



September 5-6, 2009 General Information and Rules and Regulations

The 24-Hour Champion Challenge is a team relay mountain biking event. Teams will compete for awards in twelve different categories. All teams in each division will compete on the same course and start at the same time. This event is an exciting format that will challenge people and will require endurance, teamwork, and the ability to have fun.

Classes and descriptions are as follows:

Five-person coed – age 124 years and under, age 125-175, age 176 and up

These five-person teams are determined by adding all participants' ages and using the combined age to determine the class. The team members can be any age, any ability, and male or female. At least one of the team members on a five-person team must be of the opposite sex.

Four-person - Expert Male, Sport Male, Sport Vet/Master Male, Open Female

Divisions are determined by each rider's ability and/or sex. Sport Vet/Master Male class is based on ability and age. Each rider must be a sport level rider age 35 or older. No expert riders permitted.

Corporate (six - eight people)

This is an opportunity for almost any level of cyclist to ride in a 24-hour event and compete for the coveted glass corporate trophy. Six to eight riders can compete on a team, thus requiring less laps and less miles from any given rider. Collect a few co-workers to race for your company or find a corporate sponsor.

Duo

You and a friend can challenge yourself physically in the co-ed division! Exchange laps for 24 hours with only one other person. Are you ready for the challenge?

Solo - Male, Female

A true test for only the strongest athletes. Complete as many laps as physically possible in 24 hours. Only skilled off-road cyclists should attempt to compete as an individual.

GENERAL RACE INFORMATION

- Teams will be determined by the final team rosters, which must be submitted with your application and payment by August 14, 2009. The Acknowledgement of Risk forms enclosed in this packet must be signed by each team member, and by their parent or guardian if they are under 18 years of age. They

must either be *mailed or **faxed to Seven Springs by August 14, 2009. Forms received after this date will incur a \$10 late charge per form.

- There will be a \$50 late fee for teams that register after August 14, 2009. No registration will be accepted after August 28, 2009.

*mail to : Seven Springs Mountain Resort
 24-Hour Champion Challenge
 777 Waterwheel Drive
 Seven Springs, PA 15622-4007

**or fax to: 814-352-7511

- The check-in tent will be open Friday, September 4 from 5 p.m. – 8 p.m. and Saturday, September 5, from 8:00 a.m. – 10:30 a.m. Each team captain must check-in during these hours to pick up their team's number plates/registration packet and to ensure each of their team members are on the roster correctly. The number plates cannot be picked up until we have all of the team members' release forms.

Starting Procedure

The race will begin at 12 Noon on Saturday, September 5. Each team's starting rider must be logged-in prior to the start of the race and have his or her bike placed in the bike racks by 11:45 a.m. A Le Mans style start will be used to begin the race. This style of start consists of having all the racers line up at the start line without their bikes. The purpose of this type of start is to spread a large number of riders out prior to reaching the trail sections of the course. It also helps eliminate the chance of riders getting involved in a multi-bike crash at the start. When the clock strikes noon, the first riders for each team will run on foot for approximately 800 - 1,000 meters and then proceed to pick up their bikes from the bike racks and continue on the course.

The Course

The course will be approximately 12 miles in length. This figure is approximate because it is based on a distance measured by a cycling computer, and we do reserve the right to make minor adjustments to the course due to inclement weather, etc. We will have any course adjustments, which may be necessary, confirmed by Friday, September 4, 2009.

Timing

It is possible that modifications may need to be made to the transition process. Therefore, it is critical that competitors attend the riders' meeting on race day.

RULES AND REGULATIONS

1. Changes in class may not be made after August 28, 2009.
2. Each team will designate a team captain and co-captain. Team captains will represent the team in all correspondence and communications before, during and after the event. The co-captain can represent the team during the event if the captain is unavailable. Only team captains can file protests. The team captain must check-in at the transition tent either on Friday, September 4, from 5 – 8 p.m. or Saturday, September 5 from 8:00 – 10:30 a.m.
3. All riders must attend the pre-race meeting at 11 a.m. sharp on Saturday, September 5, 2009.
4. Racers must log-in and log-out at the end of each lap at the transition tent located at the start/finish area. The team band must be passed from the rider logging-out to the registrar and then, from the registrar (after recording the log-out time) to the rider logging-in before he/she can start his/her lap. Once the band is passed to the registrar, the rider has officially logged-out. The log-out time automatically becomes the log-in-time for the next rider regardless of whether or not there is a rider to receive the band from the registrar. If a racer is staying on for an additional lap, the racer must still pass the band to the registrar before logging-in for the additional lap. If the racer does not do this, only one lap will be counted. It is the responsibility of the team to make sure that each rider is logged-in and logged-out correctly.
5. Once on the course, a rider must complete his or her lap. Substitutions can only be made at the transition tent. See rules eight and nine.
6. Loss of a band will result in a five-minute penalty to that team. If a team cancels a rider's lap (see rule seven) and is restarting with a new rider, a new band will be issued without penalty. The original band is to be returned ASAP.
7. The team has the option of canceling a rider's lap and restarting the lap from the original rider's log-in time by notifying the registrar of their team (must show team bib number). Once a cancellation has been made, it cannot be rescinded. The new rider's log-in time will be the cancelled rider's original log-in time.
8. In the event that a team loses one of its teammates due to illness, injury or exhaustion, that team may continue to compete. In this case, the team should present a medical report completed by the medical staff at the event. The medical staff will gladly see that the transition tent and the team's registrar receives this form. You may want to ask them to assure it is done properly and promptly.
9. Each member of a four-person or five-person team must complete a minimum of two laps, barring any injury or illness. Each member of a Corporate team must complete one lap. In the case where a rider is lost to injury or illness, the rider must have an incident report from the medical staff. See rule eight.
10. There will be an area in the transition tent for all riders who are on deck to wait. The riders must wait in this well marked area until their teammate, who is on course, arrives at the tent. When the on-deck rider sees

their teammate coming into the tent, they may run over to the registrar's table and meet their teammate there. This will help the rider on course find the correct table as well as speeding along the log-in and log-out process. Please do not go to the registrar's table before you see your teammate entering the transition area unless you are checking-in. See rule four. If this happens, you will be asked to go back to the waiting area.

