or may not, be part of the drill –but--its actions will be judged.
- The number of drill formations in the each routine shall be at Unit's discretion, but must contain the mandatory four (4) basic formations performed such that the judges can easily recognize them.
PENALTY – 5 FULL POINTS - failure to do even one. (add 2/07)
- Column of **Two's**, -Column of **Four's** -odd # of vehicles in rear rank, -**Figure 8's** –vehicles evenly spaced through 8, see Diagrams.
- Matching Circles** -wheels must meet & match –moving same direction–even spacing
- Performance of Drill – See individual Judge's Procedures.
 - Divided among the four Field Judges.
 - The judges will gather centerfield immediately following a Unit's routine, to finalize the rating each Unit's Performance of Drill.
 - There will be no averaging of the scores in this area. This is a subjective evaluation of how a former (or current) competent seasoned drill rider, who is now a peer judge, perceives the Unit's overall performance in his category *in comparison* to other units he has seen thus far
 - *This system –established in 94 – is the reason the MCMSA Unit total scores will vary greatly from year to year.* The judges will compare all units by the first one's they see each day, but, not aware of what is to come later, these scores start in a "mid range" to insure they can go up or down later. Thus, if the 1st Unit is very good –All Unit total scores will average low that day. If 1st routines are fair, all total scores will average higher.
 - Upon completion of the field drill, the Unit must clear the exit area. hose participating in the obstacle course or slow ride should proceed directly to that area for sign up.

Judges

- The 5-10 minute field routine performance is scored two different ways.
 - 1) An objective "penalty type" of a system with each mistake occurring in Spacing, Alignment, Posture, Rider Error, or Ease of Handling, --a mark, or "gig", is given for each. Scorekeeper will do the rest.
 - 2) You will use a subjective "Bonus" rating system that will "rate" each cohesive Unit for by how they performed that day *"in comparison"* other Units you have seen that day in three categories: Variety, Execution, and Difficulty
- Each Unit is introduced by an announcer as they start the drill, providing the spectators with a bit of their history -not part of scoring.
- Judges must concentrate their eyes and ears every moment during each routine to detect an individual or Unit flaw, and mark that flaw on their score sheet.
- At the conclusion of each routine, Field judges meet centerfield and subjectively and collectively rate the Unit's "Bonus" Performance scores.
- The competition goal of most Units, is to be the best overall (of all units competing) and receive the High Point Trophy at our awards banquet.

Obstacle Courses - Slow Ride

- Per IASMC Standards - See Diagrams
- Scoring is separate, with separate trophies for winners in each class.
*Entrants must stand inspection!
- The Obstacle Course Judges will time riders from each Unit, working their way through one of 2 set courses of pylons (2 wheel & Mult iWheel). The combined times of Unit's fastest 2 riders (less penalties) are rated.
- The Slow Ride is for 2 wheelers only. The object is to see who can Spend the most time on a 30' x 30' field from start line to finish, without touching feet, sidelines, or dumping. Slowest man wins in each class.

Showmanship "Only" Ride (Added 2/08)

PURPOSE– to encourage new or small units to participate. Any Size Unit

over 2 vehicles –can be mixed sizes or shapes. Must be Members but not from another participating Unit.

FIELD– Use same drill field after Inspection/Drill competition - 5 Minute Max.

INSPECTION– After other inspections — Vehicles "Only" -for safety.

JUDGES—4 MSMCA Officers, Visiting Divan, or Spectators who are not From any Shrines of competitors—picked at random.

JUDGING— "Who is most pleasing to watch?" 0 to 50. "0" =nothing, "50" =perfect.

Add 4 scores. Highest wins! Up to 2 trophies presented at awards breakfast.

