

2022 Palmetto Police Motorcycle Skills Challenge

15th anniversary

April 6th through April 9th



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Phone Numbers

EVENT CONTACTS

Registration Info	Sgt. Ray Pollock	843-421-0601
Beach Cove Hotel		888-974-0756
Hospitality/Food	L. Cpl. Aaron Jones	843-458-8100
Rules / Training Pad / Courses	L.Cpl. Chris Shick	843-385-3466
Judges	L.Cpl. Bobby Hall	843-385-1197

AGENCY CONTACTS

N. Myrtle Beach D.P.S.	Sgt. Ray Pollock	843-421-0601
Myrtle Beach P.D.	Cpl. Chad Rose	843-267-8872
Horry County P.D.	Cpl. Ken Kovarsky	843-241-8134

Host Hotel



Beach Cove Resort
4800 South Ocean Blvd
North Myrtle Beach, South Carolina 29582
Tel: +1-843-918-9000

www.beachcove.com

Charity information

The Palmetto Police Motorcycle Skills Challenge event is dedicated to providing a safe training opportunity to the motorcycle operators who attend while benefiting selected charities. This year's selected charity is:

Camp Happy Days

Since 1982, over 1,500 children have taken part in Camp Happy Days comprehensive programs and 278 families have benefited from our family assistance program. It is through great guidance and leadership from professionals, our partnership with Hospitals across South Carolina and other cancer organizations that our programs stand above. From programs that offer respite from a child's day-to-day worries of cancer to those that strengthen family bonds and provide financial support, each of our programs are designed to help improve the emotional, physical, and psychological health of children and families affected by pediatric cancer.



www.camphappydays.org

Event Itinerary

Subject to change

Wednesday April 6th - Registration / Practice

- 12:00 PM Track Opens /
Registration open
- 5:00 PM Pig Pickin' dinner at
Track
- 6:00 PM Track Closed

Thursday April 7th - Practice & Hospitality

- 7:00 AM- 6:00 PM Registration at the
track / open practice.
- 7:00 AM Breakfast donated by
Bojangles/Krispy Kreme
- 9:00 AM Riders Meeting
- 11:00 AM-12:00 PM Lunch provided by
Mission BBQ.
- 1:00 PM Challenge Ride
- 6:00 PM Hospitality Night at
Wild Wing Café (more
info on page 10)

Friday April 8th – Practice, Competition & Hospitality

- 7:00 AM- 12:00 PM Track OPEN for practice
(uniforms optional for
practice)

7:00 AM- 9:00 AMBreakfast donated by
 Chick-Fil-A
11:00 AM-12:00 PMLunch provided by
 Ginos Pizza
11:00 AM Judges Meeting
12:00 PM- 5:30 PMPrecision Course
 (uniforms mandatory),
 Last Man Standing (\$5)
Dinner Riders choice of
 location. Not provided
 by rodeo.

Saturday April 9th - Competition & Awards Banquet

7:00 AM Breakfast donated by
 Eggs Up Grill
8:00 AMOpening Ceremony at
 track (Uniforms
 Mandatory)
8:30 AMRiders/ Judges Meeting
9:00 AMTimed Course,
 Individual Slow Ride,
 Team Slow Ride,
 Partner Ride & SMART
 Ride
11:00 AM-12:00 PMLunch donated by
 McAlister's Deli
7:00 PM- 9:30 PMBanquet at Captain
 George's (more info on
 page 14)

Raffles & Prizes

There will be a raffle opportunity for this event of which a portion of the proceeds will be donated to charity. Raffle tickets may be purchased beginning at the registration night on Wednesday 04-06-2022.

Raffles –Sample prizes: Pens, Hats, Cups, Shirts, various gift certificates, Gift certificate for a Super Seer helmet, handcuffs and many other items

Sample prizes:

 Stalker XS Est. Value \$1900	 PTR 9mm	 Motolights Est. value \$ 420
Super Seer Helmet Voucher	50/50 Raffle	Plus many more!!!

2022 Palmetto Police Motorcycle Skills Competition



Cornhole Tournament

On Thursday April 7th, competitors may participate in a cornhole tournament. Entry fee of \$20 per team, re-entry within first bracket also \$20.

