

## Clifton Show 2022 Motor Bike Challenge Nomination Form

The Motor Bike Challenge commences on Saturday 12<sup>th</sup> February 2022, immediately following the Mini Stockman's Challenge.

Entries close Monday 7<sup>th</sup> February 2022, or when numbers are full.

Draw will be up on the Clifton Show Society page Wednesday 9<sup>th</sup> February.

Competition consists of a timed Barrel pattern and a timed Utility pattern.

Competitors will ride the timed Barrel pattern in draw order, then at its completion ride the timed Utility pattern in the same order.

Bikes may be shared in any age category (even the same age category).

Age categories –

- Junior Rider (under 13 years old)
- Juvenile Rider (13 and under 17 years old)
- Associate Rider (17 and Under 21 years old)
  - Open Rider (21 and over)

Entry Fee \$10 per competitor/bike entry.

**\*\*Please read event rules.\*\***

***\*\* One form per competitor please. \*\****

RIDER'S NAME	RIDER'S AGE as on 12/02/2022	NOMINATION FEE
		\$ 10.00

Competitor's Name: \_\_\_\_\_

Address: \_\_\_\_\_

Phone Number: \_\_\_\_\_ Mobile: \_\_\_\_\_

Competitor's Email: \_\_\_\_\_

Direct Deposit Details:

