

## 24 Hours of KINCAID Rules and Regulations

**The Start** - All racers will lay their equipment (bicycles) :- ) on the ground. An official starting place will be determined for you crazy people to take off (mass start, Lemond way) running at 12:00 pm exactly to locate your bike and take off through the tunnel and into the woods. The big clock will be running for you all to see. It is your responsibility to be at the start/finish area by 11 a.m. for a racers meeting. **Be Safe and Have Fun!**

**Pit Area** - Team's and Soloists will be designated one and only one pit area. Typically, this is your campsite or so called "housing" during the race. Racers may change or repair equipment in their pit area. However, emergency repairs may be done at the start/finish area and racers can receive assistance from anyone. Also, your team may bring as many support people (have a party), as they would like as well as any food or beverages. This support is limited to stay in the stadium (pit) area, but away from the transition tents as well as off the race course itself.

**Mechanical Support on the Course** - While on the course, racers may only receive assistance by other registered racers. If you have a mechanical that is not repairable, you must travel by foot back to the start/finish area. Shortcutting is not allowed.

**Food and Water** - Same as mechanical repairs, support may be given by other registered racers while on the course. Racers please do not throw energy food wrappers (garbage) on the ground anywhere on the course. At the start/finish area (stadium area) racers may receive beverages and food from anyone. Please pick up after yourself, **leave no trace.**

**Number Plates** - Race numbers must be displayed in a visible manner at all times. In the event that you may need to change

equipment (bicycle) you will need to swap the number plate to the new bike prior to continuing the race, **DO NOT CUT** up your number plate.

**Right of Way** - Racers that have mechanical difficulty on the course please stay clear of other racing cyclists. Be practical, racers walking and/or carrying their bikes should stay to the far left as possible. Also, racing cyclists when passing other racers on the course be safe about it. Do not bodily interfere (no hip checking). We're here to have fun, not take each other out. **The penalty is disqualification.**

**Transition-Timing Area** - Racers may come to the tent but will not disturb the timers at any time. Racers may not interrupt and ask about lap times pertaining to other teams. If you have questions about your lap times, ask Reggi the race director. Lap times will be displayed on a board periodically, please do not ask the timers for this information.

**Sportsmanship** - Any sort of profane or abusive language will not be tolerated. Foul riding, which means being rude on the course or any other unsportsmanship behavior will be taken seriously. Also, stay clear and do not distract time keepers and/or race officials, during the race. Questions? Ask Reggi. Such unnecessary behaviors by any racer shall receive a warning or immediate disqualification.

**Quiet Hours** - 11 p.m. Saturday night until Sunday morning at 8 a.m. During this time, noise must be kept to a minimum.

**Night Riding** - It is recommended that riding during the dark hours, racers should have a primary and a back up light source. This is a safety issue and it is up to each individual racer to use common sense.

**Park Gate** - The Gate into Kincaid Park will close officially at 10 p.m. Saturday night. **Reggi will open the gate again at 12 a.m. (midnight)**, and then again at **8 a.m.** for a duration of 10 minutes each time. The gate will officially be opened at 10 a.m. Sunday.

These are the only times that the gate will be opened unless there is an emergency. **No exceptions!**

**Consecutive Lap** - All racers, if you would like to race more than one lap, go for it! However, you must check in with the time officials between each lap. When checking in with time officials remember to be patient and courteous. Remember these are volunteers and are there to help on their own free will. It is the racers responsibility to check in and check out properly. Also, once a racer in on the course, he or she must complete a lap. A team may make the decision to cancel a lap if a teammate is unable to complete the lap. Please check in with the time officials when this occurs. Obviously, a canceled lap does not count as a completed lap. In the transition area, under the tent, there will be two sets of tables, one for soloists only and the other for teams.

**The FINISH** - Each team and soloist final placing will be determined by the number of laps completed, Example: a team or soloist that has completed 22 laps with a finish time of 11:31 a.m. would be 22 laps with a finish time of 11:47 a.m. And, of course, 23 complete laps with a finish time of 11:58 a.m. would beat them both. All racers are to be in by 12 pm sharp to have that last lap count. **RACE ENDS exactly @ 12 o'clock!**