

CRANKWORX WORLD TOUR

COMPETITION RULEBOOK

Version 1

APPROVED BY CRANKWORX WORLD TOUR, WHISTLER (CAN)

September 2020

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1. Dual Slalom

1.1 Definition

Dual slalom is a competition where two competitors race simultaneously side by side down two courses. The setting of the courses, the configuration of the ground and the preparation of the dirt are to be as identical as possible.

1.2 Jury and Course Setter

The Jury is set up as follows:

- the Commissaire (Crankworx Events Inc, “CEI”)
- the Referee (CEI)
- the Chief of Race (Local Organizing Committee, “LOC”)

The Course Setter is designated by the Jury of the competition. Before setting the parallel course, they must conduct an inspection and study of the course in the presence of the Jury and those responsible for the course.

1.3 The Courses

Each course is designated by a series of gates, each gate is composed of two slalom poles with a gate panel stretched between them and fastened in such a way so as to tear or break away.

1.4 Start

Start gates are used for the event. A staff designated as the ‘Starter’ will call up a competitor when required to do their Training, Qualifications or Finals round.

1.4.1 Start Command

The Starter will make sure both competitors are ready before signalling the gate start command.

1.4.2 False Starts

Penalties will occur if the competitor goes through the gate before the start command.

1.4.3 Gate Failure

If one or both start gates fail to open, the start must be repeated.

1.5 Finish

A finish will be marked on either side of the course. A competitor is considered through the finish line when the most forward part of their bike or person (providing the person is still attached to their bike) crosses the marked finish.

1.6 Timing

As in Dual Events, two competitors race side by side; it is possible to measure either the difference in time (at Finish) or the individual run times (Start to Finish). If run times are measured, the difference in time will be calculated from the run times (in 1/100th seconds).

1.7 Execution of a Dual Slalom

Each heat between two competitors consists of two runs, the two competitors change courses for the second run.

1.7.1 Qualifier Runs

- a) All competitors are required to do one run on each course. Times are then totaled together for their qualifications ranking.
- b) In the event of a tie, the competitor with the faster time from their second run will be ranked higher.

1.7.2 Number of Competitors

The finals of a competition should not include more than 32 competitors. These 32 competitors may either be entered directly or be the first 32 finishers from qualification competitions.

1.7.3 Formation into Heats

- a) Sixteen heats of competitors are formed, after the finish of the selected qualification run, in the following manner:

the 1st and the 32nd	the 9th and the 24th
the 2nd and the 31st	the 10th and the 23rd
the 3rd and the 30th	the 11th and the 22nd
the 4th and the 29th	the 12th and the 21st
the 5th and the 28th	the 13th and the 20th
the 6th and the 27th	the 14th and the 19th
the 7th and the 26th	the 15th and the 18th
the 8th and the 25th	the 16th and the 17th

b) The competitors receive the numbers from 1 to 32 as classified and they keep them until the end of the races.

c) Start Order

Following the order of the appended table, from top to bottom. All heats race in succession of their first run and then their second. The lower starting number goes down the red course first, the higher number the blue course. For the second run it is reversed. This same system is used for all rounds including the finals.

d) The competitors may inspect the course once from top to bottom. Inspection time of 10 minutes.

e) Sixteen winners remain as a result of the first elimination. In other words, those who, in their group, have obtained the lower total for the two runs or possibly two times zero.

f) Competitors having a bye are required to do the first run in their heat. The second run isn't always guaranteed. The starter will confirm before their second run.

1.7.4 Round of 16

a) The 16 qualified competitors start according to the start system in pairs from top to bottom.

b) There are 8 that qualify for the quarter-finals.

c) The losing 8 competitors receive a rank based on qualifying (9th – 16th).

1.7.5 Quarter-finals

a) The 8 qualified competitors start according to the start table.

b) The losing 4 competitors receive a rank based on qualifying (5th – 8th).

1.7.6 Semi-finals and Final

a) The 4 qualified competitors start according to the start table.

b) The losers of the semi-finals race their first run for the 3rd and 4th positions before the finalists race their first run, then the semi-finalists their second run and then the finalists their final race.