ACCOUNT NAME: Clifton Show Society

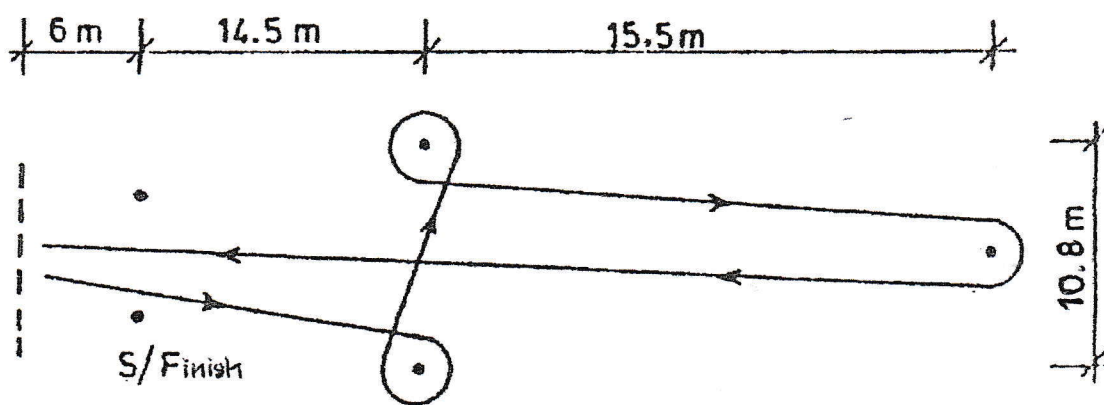
BSB: 084 -610

ACCOUNT NUMBER: 308681812 Ref: Rider name

# BIKE

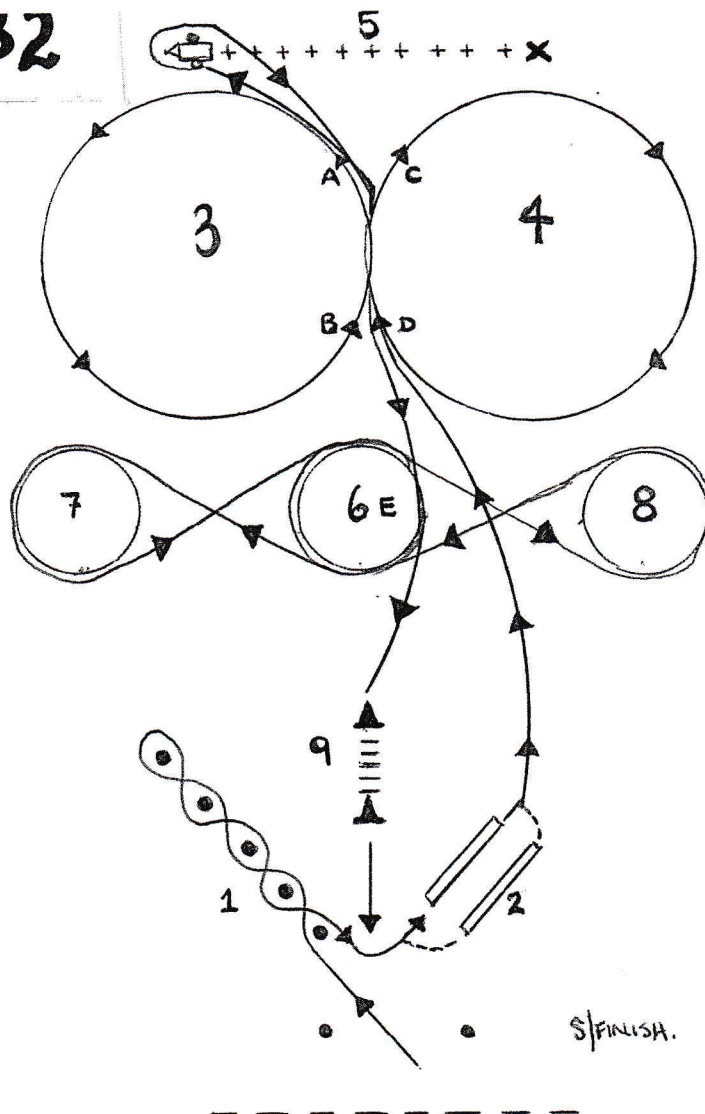
## Working Pattern - B1

### BIKE STOCK HORSE RACE



1. Riders must follow set course above.
2. See diagram for distances.
3. From starting line competitors take a right hand turn at first drum, left hand turn at second drum, and then downfield taking a right hand turn at third drum then back between first and second drum across starting line.
4. Each bike is timed.
5. The bike with the fastest time and all drums still standing and the course completed correctly is the winner.
6. Bikes may have a flying start from the 6 Metre Line after correctly entering the start area.
7. A drum rubbed\bumped\knocked is o.k only if it is left standing.
8. A drum knocked over or broken or taken in the wrong direction incurs elimination.
9. Knock down of a start/finish peg incurs elimination.
10. Fall of bike or rider entails elimination

# Utility Pattern **B2** **BIKE**



1. Riders must follow set course above

2. Each bike is timed

3. From starting line competitors follow in order:

Obstacle 1 (bending poles) There are 5 in total with the first bending pole to be on the riders right shoulder ensuring a right hand turn at the last peg.

Obstacle 2 (bridge). One railway sleeper (either side) is for the rider to pass over on foot, the other the bike must pass over.

Ride between barrels 6 and 8 to arrive at obstacle 3 – (left hand circle) Travel anti-clockwise around circle 3, taking the fencing pliers from point A on your way and put them in the pipe at point B.

Continue to obstacle 4 (right hand circle) Travel around circle 4 in a clock-wise direction taking the fencing strainers from point C and putting them in the pipe at point D.

Continue to obstacle 5 – (box trailer with pig cage). Park and leave your bike on the left hand side of the trailer. Run to point X and catch the boar pig. Run/Carry the pig back to the trailer, putting him upright inside the pig cage and latch the gate.

With pig secure, ride clockwise around the trailer to drums 6,7 and 8. As you approach Drum 6, take the oilskin vest at 'E' as you make a right hand turn towards drum 7. Bend in and out drums 6,7,8 as arrows indicate and return the vest to drum 6 on your last right hand turn before departure.

Head from drum 6 to obstacle 9 (two witches hats). As you pass through these witches hats, one wheel at some stage on your bike must become air-borne for any given distance inside the two markers.

Ride to finish line.

4. The bike with the fastest time and all drums\pegs\witches hats\markers\tools and equipment still standing and course completed in correct order is the winner

5. Bikes may have a flying start from the 6 metre line after correctly entering the start area.

6. A drum\bending pole rubbed\bumped\knocked is o.k only if it is left standing

7. If you drop a piece of equipment, stop and pick it up – continue on. No time penalty applies.

8. A drum knocked over or peg broken or taken in the wrong direction incurs elimination

9. Knock down of a start\finish peg incurs elimination

10. Fall of bike or rider entails elimination

11. A 10 second time penalty will apply for mistreatment or cruelty to the pig.