

## POINTS TO NOTE:

- Riders are allowed to walk the section however no moving of rocks, logs or material that may assist riders.
- Riders moving markers is forbidden and will result in a score of 5.
- Limited kicking away of leaves, twigs etc. (tidying is acceptable)
- Where possible make sure you can see the rider's number before they enter the section and on completion write down the score immediately before sending the next rider in or you are distracted.
- When you are ready wave the rider in. If required hold your hand up to say STOP!
- If a rider enters the section without permission, then it will result in a 5.
- Shout out "Mind your backs" or "Clear the section" if someone is in the way of a rider or your view.

## WHAT IF...

- If you think they're taking too long watching other riders before their attempt, you can call them through.
- If a rider is uncertain about their ability to ride the Section, they can ask for a 5.
- If a rider dislodges or moves something in the section and that makes the section unsafe, you're OK to move it as you think best. However, if it safe where it has ended up leave it situ for the remainder of the trial.
- If a section marker gets moved, do your best to put it back where it was, if possible.
- If they ride on or over marking tape / flag / marker (break it) it's a 5.
- If the rider is blocked while in the section and it's not their fault, it's called a baulk and they're entitled to another attempt. This is either from where the baulk happened or from the start, but any points lost before the baulk will remain.
- If the engine stalls, it's not a 5 if the rider can get the bike started again without putting a foot down.


## PUNCHCARDS

NKTC don't usually use punchcards however very occasionally we do.

- Make sure you punch the score only on the line for your section.
- If it looks like they've missed a section let them know so they can go back to sort it.
- If you mistakenly punch the wrong score, just punch out all the other wrong scores leaving just the right one.



## OTHER USERS

There's a chance that, somewhere  around the trial route, you'll come across other people, nothing to do with the trial. Whoever they are and whatever they're doing - family groups, dog-walkers, Sunday strollers, hardened hikers, birdwatchers, mountain bikers, locals etc. Be friendly and show them respect. It's their leisure time too!

The NKTC is a competition run from January to December consisting of clubs from North and West Kent areas. An NKTC round is hosted on the 2<sup>nd</sup> Sunday of every month with a different club hosting each time. Trophies are awarded to the winners of each class early the following year.

## HOSTING CLUBS



BEXLEYHEATH & DMCC

GRAVESEND EAGLES MCC



ERITH & DISTRICT MCC



OWLS MOTOR CLUB

WICKHAM MCC

SIDCUP & DISTRICT MCC



KENT & SUSSEX MCC



DOUBLE 5 MCC



AN EXPERT'S GUIDE TO

# TRIALS OBSERVING

NORTH KENT TRIALS COMBINE

Welcome and thank you for taking the time to observe at our event. This guide states rules, hits, and tips to observing a trial.

## REMEMBER YOU'RE THE BOSS, JUDGE AND JURY

**RULE 1** – The observer's decision is final and unchallengeable.

**RULE 2** – In the event of a dispute, refer to rule 1.

Misbehavior, being rude and disrespectful is not tolerated and a 10 can be given in such circumstances.

## CHECKLIST TO GETTING READY

- ✓ Clerk of the course will give you section, score sheet, observer board and a pencil.
- ✓ Preparation is key wear appropriate kit and take plenty of food and drink in accordance with the weather.
- ✓ Summertime you might need sunscreen and maybe some bug repellent.
- ✓ Get to your section early. Walk the course and check the markers are in position. Familiarize yourself with each route. Do they make sense? Any other issues?
- ✓ Workout where is best to position yourself so you can see it all.
- ✓ Please DO NOT change the section or move any markers unless it is necessary for safety reasons.
- ✓ Any issues, concerns or are unsure about anything speak to the clerk of the course.

## ROUTES / CLASSES

	Beginner
	Novice
	Intermediate B
	Intermediate
	Expert B
	Expert

## SCORING

Scoring begins when the front axle passes the "Start" gate and ends when it passes the "End" gate.

**0 Marks** – They complete the section without any marks (clean)

**1 Mark** – Putting foot down on the floor once (dab) or pivoting on one foot.

**2 Marks** – Putting foot down on the floor twice. (dabbing)

**3 Marks** – Foot on the floor 3 or more times.

**5 Marks** – Given for not attempting the route, missing a gate, moving backwards, falling off, rider puts both feet on the same side of the motorcycle, crossing their own tracks, hitting, or damaging a marker, breaking boundary tape or stopping.

**10 Marks** – If required a 10 can be issued for riders arguing, being disrespectful, rude, and misbehaving towards the observer. We hope this will never be issued however in the event of this occurring notify the clerk of the course.

## SIDECARS

Majority of the same rules apply however just a few differences.

Only the driver is allowed to dab. If the passenger touches the ground, it's a 5. As an observer try to stand on the bike side.