1.8 Control of the Runs

The course marshals are situated on both exterior sides of the courses. The course marshals are responsible for notifying the Commissaire of any disqualifications and will have a red flag to alert riders and other marshals of any course holds/closures. The red flag is to be used immediately to notify the competitors on course of a hold/closed course. Competitors are required to stop as soon as they see the flag raised and wait for instructions from the nearest course marshal.

1.9 Disqualifications / Did Not Finish

The competitor who is disqualified in, or who does not finish the first run of a heat will start the second run with a penalty time.

The competitor who is disqualified during or does not finish the second run of a heat is eliminated.

If both competitors do not finish the second run, the result of the first run counts. If both were tied, disqualified or did not finish the first run, the competitor who biked the furthest distance in the second run will advance to the next round.

The Commissaire will make the final decision on a disqualification. Replays may be used to make the judgement call. If a replay is inconclusive, the call made within the field of play is final.

1.9.1 Causes for Disqualifications:

- False start
- Changing from one course to another
- Interfering with an opponent, accidentally or not
- Not passing through a gate correctly (as shown in **Appendix A**)
- Jumping the timing laser / finish line
- Missing the start of a heat

1.9.2 Penalty Time (Max Differentials):

The penalty time (max differential) will be 1.5 seconds. In all cases, the maximum time difference for the first run of each pairing can never be higher than the penalty time. If both competitors are tied after the second run, the competitor who wins the second run advances to the next round. If both competitors are disqualified or did not finish in the second run, the competitor who biked the furthest distance before disqualification or did not finish advances. If both competitors are disqualified or did not finish at the same gate in the second run, then the competitor who won the first run will advance.

1.10 Protests / Reruns

1.10.1 Protests

Competitors have the option to protest a call. Protests must be brought to the Commissaire at the end of the heat the call was made, not after the second heat has started.

1.10.2 Reruns

Competitors who would like to request a rerun need to stop on course and proceed immediately to the nearest course marshal. Reruns are not guaranteed. In all cases, the Commissaire will make the final call on granting rerun requests.

1.10.3 Causes for Possible Rerun:

- Course interference, by person or object
- Timing Failure
- Start Gate Failure

Reruns will not be granted to a competitor for course obstruction caused by their own course or gate interference, accidentally or not.

1.11 Mandatory Athlete Equipment

- 26" wheel minimum
- Full-face helmet (Any certified 1 or 2-piece helmet)

2. Pump Track

2.1 Definition

Pump track is a competition where two competitors race simultaneously side by side around two courses without a chain. The setting of the courses, the configuration of the ground (rollers and berms), and the preparation of the surface are to be as identical as possible.

2.2 Jury and Course Setter

The Jury is set up as follows:

- The Commissaire (CEI)
- The Referee (CEI)
- The Chief of Race (LOC)

The Course Setter is designated by the Jury of the competition. Before setting the parallel course, they must conduct an inspection and study of the course in the presence of the Jury and those responsible for the course.

2.3 The Courses

Each course is designed with a series of rollers, berms and steep turns.

Poles and panels are red for the course on the right and blue or black for the other course on riders left. The same course setter establishes the courses and makes sure they are identical and parallel. They must ensure that the course flow is smooth, that there is variety in the curves (very pronounced curves), and that the course causes rhythm changes. In no case should this event resemble a long straight run from top to bottom.

Shortly before the finish line, the separation between the two courses will be well marked so that they direct each competitor towards the middle part of the respective finish.

2.4 Start

Start gates are used for the event. A staff designated as the 'Starter' will call up a competitor when required to do their Training, Qualifications or Finals round.

2.4.1 Start Command

The Starter will make sure both competitors are ready before signalling the gate start command.

2.4.2 False Starts

Penalties will occur if the competitor goes through the gate before the start command.

2.4.3 Gate Failure

If one or both start gates fail to open, the start must be repeated.

2.5 Finish

The finish areas must be symmetrical. The line into the finish must be parallel with the line of the start gates.

It is necessary to set up visually separate finish approaches and to keep the courses separated after the finish line.