Top 3 teams will win \$\$\$



Rules of Cornhole

1. The boards should be placed on a flat surface 27 feet apart (front to front). Two teams of two people, termed partners, shall play. Partners shall stand at opposite cornhole boxes on the same side, from the perspective of a third person, and face each other, so there is no advantage given to one team.
2. Each cornhole team shall have 4 bags of one color.
3. All 8 cornhole bags begin at one end.
4. One of the partners on the team who has honors shall begin play by throwing a cornhole bag at the opposite cornhole box.
5. A cornhole player may throw from anywhere behind the front of the cornhole box they are throwing from.

6. Game continues by alternating throws between the two opponent players until all 8 cornhole bags have been thrown.
7. If a cornhole bag hits the ground then bounces up onto the board, that bag shall be taken off the playing surface.
8. The next round starts when the other cornhole player on the team, which has honors, throws their first cornhole bag.
9. Scoring: 1- point for a Woodie (on the board); 3- points for a Cornhole (in the hole). If any part of a bag is hanging off the board and touches the ground, it is considered a dirty bag and must be removed from the board. If a bag hits the ground and goes on the board, it is considered a dirty bag and must be removed from the board. The cornhole game continues until one team reaches 21 or more points.

Losing Teams in the first bracket may re-enter and compete with other losing teams prior to the tournament moving to the second bracket.

Wild Wing Cafe – Hospitality Night (Thurs)



On Thursday April 7th, at 6:30 dinner will be provided at Wild Wing Cafe, a short drive or walk from the host hotel.

Address: 4706 S Hwy 17, North Myrtle Beach SC 29582

Web: <http://www.wildwingcafe.com/locations/north-myrtle-beach-sc>

Attire: Casual

Food: Chicken Bog & Wing Bar

Beverages: Cash bar

Raffles: None

Entertainment: Music

Captain George's Seafood Restaurant (Saturday)

On Saturday April 9th, at 6:30pm the awards banquet will be hosted at the Captain George's. All you can eat seafood! Your registration fee includes one ticket to the banquet. Additional adult tickets can be purchased for \$50 each during registration or at the competition. (kids 5 to 12 are \$25)



Address: 1401 29th Avenue North, Myrtle Beach, SC 29577(across from Broadway at the Beach)

Web: <https://captaingeorges.com/pricing-location/myrtle-beach-sc>

Attire: Casual

Food: Seafood Buffet

Beverages: Cash Bar and non-alcoholic drinks provided

Raffles: Remaining raffles awarded.

Music Selections

Competition participants may select a music track to be played during their (or another competitors) timed run for \$5.00. Any individual may override the first music selection for \$10.00 for each change of selection from previous. A portion of the proceeds will be given to charity.

Example:

	Song 1 - \$5.00	Song 2 - \$10.00	Song 3 - \$10.00	Song 4 - \$10.00
Officer 1 name				
Officer 2 name				
Officer 3 name				

Competition Courses

A police motorcycle rodeo is a way to showcase the skills of law enforcement motorcycle riders. These skills are put to the test through a series of performance under pressure events. It takes a great deal of practice to be able to handle the shear weight and size of the motorcycle. The basic idea of police motorcycle training is to make the motorcycle itself work to its maximum potential. A simple philosophy of motor officers is if you hit or rub a cone in training you have just struck a pedestrian. A rodeo is made up of several events that help to determine the overall best riders. These riders are ranked in a final overall category. The best overall rider earns the title of Mr. Rodeo. The best team consisting of four members earns the title of best overall team.

The Precision Runs will consist of the following courses.

1. Beehive
2. Shrinking Circles
3. Pitchfork
4. Diamond in the Ruff
5. Twin Peaks

The Timed Runs will consist of the following courses.

1. Sickle
2. 4 Eyes
3. Harley
4. Influenza

The Challenge Run will consist of an unannounced, unknown exercise to be disclosed at the time of the event.

Competition Rules

Eligibility - Competition is open to all sworn Law Enforcement or Emergency Officers who are authorized to ride a police / working motorcycle through their department and civilians.

Rules Committee - A Rules Committee will be established to settle all disputes that may arise during the competition. The Rules committee will be comprised of five members. All disputes submitted to the Rules Committee will be discussed and a decision rendered. Majority rules. During any given dispute, no one on the Committee will be from the agency involved in the dispute. A representative from the agency involved may be involved in any discussions leading up to a vote, but may not cast a vote to resolve the dispute.