JUDGING PROCEDURES

Inspection Judges

Judge # 1 - Personal Inspection Judge

Procedure

- Failure of a Corps Unit to be prepared for inspection at its scheduled time, will result in a 2 1/2 point penalty being assessed, - note in the space provided on the score sheet. Unit will be reassigned to the last position for inspection.
- Approach the Captain with the Judge #2 for salute and report.
- Inspect the Captain & Verify the number of participants in the Unit.
- The Unit Captain may select a Lieutenant to accompany the Equipment Judge, but the must stand personal inspection first.
- Unit members will be standing at "Parade Rest". As you approach, each will come to "Attention", then will resume "Rest" after you pass to next member, and remain that way while judged in a "group view".
- The inspecting officer may or may not choose to question members.
- Consistency in your standards between Units is stressed throughout.
- The Captain of the Unit normally accompanies you for the personnel.
- Scoring is on deduction system. One fault means one "gig" or mark on sheet. A severe case could rate a "gig" in more than one category.
- Deductions in each category will be totalled and averaged by the number of riders inspected. This will be completed by the scorekeeper.
- There will be sufficient space on the score sheet for you to make positive comments or explain reasons for the deduction. Each Unit will receive a copy of the score sheets.
- Upon completion of the static inspection, complete your discussion with the Captain, dismiss him, complete your score sheet, and review your marks for clarity. Sign and time the score sheet, and give the sheet to courier. You may then proceed to the next.
- Please don't provide a view of score sheet to anyone, but scorer.
- It averages about 17 minutes to announce, perform, and score the field drill after the inspection, so, you can pace your inspections (and breaks) accordingly. Think ahead and notify captains of upcoming units if, and when, you plan to take a break so they can plan for you.

Scoring

- Late Start –2 1/2 point penalty for failure of Unit to be prepared for inspection in a way that it will slow down the Field Competition. Note penalty in the space provided on your score sheet, where it will be transferred to the summary score sheet. The Unit will then be reassigned to the last Unit to perform for the day.
- Uniforms (10 points)
 - Inspect for: neatness and cleanliness, free of spots and dirt, dust, general appearance and style, pin positioning, & overall uniformity.
 - Uniformity within a unit is stressed.
- Personal Grooming (5 points)
 - inspect for: grooming, posture, shave, shoes
 - Fezzes must be clean and worn straight, "gig" for a tilt of fez, Tassel not hanging properly or clipped square at bottom. A maximum of two tassel holding pins or jewelled bands will be allowed and there must be no other pins on the fez. No deductions for -two (2) rows of lettering, -different styles and color shades of fez. Differences occur depending on when the member entered the Shrine.
 - Since the fez is part of the uniform, a severely crumpled fez with

jewels missing could warrant a deduction under neatness & general appearance.

-Haircuts & beards -neat but, -to fit individual, not military standards.

Judge # 2 - Equipment Inspection Judge

Non-Uniformity of Vehicles (added 2/05, rev 2/07)

-Non-Uniformity among vehicles will be assessed a Penalty of ONE FULL POINT.

Guide: If they look the same –they are the same

-Approaching the vehicles you can generally assess if the vehicles are the same color, model, size, and appurtenances. Age matters little if they look the same.

-If “non-uniform” mark the box at the bottom of score sheet and then no further penalties will be marked against this unit on differences in color, model, size, or appurtenances.

-**Alignment** will be assessed from the front extremity only.

Procedure

-Approach the Unit Captain with Judge #1.

-Accept report from the Captain of any last minute equipment violations or damage resulting from parade or transportation to the field, that could not be reasonably remedied. These are not to be penalized, if, - in your opinion, they are reasonable. - No long lists!

-The Lieutenant of the Unit may accompany you for the inspection of the machines.

-The inspection is a three (3) foot stand off visual inspection, but, at times, vehicles are lined up tight, you may pass between vehicles but not look under or touch.

-No deductions will be assessed for exhaust pipe bluing and tiny chips or miniature scratches in the paint. These are Parade vehicles!

-The judging of the equipment is same sequence as the personnel.

-Consistency in standards between Units is stressed throughout day.

-The scoring is on a deduction system. One fault means one mark (or gig). A severe case could rate a mark in more than one category.

-Any space left blank means that no deductions were made.

-Deductions in each category will be totalled and averaged by the # of vehicles inspected. – By the scorekeeper.

-Sufficient space on the sheets is provided for you to comment on the vehicles individually or as a whole. After the Awards, each Unit will be provided with a copy of the score sheet.

-After completing a Unit, review your score sheet for clarity of marks, sign & time the sheet, then turn it over to Judge #1 for forwarding.

Scoring

-Please follow the format on the sample score sheet of the simulated competing Unit.