2.6 Timing

As in Dual Events, two competitors race side by side; it is possible to measure either the difference in time (at Finish) or the individual run times (Start to Finish). If run times are measured, the difference in time has to be calculated from the run times (in 1/100th seconds). The Jury has to announce at the applicable Athletes Meeting, which timing method will be used. For some special events (ATE) running times may be used to determine rankings (break ties or the award of prizes).

2.7 Execution of a Pump Track

Each heat between two competitors consists of two runs, the two competitors change courses for the second run.

Qualifier Runs

- a) All competitors are required to do one run on each course. Times are then totaled together for their qualifications ranking. Riders do not see their qualifying times
- b) Competitors have the option to do a third run on either side of the course if they would like to replace one of their previous times. The side of the course they choose will replace that previous course time. The third run time would then be final.

- c) In the event of a tie, the competitor with the faster time from their second run will be ranked higher.

2.7.1 Number of Competitors

The finals of a competition should not include more than 32 competitors. These 32 competitors may either be entered directly or be the first 32 finishers from qualification competitions.

2.7.2 Formation into Heats

- a) Sixteen heats of competitors are formed, after the finish of the selected qualification run, in the following manner:

the 1st and the 32nd	the 9th and the 24th
the 2nd and the 31st	the 10th and the 23rd
the 3rd and the 30th	the 11th and the 22nd
the 4th and the 29th	the 12th and the 21st
the 5th and the 28th	the 13th and the 20th
the 6th and the 27th	the 14th and the 19th
the 7th and the 26th	the 15th and the 18th
the 8th and the 25th	the 16th and the 17th

- b) The competitors receive the numbers from 1 to 32 as classified and they keep them until the end of the races.
- c) Start Order:
Following the order of the appended table, from top to bottom. All heats race in succession their first run and then their second. The lower starting number goes down the red course first, the higher number the blue course. For the second run it is reversed. This same system is used for all rounds including the finals.
- d) Sixteen winners remain as a result of the first elimination. In other words, those who, in their group, have obtained the lower total for the two runs or possibly two times zero.
- e) Competitors having a bye should be permitted one training run on only one of the two courses before the beginning of the race.

2.7.3 Round of 16

- a) The 16 qualified competitors start according to the start system in pairs from top to bottom.

- b) There are 8 that qualify for the quarter-finals.
- c) The losing 8 competitors receive a rank based on qualifying (9th – 16th).

2.7.4 Quarter-finals

- a) The 8 qualified competitors start according to the start table.
- b) The losing 4 competitors receive a rank based on qualifying (5th – 8th).

2.7.5 Semi-finals and Final

- a) The 4 qualified competitors start according to the start table.
- b) The losers of the semi-finals race their first run for the 3rd and 4th positions before the finalists race their first run, then the semi-finalists their second run and then the finalists their final race.

2.8 Control of the Runs

The course marshals are situated on both exterior sides of the courses. The course marshals are responsible for notifying the Commissaire of any disqualifications and will have a red flag to alert riders and other marshals of any course holds/closures. The red flag is to be used immediately to notify the competitors on course of a hold/closed course. Competitors are required to stop as soon as they see the flag raised and wait for instructions from the nearest course marshal.

2.9 Disqualifications / Did Not Finish

The competitor who is disqualified in, or who does not finish the first run of a heat will start the second run with a penalty time.

The competitor who is disqualified in or does not finish the second run of a heat is eliminated.

If both competitors do not finish the second run, the result of the first run counts. If both were tied, disqualified or did not finish the first run, the competitor who biked the furthest distance in the second run will advance to the next round.

2.9.1 Causes for disqualifications are the following:

- False start
- Changing from one course to another
- Interfering with an opponent, accidentally or not
- Not passing through a gate correctly (as shown in **Appendix A**)
- Jumping the timing laser / finish line

- Missing the start of a heat

2.9.2 Penalty Time (Max Differential):

The penalty time (max differential) is 10% of the average qualifying seeding run. In all cases the maximum time difference for the first run of each pairing can never be higher than the penalty time. If both competitors are tied after the second run the competitor who wins the second run advances to the next round. If both competitors are disqualified or did not finish in the second run the competitor who biked the furthest distance before disqualification or did not finish advances. If both competitors are disqualified or did not finish at the same gate in the second run then the competitor who won the first run will advance.