General Rules – Riders must compete on a police motorcycle of at least 1000 cc's that is equipped in the normal deployment configuration as delivered from the factory. This would include lights, saddlebag rails, and engine guards (AKA "crash bars") and ABS. Riders must compete wearing the appropriate uniform normally worn on duty.

Riders on a 2008 or older motorcycle commonly equipped with a "skinny tire" will not be eligible for the overall category including Mr. Rodeo.

All riders must wear a helmet, properly fastened while on the courses, including practice. During the competition if a competitor experiences a kick stand spring malfunction or any type of mechanical failure that creates any type of safety hazard 5 minutes will be allowed to correct the problem. After the problem is corrected the competitor will be given a rerun but all penalties will count for both runs. No competitors will remove or secure kickstands prior to competing.

There will be NO VIDEO REVIEWS permitted for any event.

Points Assessment (Timed & Precision) - Points will be added as 1 second per point to the overall time and will be assessed as follows:

- 1 Points - Touch a cone
- 3 Points - Knock down a cone
- 5 Points - Put a foot down
- 10 Points - Drop the motorcycle
- 10 Points – Run out of the pattern and return at the same point
- DQ - Failure to complete an exercise
- DQ – Incorrect path of travel (When both wheels cross the imaginary line between the center points of two adjacent cones where the motorcycle would not normally travel in the pattern)
- Any DQ on the precision course will result in a 15 sec penalty per DQ. Any DQ penalty on the timed side will result in a Disqualified Competitor.

A maximum of 20 penalty points is allowed per run. Riders exceeding 20 points are not qualified to advance. Bonus points will be awarded for each penalty free run by deducting 5 points from the overall time. An additional 5 points will be awarded for two penalty free runs, for a maximum of 15 bonus points. Riders will be required to make one precision and one timed run through each set of 5 courses. The time from each run, after bonus/penalty assessments, will be added together for a final overall time. Should any two riders in awarded positions have a tie score, the tie will be broken by a second timed run.

Awards - Awards will be given to a minimum of three per division/per class for the main competition and the slow ride. The actual number of awards is dependent upon the number of riders in each division/class. Three awards will be provided for the Challenge Ride. Other awards may be given at the discretion of the Rodeo Committee.

Divisions - There will be three divisions with three classes per division as follows:

- Division 1 - With Faring
- Division 2 - Without Faring
- Division 3 - All other motorcycles meeting the defined criteria

Each division will have a Novice, Intermediate, and Expert class. A Novice is defined as someone who has never competed in a motorcycle competition, such as a rodeo, safety trials, or Law Enforcement Olympics. If a rider has competed in 3 or more events/or has placed in a competition he/she must move up to the next class. If a rider has competed in 3 or more Expert class events, but has not placed, he/she may compete in the Intermediate class during this competition.

Challenge Ride - The Fun Run will consist of an undisclosed course to be set up the day of the competition to test various riding skills.

Team Competition – To be considered for the overall team competition, any agency with greater than four competitors must declare a four member team roster that can not be changed after the start of the competition except for exigent circumstances and approval by the Board. Teams with fewer than four competitors may seek other participants to form a four member team. The team with the lowest cumulative score will be declared the winner.

Example:

- Agency with 6 participants must declare a roster of 4 team members. The remaining 2 participants may seek other individuals to form another team.
- Agency with 8 participants must declare two 4 member teams.
- No participant may be part of more than 1 team for any team event. If there are not enough participants to fill the final team with 4 members, the rules committee will approve any recycled competitor.

Partner Ride - Two team members will compete on a 3 course circuit decided by the board. Time will start upon the first motorcycle moving. Time will stop upon the last motorcycle exiting the last gate. Penalties will be assessed the same as the main events. The top three teams will receive awards. No competitor will participate on more than 1 team. If there are an odd number of competitors, the rules committee will approve any recycled participant.

Individual Slow Ride - This competition will be open to all participating riders and will not be separated by Division or Class. Times starts when the front axle crosses the start line, and ends when:

- Riders rear axle crosses the finish line
- The motorcycle crosses any boundary line or touches a cone
- The rider puts a foot down
- The rider drops the motorcycle
- Ties will be resolved by a second run between tied riders.