-Use your good judgement and sharp eyes –UNIFORMITY is stressed EQUIPMENT CATEGORIES -Ten (10) points total

1) alignment and general appearance, 2) clean and polish, 3) general condition. The age of the vehicles should be considered when judging the condition. You could inquire from the Captain or Lt. as to the year of the equipment if you think it is necessary.

Field Judges

General Procedures

-Each judge will maintain the same duties and responsibilities throughout the day of the competition for **consistency**.

-Score sheets will be distributed to each judge at start of the day.

-A judge is not to move onto the field while a performance is in progress, however he may move back and forth along his sideline.

-The Color/Standard bearer(s), if used, may or may not be part of any maneuvers.

-An announcer will be providing a commentary during the performance for the benefit of the spectators. The commentary does not form part of the field drill, and no points will be for or against it.

-Each Captain may inspect the field for a maximum of 5 minutes immediately prior to his Unit's performance. Criteria: a.) Must be accompanied by an appointed competition Committeeman. b.) Not to interfere with Judge's conference centerfield. c.) Any competition delay caused by this inspection will be subject to a late start penalty by Judge #4. (Add 2/08)

Scoring and Execution

Riding Ability

-**Posture** - slouching, sloppy, turning head, etc- per occurrence unless same rider has poor posture throughout the drill, in which case -- 1 "gig" or mark.

-**Ease of Handling** – Is rider in control of his machine, jerking or having difficulty in manoeuvring? One "gig" or mark per occurrence.

-**Interval & Distance** – look for consistent and equal spacing between machines & rows, columns and ranks aligned. One mark or "gig" per occurrence.

-**Rider Error** - out of place rider, spill, foot down, stall, equipment failure, collision, wrong turn, etc. One mark per occurrence.

-**Mandatory Maneuvers** –Major penalty –5 full points (2/07) Unit's Failure to execute any of the 4 mandatory maneuvers in an easily recognizable form –by Chief Judge with consultation of others.

-Judging in this section is strictly a penalty only system and requires broad vision and a quick pen throughout the Unit's "field duration".

-The scorer will divide each mark on your score sheet in the above areas by the # riders/vehicles on the field to arrive at the "final score". A space left blank means that no point penalties were assessed.

-The **scoring** starts when the first machine enters the field and continues until the last machine leaves the drill field (except a stalled or damaged vehicle)

-The **timing** of the routine **starts when the last machine enters** the drill field and **ends when the first machine leaves** field.

-Deductions shall be given for any body signal, audible signal, radio signal or any other signal given on the field, or any signal given by anyone watching from off the field. One mark/each time in "Rider Error"

-A downed or out of place rider and machine is your call, for the severity of the error. The rider's responsibility is - not to interfere with the balance of the routine. The Unit may choose to close up the formation, or ride with a "phantom" rider - No spacing penalties here! An out of place rider must return to the formation, in his original position, or move machine to a spot on the field where it will not interfere, but not off. First machine off the field stops the timing of the drill. (rev 2/04)

-Downed or injured rider **needs help** on field. (Added 2/06-2WhHvy Units)

-2WH Hay Units will combine to pre-select 3 helpers on sidelines.

-IF help can be given without interference to other riders or helpers, the performance continues without rider. Machine stays on field.

-IF help interferes with safety of Unit or helpers, Performance & timing stops until field is cleared (except machine). Unit has choice to start over without rider or quit. No substitute rider. (2/08)

Performance of Drill - 45 points Bonus Value (rev 2/08)

This system encourages Units to sharpen up their Execution, increase Variety, and try something with more Difficulty.

-Each of three categories will be judged strictly on your overall assessment, compared to the other Units you have watched thus far today. You will see (what seems like) a lot of Units competing during the day, so remember, when rating the first Unit of the day, the standard should be set for the balance of the day. If the rating is extremely high (15) or low (10), there is no room for a better or worse rating later on.

-These scores will not be averaged, either by the number of participating riders, or by the number of judges.

Variety of Drill - 10 Min -15 points Max

-Scored by Field Judge #4, on his score sheet with consultation from the Chief Judge after completion of that Unit's performance.

-How many different formations over the mandatory, rather than a repetition of the same maneuvers. How Showy, --or Entertaining? by comparison to others you have seen thus far today.

Execution of Drill - 10 Min -15 points Max

-Scored by Field Judge #5, on his score sheet with consultation from the Chief Judge after completion of that Corps Unit's performance.