2.11 Protests / Rerun

2.11.1 Protests

Competitors have the option to protest a call. Protests must be brought to the Commissaire at the end of the heat the call was made, not after the second heat has started.

2.11.2 Reruns

Competitors who would like to request a rerun need to stop on course and proceed immediately to the nearest course marshal. Reruns are not guaranteed. In all cases, the Commissaire will make the final call on granting rerun requests.

2.11.3 Causes for Possible Rerun:

- Course interference, by person or object
- Timing Failure
- Start Gate Failure

Reruns will not be granted to a competitor for course obstruction caused by their own course or gate interference, accidentally or not.

2.12 Mandatory Athlete Equipment

- Full-face helmet (Any certified 1 or 2-piece helmet)
- 26" wheel minimum
- Chainless format (Safety Recommendation: Remove chain ring)

3. Speed and Style

3.1 Definition

Speed and Style is a competition combining head to head racing with judged jumps. The setting of the courses, the configuration of the ground and the preparation of the surface are to be as identical as possible.

3.2 Jury and Course Setter

The Jury is set up as follows:

- The Commissaire (CEI)
- The Referee (CEI)
- The Chief of Race (LOC)

The Course Setter is designated by the Jury of the competition. Before setting the parallel course, they must conduct an inspection and study of the course in the presence of the Jury and those responsible for the course.

3.3 The Courses

Each course is designated by a series of gates, each gate is composed of two slalom poles with a gate panel stretched between them and fastened in such a way so as to tear or break away.

Poles and panels are red for the course on the right and blue or black for the other course on riders left.

The same course setter establishes the courses and makes sure they are identical and parallel. They must ensure that the course flow is smooth and that there is variety in the curves (very pronounced curves) and that the course causes rhythm changes. In no case should this event resemble a long straight run from top to bottom.

Shortly before the finish line, after the last gate, the separation between the two courses will be well marked so that they direct each competitor towards the middle part of the respective finish.

3.4 Start

Start gates are used for the event. A staff designated as the 'Starter' will call up a competitor when required to do their Training, Qualifications or Finals round.

3.4.1 Start Command

The Starter will make sure both competitors are ready before signalling the gate start command.

3.4.2 False Starts

Penalties will occur if the competitor goes through the gate before the start command.

3.4.3 Gate Failure

If one or both start gates fail to open, the start must be repeated.

3.5 Finish

The finish areas must be symmetrical. The line into the finish must be parallel with the line of the start gates.

Each finish line is marked by two poles connected by a banner which form the finish. Each of these must be at least 7 metres wide. The inside poles of the areas are placed side by side.

It is necessary to set up visually separate finish approaches and to keep the courses separated after the finish line.

3.6 Timing

As in Dual Events, two competitors race side by side; it is possible to measure either the difference in time (at Finish) or the individual run times (Start to Finish). If run times are measured, the difference in time has to be calculated from the run times (in 1/100th seconds). The Jury has to announce at the applicable Athletes Meeting, which timing method will be used. For some special events (ATE), running times may be used to determine rankings (break ties or the award of prizes).

3.6.1 Time Bonus Deduction

Each course will have two identical judged features/jumps. A Time Bonus Deduction will be available per each feature (maximum Time Bonus Deduction is 1.5 seconds/jump). Tricks will be worth a percentage of the total available Time Bonus Deduction, based on trick difficulty (defined in **Appendices B & C**).

3.6.2 Maximum Differential

The maximum differential for the timed portion of the race will be 2 seconds. A rider will not have a time higher than this amount and will still have their tricks subtracted from this maximum. If both competitors are tied after the second run, the competitor who wins the second run advances to the next round.

3.7 Judging

Three judges will be used to determine the percentage value of the Time Bonus Deduction available for each of the two judged features, using the judging guidelines (defined in **Appendices B & C**).

