

# THE GAMBLER



## GAMBLER RULES

1. All Male, Female and Mixed Teams, Senior School Teams and Solo riders must complete each of the 4 trail loops at least once to be eligible for a placing.
- 1a. All E Bike Male, Female and Mixed Teams, Senior School Teams and Solo riders must complete each of the 3 trail loops at least once to be eligible for a placing.
2. Family Teams & Junior School Teams do not have to complete all 4 loops at least once to be eligible for a placing.
3. No riders 13 years and over are to ride the Tourist Trap, Piker Loop. This is reserved for Junior Teams 8-12yrs and kids 12 years and under riding in Family Teams. (Note: Parents may ride this loop with their children but are to keep well out of the way of other riders and allow them to pass easily)
4. There is no restriction on the order that you do your loops. Work out your best strategy to gain the most points.
5. The total race time is 4 hours
6. Riders must have handed in your band before the 4 hour cut-off for the loop to be counted.

7. The Race Director will be the judge of whether a rider has handed their band in within the 4 hour timeframe – the Race Directors decision is final.
8. If at completion of racing, 2 or more solos or teams in a category have equal points for placings 1, 2 or 3, placings will be decided by the rider that was the quickest to gather the points within the 4 hours.
9. When passing another rider it is the passing rider's responsibility to ensure the pass is done cleanly.
10. Care is needed when going through the tunnel at the bottom of Coaster, as this is two way. Care is also needed when trails merge coming back into the carpark.
11. Care is needed at the end of the Beagles Boys trail and SHFun trail as both loops meet and return along Scraggs trail to the carpark.
12. At the completion of each loop you will receive a band which must be returned to the carpark to have your number and band colour recorded.

#### TEAMS BAND/POINT RECORDING

13. Team changeover is BEFORE YOUR NUMBER has been recorded.
14. The next team rider must wait in the designated area to be tagged.
15. Team riders must tag the next rider with their hand. A rider must not proceed until they have been tagged by their teammate or they will be disqualified.

16. The rider with the band then GOES DIRECTLY TO THE POINTS PEOPLE and hands the band to them and states their Plate No./Team Name.

#### SOLO RIDERS BAND/POINT RECORDING

17. Solo riders must place their bands on their designated stand. 18. Take care to place it on the hook properly – if it is not on the stand it will not be recorded.

19. If your stand is going to overflow with bands, a Marshal will take some off and put them in a container with your Plate Number on it.

#### POINTS

20. Points System: **Acoustic**

- 6 points: Tankstand, Grinder, Buzzard, Missing Link, Walters Wiggles Loop (GREEN arrows)
- 4 points: Scraggs, SH Fun to Managers Corner, Scraggs Return Loop (BLUE arrows)
- 3 points: Beagle Boys, Scraggs Return Loop (PINK arrows) • 3 points: Tourist Trap, Piker (PINK arrows) Junior Teams & kids in Family Team 12yrs and under only
- 2 points: Tankstand, Coaster Loop (WHITE arrows)

21. Bonus Points:

- Compete all 4 loops 3 times within the 4 hour race time and receive a bonus of 5 points.

- Complete all 4 loops 4 times within the 4 hour race time and receive a bonus of 10 points.

## 22. Points System: **E BIKE**

- 6 points: Spyce Girls, Outback, ZZ Top, Megalious merge with Walters return Tankstand, Grinder, Buzzard, Missing Link, Walters Wiggles Loop (LIGHT BLUE arrows)
- 4 points: Scraggs, SH Fun to Managers Corner, Scraggs Return Loop (BLUE arrows)
- 2 points: Tankstand, Coaster Loop (WHITE arrows)

## 23. Bonus Points:

- Complete all 3 loops 4 times within the 4 hour race time and receive a bonus of 5 points.
- Complete all 3 loops 5 times within the 4 hour race time and receive a bonus of 10 points.

Have fun out there .