-Look for the Unit's overall technical execution, the smoothness of the whole routine, & the transitions in and out of formations in comparison to the others you have seen thus far today. A simple one well done rates higher than a complicated routine done poorly or average.

Difficulty of Maneuver- 10 Min -15 points Max

- Scored by Field Judge #6, on his score sheet with consultation from the Chief Judge after completion of that Corps Unit's performance. Look for the complexity of the routine and overall difficulty of the individual formations performed by the Unit, in comparison to the other units you have seen today.

Completion of the Score Sheets

- After a routine is completed on the field, each judge will check the legibility of his score sheets for his marks, sign and time the score sheet, make any personal comments to the Unit in the space provided and then meet with the others centerfield for a conference with the Chief Field Judge for consultation on his subjective evaluation of his category. This should take approximately five to eight minutes.
- In the event of a significant difference in the evaluation between the Chief Field Judge and the individual Field Judge (in 'his' category) a quick compromise on that category rating will be reached before final value is recorded. If compromise is not possible – the Chief's word is Final.
- The Chief Field Judge will then collect all 4 score sheets. -At the end of all competitions, any recommendations by the judges would be appreciated by the Executive Committee.

Chief Field Judge #3 - Review Stand

Responsibilities

- Coordinate the Start of each routine. Make sure all judges are ready. Signal Entry/Timing Judge #4 to proceed.
- Watch carefully to see that unit complete the 4 mandatory formations! If unit fails to do an easily recognizable mandatory maneuvers, mark the penalty box after checking with other judges.
- Objectively judge the riding abilities of each rider and assess points where required in the four categories for error or inconsistency.
- Subjectively evaluate all three (3) categories of Performance of Drill. The other three judges will be concentrating and evaluating only one of these categories.
- It will be your responsibility immediately after each routine to assemble the other judges (5 to 8 minutes) to decide and finalize, the subjective scores only, for the Performance of Drill categories
Example: confer with Judge #4 on the Variety of Drill category and agree on a value for him to mark on his score sheet, but only for that category, etc. If a disagreement between your evaluation and the other judge cannot be negotiated in a short period, the Chief's word is final and the other field judge will revise.

Field Judge #4 - Entry and Timing

Responsibilities

- Start each unit and check # riders with your sheet.
- Record the time spent on the drill field with the stop watch provided. See the procedures and penalties below.
- Objectively judge the riding abilities of each rider and assess points Where required in the four categories for error or inconsistency.
- Subjectively evaluate one of the three (3) categories of Performance of Drill, being the *Variety of Drill* category.
- You will be instructed by the Chief Field Judge to assemble with the other three judges (five to eight min) to decide and finalize, on a subjective score for your category of the Performance of Drill.
- Confer with Chief Field Judge #3 on the *Variety of Drill* category and agree on a value to mark on your score sheet, but only for that category.

Procedure

- Give the Unit Captain authority to proceed, after Chief Field Judge ensures you that all judges are ready.
- Commence stop watch when the last vehicle enters the drill field OR after 30 seconds has elapsed from the approval to start. Stop the watch when the first vehicle is completely off the drill field. — Record!
- Assess penalties if necessary.
5 full points for being under 5 - or over 10 minutes on the drill field.

Field Judge #5 - Opposite Review Stand

Responsibilities

- Objectively judge the riding abilities of each rider and assess points where required in the four categories for error or inconsistency.
- Subjectively evaluate one of the three (3) categories of Performance of Drill, being the *Execution of Drill* category.
- Assemble with the other three judges (5 – 8 minutes) to decide and finalize, on a subjective score for your category of the Performance of Drill.
- Confer with Chief Field Judge #3 on the *Execution of Drill* only, category and agree on a value for you to mark on your score sheet, but only for that category.

Field Judge #6 - Opposite Entry

Responsibilities

- Objectively judge the riding abilities of each rider and assess points where required in the four categories for error or inconsistency.
- Subjectively evaluate one of the three (3) categories of Performance of Drill, being the *Difficulty of Maneuver* category.
- Assemble with the other three judges (5 to 8 minutes) to decide and finalize, on a subjective score for your category of the Performance of Drill. Confer with Chief Field Judge #3 on the *Difficulty of Maneuver* only, category and agree on a value for you to mark on your score sheet, but only for that category.