3.8 Execution of a Speed and Style

Each heat between two competitors consists of two runs; the two competitors change courses for the second run.

3.8.1 Qualifier Runs

- a) All riders will be given two chances down the course to qualify for the Finals based on a run with Speed and Style (Tricks).
- b) Best run, based on run time and Time Bonus Deductions, counts.
- c) In the event of a tie in the best Qualifying Run times, tie will be broken using the riders' second run (run time and Time Bonus Deductions)

3.8.2 Number of Competitors

The finals of a competition should not include more than 16 competitors.

3.8.3 Formation into Heats

- a) Sixteen heats of competitors are formed, after the finish of the selected qualification run, in the following manner:

the 1st and the 32nd	the 9th and the 24th
the 2nd and the 31st	the 10th and the 23rd
the 3rd and the 30th	the 11th and the 22nd
the 4th and the 29th	the 12th and the 21st
the 5th and the 28th	the 13th and the 20th
the 6th and the 27th	the 14th and the 19th
the 7th and the 26th	the 15th and the 18th
the 8th and the 25th	the 16th and the 17th

- b) The competitors receive the numbers from 1 to 32 as classified and they keep them until the end of the races.
- c) Start Order:
Following the order of the appended table, from top to bottom. All heats race in succession of their first run and then their second.
- d) The lower starting number goes down the red course first, the higher number the blue course. For the second run it is reversed. This same system is used for all rounds including the finals.
- e) The competitors may inspect the course once from top to bottom. Inspection time of 10 minutes.
- f) Sixteen winners remain as a result of the first elimination. In other words, those who, in their group, have obtained the lower total for the two runs or possibly two times zero.
- g) Competitors having a bye should be permitted one training run on only one of the two courses before the beginning of the race.

3.8.4 Round of 16

- a) The 16 qualified competitors start according to the start system in pairs from top to bottom.
- b) There are 8 that qualify for the quarter-finals.
- c) The losing 8 competitors are ranked based on qualifying (9th-16th).

3.8.5 Quarter-finals

- a) The 8 qualified competitors start according to the start table.
- b) The losing 4 competitors are ranked based on qualifying (5th-8th).

3.8.6 Semi-finals and Final

- a) The 4 qualified competitors start according to the start table.
- b) The losers of the semi-finals race their first run for the 3rd and 4th positions before the finalists race their first run, then the semi-finalists their second run and then the finalists their final race.

3.9 Control of the Runs

The course marshals are situated on both exterior sides of the courses. The course marshals are responsible for notifying the Commissaire of any disqualifications and will have a red flag to alert riders and other marshals of any course holds/closures. The red flag is to be used immediately to notify the competitors on course of a hold/closed course. Competitors are required to stop as soon as they see the flag raised and wait for instructions from the nearest course marshal.

3.10 Disqualifications / Did Not Finish

The competitor who is disqualified in, or who does not finish the first run of a heat will start the second run with a penalty time.

The competitor who is disqualified in or does not finish the second run of a heat is eliminated.

If both competitors do not finish the second run, the result of the first run counts. If both were tied, disqualified, or did not finish the first run, the competitor who biked the furthest distance in the second run will advance to the next round.

3.10.1 Causes for Disqualifications:

- False start
- Changing from one course to another
- Interfering with an opponent, accidentally or not
- Not passing through a gate correctly (as shown in **Appendix A**)
- Jumping the timing laser / finish line
- Missing the start of a heat

3.10.2 Penalty Time (Max Differential / Timed Bonus Deduction):

The maximum differential for the timed portion of the race will be 2 seconds. A rider will not have a time higher than this amount and will still have their tricks subtracted from this maximum. If both competitors are tied after the second run, the competitor who wins the second run advances to the next round. If both competitors are disqualified or did not finish in the second run, the competitor who biked the furthest distance before disqualification or did not finish advances. If both competitors are disqualified or did not finish at the same gate in the second run, then the competitor who won the first run will advance.

3.11 Protests / Reruns

3.11.1 Protests

Competitors have the option to protest a call. Protests must be brought to the Commissaire at the end of the heat the call was made, not after the second heat has started.