Team Slow Ride - The object of this competition is for all team riders to complete the course as slowly as possible without putting a foot down, dropping the motorcycle, leaving the course, or hitting an obstacle. This will be a relay competition and will be conducted as follows:

- Riders #1 and #3 will start at one end, while riders #2 and #4 start at the opposite end.
- On the judge's command, rider #1 will lift his/her foot and travel the course as slowly as possible.
- At each end of the course, will be a two-foot transfer box. All rider exchanges will take place within the transfer box.
- When rider # 1's front wheel enters the transfer box, rider # 2 must raise his/her foot and enter the transfer box with his/her front wheel inside the transfer box before rider # 1's front axle crosses the exit line. Rider # 2 then proceeds to

the opposite end of the course, and completes a transfer with rider # 3.

- During the transfer process, when the entering rider's front wheel enters the box, and he/she becomes the active rider.
- Riders # 3 and # 4 proceed as listed in 4 and 5 above. The judge will STOP and RECORD the time for the TEAM when:
 - Rider #4's rear axle crosses the finish line
 - The active rider puts a foot down
 - The active rider crosses a boundary or puts a foot down
 - The transferring rider fails to enter the transfer box on time
 - The active rider drops the motorcycle.
- A team may consist of any four riders, regardless of agency, and a rider may compete in this event without having competed in any other event. In the event of a tie, one rider from each tied team will do an individual slow ride to determine the winner.
- A participant will be part of only 1 team. In the event, a team is short 1 or more members, the rules committee will approve any recycled competitors

S.M.A.R.T. Ride (Special Multi Agency Random Team)

- Teams of 4 will be randomly selected to complete a unannounced and unpracticed course. The course will require all 4 riders at the same time, with riders changing positions as they transition from each segment of the course. The fastest time wins. Any penalty such as a foot down, cone down, bike down or out of pattern is a DQ for that run. Each team gets 1 free attempt. Teams may purchase up to 3 additional runs for \$20 per team per run.

Judging - The Rodeo Committee duties will consist of:

- Official Score Keeper
- Supervise Judges
- Mediate Scoring Disputes

If any rider disagrees with his/her score, he/she must notify the Rodeo Committee immediately. If the dispute cannot be settled by the Rodeo Committee, the dispute will be referred to the Rules Committee for disposition. The decision of the Rules Committee is final.

Conduct - All persons involved in the competition will be expected to maintain professional conduct. Anyone who displays or engages in unprofessional conduct, as determined by the Rodeo Committee, may be warned, disqualified, or ejected from the competition.

Mr. Rodeo (Overall Champion Scoring) - The individual rankings by division (Novice/Expert) and class (Division 1 or 2 / Other) will apply to determine the winners of those divisions/classes. The individual results from all classes and divisions will be blended to form one overall ranking list that will be used to determine the overall individual champion and team scores.

The overall champion will be determined by using the following formula:

Main Course Individual Competition Results	50%
Slow Ride Individual Competition Results	25%
Challenge Results	<u>25%</u>
	100%

The competitor with the lowest score, using the following method will make the determination of overall champion:

Main Course Individual Competition Results - The competitor will be assigned a score equal to the value of his/her ranking in the Competition. (e.g. 1st place equals 1 point, 2nd place equals 2 points and so on)

Slow Ride Individual Competition Results - The competitor will be assigned a score equal to the value of his/her ranking in the

Competition. (e.g. 1st place equals 1 point, 2nd place equals 2 points and so on)

Challenge Course Results - The competitor will be assigned a score equal to the value of his/her ranking in the Competition. (e.g. 1st place equals 1 point, 2nd place equals 2 points and so on)

Example:

Competitor A received competition results of :

Main score 3rd place =	3 points
Slow score 5th place =	5 points
Challenge 2nd place =	2 points

Competitor B received competition results of :

Main score 1st place =	1 points
Slow score 11th place =	11 points
Challenge 3rd place =	3 points

Competitor A

Main 3 x 50% =	1.50points
Slow 5 x 25% =	1.25points
Challenge 2 x 25% =	<u>0.50points</u>
	Total 3.25points

Competitor B

Main 1 x 50 % =	0.50 points
Slow 11 X 25% =	2.75 points
Challenge 3 x 25% =	<u>0.75 points</u>
	Total 4.00 points

Ties for placing positions (1st through 3rd) in the overall championship will be broken by the championship being awarded to the competitor with the highest ranking/placing in the Main Competition. In the event of a Main course tie (Non-placing position such as 4th place) the competitor with the highest ranking in the Slow Ride will be awarded the championship. Ties for non-placing positions will not be subject to the tie break formula.

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