



## 2008 12 Hours of Snowmass Rulebook

### Schedule of Events:

#### *Friday, September 12th*

2pm Course opens

#### *Saturday, September 13th*

9am Course open for inspection

11am – 5pm Registration opens

8:45pm Sunset

11pm – 7am Quiet time at the Team campsites. No loud music & so on during this time. Please abide by the quiet time, as there are other people at the venue.

#### *Sunday, September 14th*

6:20am Sunrise

6:25am Rider/racing briefing

6:55am Racer call up

7:00am Race Mass Start!

1:00pm ½ Way through race!

6:59pm All competitors must COMPLETE their last lap before 7PM!

7:00pm Race finishes. All riders must finish the lap they are on before 7:00pm for it to count.

8.00pm (approx) Prize Presentation for all categories. Please stay to congratulate everyone – you all will deserve a round of applause.

### Camping:

There is a designated camping area for all competitors. Camping and pitting for the race is just above Snowmass Village. We ask you to camp in some form of orderly manner allowing emergency routes to be kept clear in case of emergency access. Please check in with Campground Host.

Please abide by the rules posted at the campground. NO campfires! Only gas stoves can be used for cooking. Please keep dogs on leashes at all times!

We would like to thank you in advance for keeping the grounds tidy. Please use the dumpsters and trashcans around the sites. Leaving the campsite clean and tidy will enhance the image of mountain biking and give you an enormous sense of well-being. When on course please try not to discard gel packs or any trash whatsoever.

**Noise at night.** After 10.30pm, please keep the noise down in the campsite. Believe it or not, but some campers will be trying to get some sleep. There should be no generators running during this time - you can do without the Playstation, TV, and dryer that long, can't you?

**PLEASE ENSURE THAT YOUR CAMPSITE IS FREE OF ALL LITTER AND TRASH WHEN YOU LEAVE. IT'S WHY WE GAVE YOU A TRASH BAG!!!**

## The Rules:

The rules for this race are based on the widely accepted rules that have been used at 12 and 24-Hour mountain bike races for many years in the United Kingdom as well as world-wide.

### 1. *Teams*

**CATEGORIES:** Up to 8 riders. Novice, Beginner, Sport, and Expert all mixed up. Costumes/Team Uniforms and or fun clothes are encouraged!!!

**Open Team Class:** Make a team of up to eight riders comprised of who ever you choose.

**Junior Class:** Every member must be between 10-18 years old.

**Legends Class:** (Must all be 35+)

**Clydesdale Class:** Race for the title of: "Clydesdale 12 Hour World Champions". To be a Clydesdale, you must weigh in at 200lbs+.

**Bike Shop Class:** Mixed men and women, or whatever. Must be employees from a shop and entry must be paid for by shop. Should have a mechanic in your pits during race.

**Ski/Bike Patrol Class:** Mixed men and women or whatever. Must be employees of Ski Patrol.

**3 Person (Trio) Class:** The Trio Team must have 3 riders and can be mixed men and women or all one sex, your choice, but one category.

**Duo Class:** The Duo class may consist of 2 Men or 2 Women, or 1 Man and 1 Woman.

**Solo Classes (Women and Men):** Men's Solo and Women's Solo: All Solo racer applicants must be 10 years or older on the day of the race.

Teams will designate a team captain and co-captain. Team captains will represent the team in all official correspondence and communications before, during and after the event. The co-captain may represent the team during the event when the captain is unavailable. Only team captains and co-captains may file protests. All riders to attend the pre race meeting please.

Teams are made up of multiple riders in most categories, more than three in the open categories & two in the duo category. Once racing begins there can be no change to the team line up. The order in which the riders go out on course may change, but team members cannot be substituted. Solo racers, obviously, must race on their own for the 12 hours

## ***2. Swapping Spares***

Once a rider is on course normal mountain bike racing rules apply. This means that you are allowed outside technical assistance – riders should be self-sufficient. Support from other racers is allowed provided that they are “on course” at the same time. This includes swapping spares, tools, and even bike parts. Food & drink can be handed up to riders by anyone at any point of the course. Before riders get on course they can swap bikes and parts as much as they have to as long as the correct number plate is kept with the right rider.

### ***2a. Bike Specification***

Due the rise in popularity of 29inch wheeled mountain bikes, we have relaxed the rule about bikes having to use 26inch wheels. But, this is still a mountain bike race and we ask you to enter in the spirit of the event & compete on a proper mountain bike. So, no cyclo-cross bikes, unicycles, or tandems please.

## ***3. Race in One Direction***

Once on course & out of the Start/Finish area, racers must follow the course in the racing direction. Once riders have left the arena they cannot return backwards on the course. They must walk back beside the course or take the quickest way back to restart the lap they were out on. Be aware that there will be film crews, course marshals, and medical staff riding on some sections the course.

Lapped racers should yield to leaders. Leaders should be very vocal when preparing to pass any racer. "PASSING on your LEFT!," "PASSING on your RIGHT!" should be called out. It is the responsibility of the challenging racer to overtake safely. Racers being lapped must yield on the first command. Please be considerate to slower racers and on the same token please let the fast racers pass as soon as it is possible. We are all brothers and sisters in the same sport meeting our own challenges. No bad language please.

## ***4. Cheating***

Substituting unregistered riders, racing outside your normal category, cutting through the tapes, having outside assistance, short-cuts and any other cheating will result in instant disqualification for the whole team - so don't even think about it... Riders must race within the course tape. Where it has not been possible or practical to erect course tape, then they must stick to the obvious trail. Please do not cheat.