3.11.2 Reruns

Competitors who would like to request a rerun need to stop on course and proceed immediately to the nearest course marshal. Reruns are not guaranteed. In all cases, the Commissaire will make the final call on granting rerun requests.

3.11.3 Causes for Possible Rerun:

- Course interference, by person or object
- Timing Failure
- Start Gate Failure

Reruns will not be granted to a competitor for course obstruction caused by their own course or gate interference, accidentally or not.

3.12 Mandatory Athlete Equipment

- Full-face helmet (Any certified 1 or 2-piece helmet)
- 26" wheel minimum

4. Whip-Off

4.1 Definition

Whip-Off is a competition where competitors trick a designated jump, showing off the best 'Whip'.

4.2 Jury and Course Setter

The Jury is set up as follows:

- The Commissaire (CEI)
- The Referee (CEI)
- The Chief of Race (LOC)

The Course Setter is designated by the Jury of the competition. Before setting the course, they must conduct an inspection and study of the course in the presence of the Jury and those responsible for the course.

4.3 Start

4.3.1 Control of the Start

The Jury and the starter together will control the start. The start signal can only be given after the Jury has given the competitor permission to start.

4.3.2 Start Command

Before the starter gives the command of "Ready - Set", he/she must first ensure that the competitors are ready.

4.4 Finish

The finish will be fenced to allow for a designated finish corral.

4.5 Judging

Format will be a 'Jam Style'. Competitors will be eliminated based on the judges' discretion during the competition. The judging panel will select a winner based on amplitude, style, degree of whip past 90 degrees and, most importantly, the return of the bike to a straight position down the fall line.

Judges will do a group elimination. Competitors who are selected to advance to the Final Round (also referred to as the Super Finals) will be given a coloured decal to be

placed on top of their numbered decal located on the top tube/stem. There are usually 30 competitors who are selected to advance to the Final Round.

One male and one female will be awarded the Whip-Off Champion title.

4.6 Execution of a Whip-Off

With a jam format, competitors will be able to take as many runs as they can within the allocated time – typically 30 to 40 minutes. From here, judges will select a specified amount of competitors to advance to the Super Finals – typically 20 to 30 minutes, before awarding the Whip-Off Champion title.

4.6.1 Set-up of Start Area

Start Area will have one point of entry and will be well lit to be able to validate competitor's entry. Invited competitors will be identified by a race plate/decal/wristband. Athletes without a race plate/decal/wristband will be denied access to the course. A designated staff member must be appointed to control the point of entry and validate competitors' entry.

4.6.2 Number of Competitors

The finals of a competition will not include more than 100 competitors. These competitors will be invited based on CEI approved invitation criteria. Up to three wildcard entries from approved Whip-Off qualifier events will be accepted.

4.7 Control of the Runs

Staff with a radio should be placed at the start area, the bottom of the jump and the finish area.

If a hold on course is required, the staff member at the start should hold riders. The staff at the jump will stop riders without putting themselves in harm's way. Once there is a confirmation from the staff at the jump that the course has been held, they will radio the finish area to let them know.

When the course can be re-opened, then the start area staff will receive clearance from the other two staff before allowing to send riders again.

4.8 Disqualifications / Did Not Finish

Once a rider has been eliminated, they will not be allowed to compete anymore. If someone continues to ride, they will be disqualified from further events.

4.9 Protests / Reruns

Protests and reruns will not be granted during a Whip-Off competition.

4.10 Mandatory Athlete Equipment

- Full-face helmet (Any certified 1 or 2-piece helmet)

5. Downhill

5.1 Sanctioned Downhill Races

All sanctioned downhill races will follow the rules and regulations of the sanctioning bodies. Crankworx World Tour downhills are sanctioned by Union Cycliste Internationale. Please see the [UCI Cycling Regulations - Part 4 Mountain Bike](#) published on February 11, 2020.