Assistant Chief Field Judge #7 -Roaming (Added 8/04)

- This Judge's Score sheet is not used in Scorekeeping EXCEPT In the case of emergency with another judge –or –backup.

Responsibilities

- To learn the duties and responsibilities of all Field Judges and most especially the Chief Judge whom he will replace the following year. This is a training year.
- Fill in your score sheet the same as your Chief. Be prepared to be BACKUP to Chief on all scoring and mandatory formations in case a problem arises with the chief's or other judge's score sheet.

Obstacle Courses (2) –Head Judge and Assistant -each Courses – Narrow (2 Wheel) and Wide (Multi-wheel)

- To be set up in accordance to IASMC standards whenever possible.

Riders & Vehicles

- Any Unit rider and vehicle completing the static inspection may enter.
- It will be expected that each rider will know the rules and course layout so that further discussion with the judge is unnecessary.
- No equipment or appurtenances are to be removed, adjusted or added on the machines used in Drill.
 - Safety helmets must be worn by all two wheel riders.
 - Each contestant may walk the course prior to competing.
- Any contestant riding this course prior to competition will be disqualified.

Procedure

- Contestants approach Judge to print & sign their names on a sheet representing their Unit.
- Units or groups of riders are allowed to "walk the course" for a period of not more than 4 minutes. Announce ahead!
- Call each rider when it is his turn "on deck". The Timer will ask contestant to "start when ready". He has 10 seconds to start.
- The rider must start from dead stop having the front extremity within two feet of start line.
- Rider must follow the course in the exact sequence and direction as layout and must stay within the pylons.
- Rider is disqualified by leaving the course pattern and not re-entering the course at the same place where he left the pattern.
- No penalty for the rider's foot or body part touching the surface.
- On exit, the rider must stop his machine inside a ten foot area beyond the finish line for 2 Wheelers (OR at least one axle for Multi-wheelers), or the rider is disqualified.

Timing and Penalties

- The course is run on a time basis, starting when the front extremity of the machine crosses the starting line and ending as the same extremity crosses the finish line.
- The time is recorded individually for each contestant.
- A Penalty of one (1) second will be added to the contestant's time each pylon knocked over or moved so judge has to reposition.

- The lowest 2 contestant scores will be combined for Unit score.
- The lowest 2 unit scores in each class vie for 1st & 2nd Place.

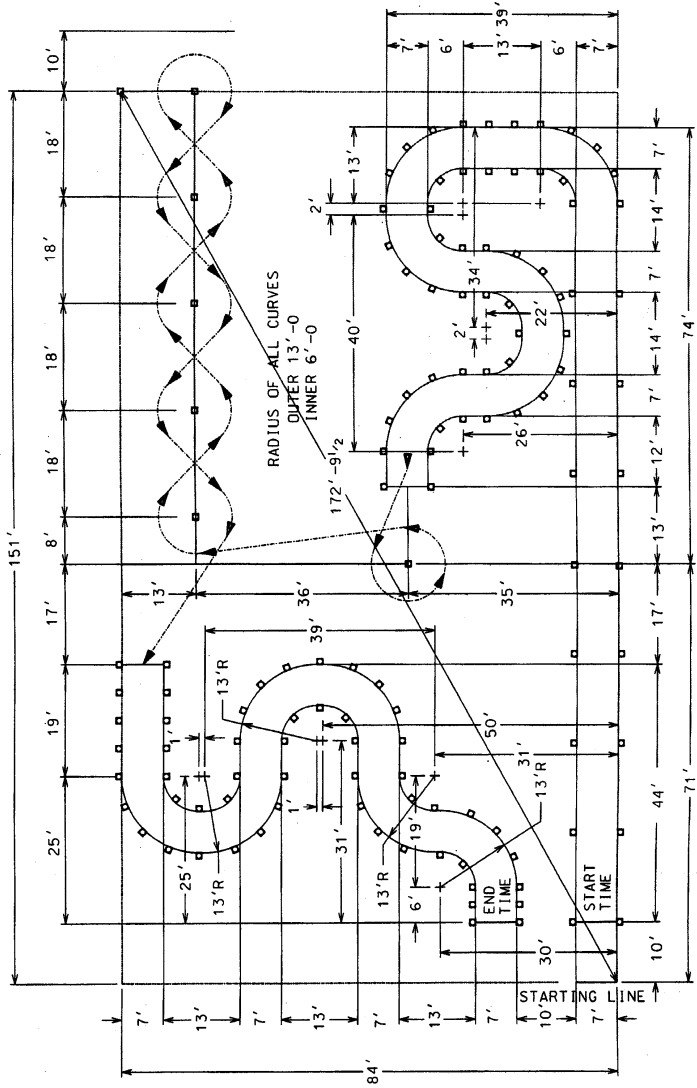
***Slow Ride* –2 WHEEL ONLY –Head Judge & Assistant (add 2/00)**