### **5. Electronic Timing System**

The very clever people providing our timing are professionals. The system revolves around some transponder chips that everyone has to wear. Usually there is a \$20.00 refundable deposit each, but we are waiving that fee the first year. You can pick the chips up at registration.

As you pass through the timing tent, you will walk over some mats and the system will detect your racing chip and credit you with that lap and time. The clock then starts on the next lap, whoever might be doing it. If you are doing another lap, just carry on. If another rider is doing the next lap, tag them in the staging area, and they are on their way. Their lap time will stop when they pass through the timing tent.

### **6. Registration**

All riders must sign on with registration before 8PM the day before the race. We have paperwork for you to fill out and sign. You will get your number and timing chip at this time. Any last minute team member absences or swaps must be done before 6am on Sunday. ID may be required as team members must be over 10. If you find that a team member can't make it at the last minute, there will be somewhere to advertise on site for a new team member.

All riders must be 10 years of age or older on the day of the event. If you are allergic to medication or are on medication for the race, this must be written on the back of your number board.

### **7. Security**

No matter how friendly mountain bike races are, there will always be someone, somewhere who wants your bike as much as you do, so please look after your bike (and valuables) and don't leave them strewn around the place for the light-fingered to run off with. Keep an eye on your campsite as well--don't leave valuables lying around. All common sense really.

### **8. Problems during the race**

If you have an accident involving a member of the public, you MUST tell a marshal. And you must stop racing and wait until the Course Medic has had a chance to check out both parties for injury.

Team captains or co-captains must lodge any complaint within 30 minutes of the posting of the final results.

### **9. Start**

Before the race starts, ALL starting cyclists MUST walk through the timing gate - this 'activates' your team and alerts the timing system to expect you when you come back from your first lap. Only the first rider for each team must do this - it can be done any time in the 30 minutes before the start. Any starter who doesn't activate his/her timing chip risks having all of their team's laps going un-noticed, so don't forget, OK?

The start will be similar in style to the start of most Mass Start Mountain bike races. All Pro and Expert class along with solo riders will be positioned/called up at the Start in number order. All Solo and duo racers are also allowed to line up with the Pro and Expert racers at the front of the line.

### **10. Handover**

While rider A is out on course, rider B needs to go to the bike corral, a storage area for bikes next to the handover area, and wait on foot for his

team member to arrive. Rider A will come into the arena after his/her lap and tag rider B. Rider B will run to his/her bike (parked neatly in the bike corral) and ride off on the next lap. If rider A is doing a double lap, he will just be able to pass through the timing tent (to register their lap time) and continue on the next lap.

If no rider is there to hand over to (i.e., they're not in the tent), then the racer on course can either elect to race another lap, or go and find them. The fine details of this will be explained at the rider briefing on Sunday morning, before the race. There will be an additional briefing for solo riders after the required meeting lasting just a few extra minutes to go over some additional items and answer any questions. We want you to be safe.

### ***11. Retiring***

If a rider drops out of your team, tell the start/finish marshals so they can be struck off the register.

### ***12. Finishing***

The race officially finishes at 7pm on Sunday afternoon. Only laps completed before 7pm count.

Again, this will be explained before the start of the race.

### ***13. Medical***

There is an extensive medical team equipped to deal with most medical emergencies on hand for the whole event. All marshals will be able to summon help for you.

### ***14. Day Off***

We recommend that you take Monday off, sleep in, rest up and eat lots of nice food. Don't travel too far on Sunday night if you can help it. Or get a fresh driver to take you home. Vow never to race the event again. And then find that you've changed your mind by Tuesday.

### ***15. Show Off***

Don't forget to gloat to your friends that you and your teammates survived the first annual 12 Hours of Snowmass and they were too much of a wuss to enter. Be unbearable about it, okay? Especially if you raced solo – you now deserve all the chocolate and beer you can consume...

## **General Guidelines and racing tips:**

### ***Racing –***

It is a race, but not as you've ever seen before. A good performance will come from good preparation, camaraderie and teamwork rather than all-out, high speed thrashing.

Make sure you and your team have the same objectives for the race - are you going out to win? Are you just trying to finish? Are you just doing it for a laugh? You'll find that if one person is keen on doing well and the others are just out to finish, then friction will occur.

**Food –**

There will be a cafeteria with healthy hot food on sale for the duration of the event. The cafeteria is located at the start/finish.

**Race order –**

There could be much strategic planning going into who races when from each team, with some drawing up charts and times. Be prepared to improvise, as lap times will vary and there's always the chance for a puncture or mechanical to mess things up.

**Clothes –**

This location is at altitude. Please remember that weather conditions can change, so competitors, friends and spectators should all ensure that they have **adequate clothing**. It could rain or possibly snow during the event. Extra warm clothes are essential.

**Bike –**

Once out of the start/finish straight, you have to finish under your own steam, so having a bike fall apart a mile from the start will mean a long walk round the course for you. Check your bike well before the race, don't try any new equipment and pack plenty of tubes, a pump and tools. Bring a selection of tires; from mud tires to semi-slicks.

**Prizes:**

There will be prizes for the top three finishers in all categories provided that there are at least three teams competing in that category.

Results will be posted on [www.12hoursofSnowmass.com](http://www.12hoursofSnowmass.com)