6. Appendices

Appendix A: How to Pass a Gate Correctly



Appendix B: Speed & Style Judging Guidelines - MEN ONLY

Straight Tricks		Straight Tricks		Back Flips		Front Flips		360 Combos		Other	
straight air	-70	Tobogan	0	back flip	56	front flip	105	360	56	decade	126
scrub	-45	tire grab	0	flip xup	70	front flip xup	119	flat 3	63	double whip	126
whip	-45	xup	0	flip table	84	front tnh	126	dumped 3	70	double truck	126
one hand	-45	one foot xup	14	flip 1 foot x	91	front flip bar	140	3 xup	70	720	133
1 footer	-45	tabletop	14	flip one foot can	98			3 1 hand	70	tail whip x3	140
no footer	-45	bar spin	14	flip tuck nh	98			flat 360 xup	98	double flip	140
		nac-nac	14	flip bar spin	105			3 tuck nh	98	flip double whip	140
		suicide	21	flip nac	105			3 one foot can	98	360 double whip	140
		tuck nh	21	flip 1 hand xup	105			3 1 foot xup	98	cashroll	140
		bar to xup	21	flip superman	112			3 table	98	cork 720	140
		seat grab/nac	35	flip bar xup	112			truck driver	105		
		no foot can	35	flip sui	112			truck xup	126		
		Nh- table	42	flip no foot can	119			3 tail whip	126		
		Superman	42	flip whip	126			3 suicide to bar	126		
		Nh- Tobogan	49	flip super seat	126			3 b b xup	133		
		super seater	63	flip double bar	126						
		tail whip	70	flip tuck to bar	126						
		indian air	70	flip b to sui	133						
		bar- nh	70	flip b b back	133						
		nh-bar	77	flip b b b back	140						
		sui to bar	84								
		tail whip X2	126								

150pts Maximum per hit/unseen GNAR! Unless a rider can add to an already existing 140pts trick!

The featured tricks below are what have been requested by competitors for the contest & what the judge panel have witnessed during the contest.

If a trick has not been mentioned below and is seen for the first time during the contest, this will be judged accordingly and remain a consistent score throughout the contest and reviewed after event finishes.

An updated list will then be created with 'X' Trick reviewed and added.

Important note- If a trick has not been executed OR exceeds its textbook standard, points can be added or deducted by a maximum of 10pts or -10pts. Examples- 3nh may not have arms fully stretched= -10pts (98pts reduced to 88pts). High and clicked/inverted 3 Table= +10 compared to textbook 3 Table (98pts to 108pts).

If a combination has not been completed, the judges will judge what they see.

Shorthand for trick list above

no hand: nh/tnh/tuck

barspin: b

360: 3

Suicide: sui

Appendix C: Speed & Style Judging Guidelines - WOMEN ONLY

Straight Tricks		Straight Tricks		Straight Tricks	
straight air	-30	One Hand	40	One Foot X-Up	98
scrub	-15	1 Footer	40	Nac-Nac	98
whip	0	No Footer	40	One Handed X-Up	106
		Grizz Air	58	Suicide	117
		ET	63	Tuck NH	140
		Crank Flip	68		
		Tire Grab	80		
		Toboggan	80		
		X-Up	80		
		Tabletop	80	150pts Maximum per hit/unseen GNAR! Unless	
		Tri Star	93	a rider can add to an already existing 140pts	
		Inverted Table	93	trick!	

The featured tricks below are what have been requested by competitors for the contest & what the judge panel have witnessed during the contest.

If a trick has not been mentioned below and is seen for the first time during the contest, this will be judged accordingly and remain a consistent score throughout the contest and reviewed after event finishes.

An updated list will then be created with 'X' Trick reviewed and added.

Important note- If a trick has not been executed OR exceeds its textbook standard, points can be added or deducted by a maximum of 10pts or -10pts
 Examples- 3nh may not have arms fully stretched= -10pts (98pts reduced to 88pts). High and clicked/inverted 3 Table= +10 compared to textbook 3 Table (98pts to 108pts)

If a combination has not been completed, the judges will judge what they see.

Shorthand for trick list above

no hand: nh/tnh/tuck

barspin: b

360: 3

Suicide: sui