Course – IASMC 30' x 30' with a 20' partition down the center from the Entry/Exit line.

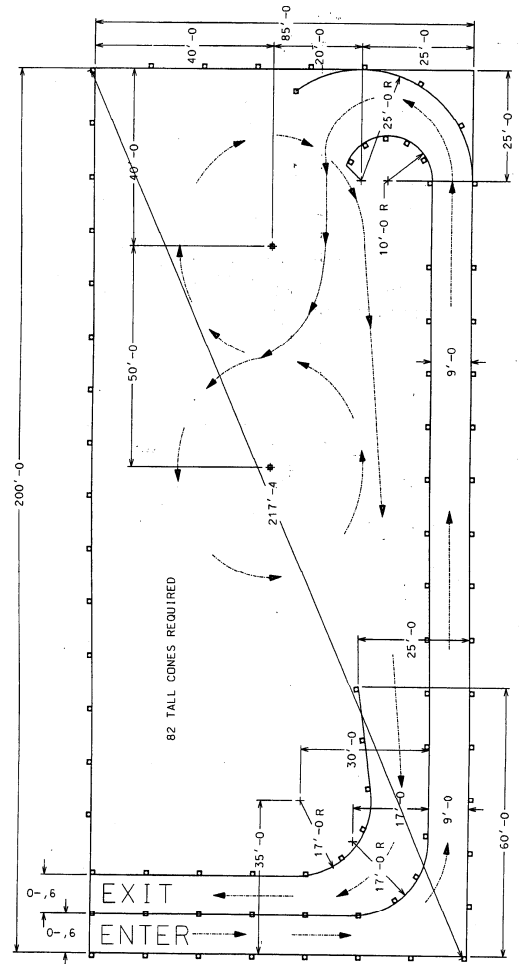
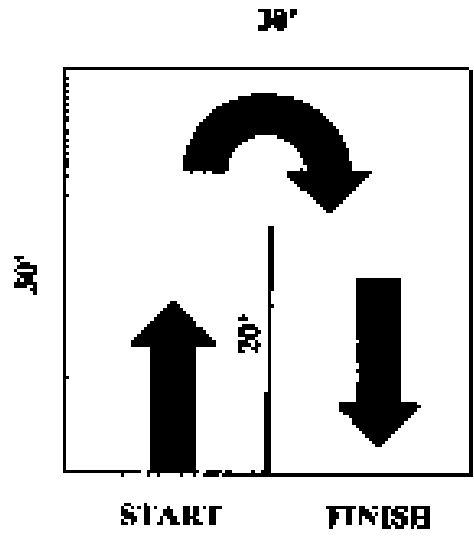
- The object -is to complete the course in the longest period of time.
- Each 2 Wheel classification will compete within their own class for one Trophy.
- Longest time for one rider in each class is the trophy winner.

Rules

- Helmet must be worn.
- All riders/vehicles from each two wheel unit can participate, but, must have participated in the personal and equipment inspections.
- Participant must use the same vehicle he used in the inspections.
Same motorcycle can not be ridden by two (or more) contestants.
- The time starts when the front extremity goes over the start line, and stops when this same extremity crosses the finish line.
- Rider will enter on the left and ride clockwise to exit on the right.
- Time stops when:
 - A riders' foot (body part) touches the ground.
 - the 2 wheeled vehicle falls over and touches the ground.
(a scraped kickstand or roll bar does not count)
- A rider is disqualified if he (or the bike) goes outside the course lines.



2 WHEEL OBSTACLE COURSE



4 WHEEL OBSTACLE COURSE