11. The rider on deck must check in with the registrar prior to the exchange of the band. You must show your bib number and state your name before you can receive the band. Checking in at least fifteen minutes before your teammate comes in will speed up the transition process, as the registrar will already have the next rider's name listed. If this is not done, then the rider must wait during the band exchange until the registrar writes down their full name before they receive the band. The rider logging-out must also state his name. Please be patient with the registrars – most of them are volunteers, who are at the event to help you have a successful and fun ride.
12. Only riders who are arriving to the transition tent from the course are permitted to have a bike inside the transition tent. On-deck riders must have their bike stationed in the bike racks at the start/finish area, near the transition tent.
13. During the night ride, racers must have a primary light source with a rated power of at least six watts. In addition, each rider must carry a secondary or backup light source in the form of a penlight, a flashlight or lighting systems. Racers entering the course between 6 p.m. Saturday and 6 a.m. Sunday must be able to show that both their primary and secondary light sources are in good working order. After 6 p.m. riders are required to ride with lights mounted in place. Riding with lights off to save batteries is dangerous and against the rules. Any team riding with their lights off will be disqualified. After 6 a.m., lights may be turned off and dismounted. The on and off times for lights are subject to the Race Director's discretion. Weather may play a significant role in determining the required on and off times. Announcements will be made of the exact times.
14. Each participant is responsible for his or her own lighting systems and battery supply. Seven Springs will make every effort to have a lighting systems company and/or their equipment at the race. Be sure to label your batteries and chargers with your team's name. Seven Springs Mountain Resort, or any event sponsors, are not responsible for any lost or stolen equipment.
15. For no reason shall a participant or anyone other than an employee make alterations to the course. If anyone is found changing the course (i.e. making jumps, pulling down course markings, etc.), they will no longer be allowed to participate and their team will be disqualified.
16. There will be no nudity permitted by athletes, spectators or volunteers during the event. If anyone is found breaking this rule, they will no longer be allowed to participate and their team will be disqualified and entry fees will NOT be returned.

17. Each participant will have a personal bike and bib number that must be visible at all times during the race. The numbers are vital to scoring the event and your team properly. No participant may cut or deface their bike plate number. Any defacing of the number plate or bib will result in the team's disqualification.
18. Only team members who are racing are allowed in the transition area. Your manager/cook/significant other must meet you outside the transition tent. No spectators will be permitted inside the transition tent.
19. Support on the course may only be supplied by registered racers. Supporting racers must access the course under their own power (i.e. foot travel or bike). Teammates may take any equipment or tools with them on the course; they may even swap bikes with their teammates. Cannibalizing bicycle parts is legal in this event.
20. Water and food may be supplied to any racer by anyone anywhere on the course. However, racers must stay clear of the course when taking food or water. Water will be located near the transition area, and at various points on the course. Items like energy food wrappers must not be littered on the course. If an athlete is caught blatantly littering on the course, a 10-minute penalty will result.
21. Racers riding bicycles have the right of way over racers pushing bicycles. When possible, racers pushing should stay on the least rideable portion of the trail when being passed. A racer pushing or carrying his or her bicycle can overtake a racer riding provided they do not interfere with the rider.
22. Lapped riders should yield to leaders. Leaders should be very vocal when preparing to pass any racer. "Passing on your left," "passing on your right," "track left," or "track right" should be used. It is the responsibility of the challenging rider to overtake safely. Riders being lapped must yield on the first command.
23. When two riders are vying for position, the leading rider does not necessarily have to yield position to the challenging rider. However, a rider may not physically interfere or intend to impede another rider's progress. This is considered to be highly unsportsmanlike behavior. See rule 26.
24. Shortcutting the course by any logged-in racer shall result in the disqualification of that racer's entire team.
25. Foul riding, use of profane or abusive language and other unsportsmanlike behavior is unacceptable. Such behavior by any racer shall subject that racer's team to a warning or immediate disqualification. This will be strictly applied when such behavior is directed at course officials, volunteers or spectators. The penalty imposed is at the discretion of the Race Director.
26. All participants must abide by all federal, state and local laws.
27. Only riders officially entered in the event may practice or compete on the designated race course immediately prior to and during the event.

28. Any protest must be made in writing by the team captain and delivered to the Race Director any time during the race or by 12:30 p.m. on Sunday, August 31, 2008. Protests should contain any information that supports the protest, including description of the incident, witnesses, names, addresses, phone numbers, and signature of the protesting team captain. A \$20 fee shall be submitted, in cash, with the protest. The Race Director, after conferencing with other officials, will promptly rule on the protest. The fee will be forfeited if the protest is denied, or refunded if the protest is upheld.
29. “Sandbagging” is not permitted. Riders may race in a class higher than their ability, but they cannot race down. All riders on a Sport Male and Sport Vet/Master Male team must be Sport level riders or beginners. NO EXPERT RIDERS MAY BE ON A SPORT TEAM. If this is brought to race officials attention and any results from previous expert races are located, the team will be disqualified. “Sandbagging” will be monitored closely by race officials. If a Sport team is turning laps faster than the average Expert lap time they will be disqualified. Riders of any ability are permitted on the five-person Co-ed teams.
30. Guerrilla marketing tactics will not be permitted by teams trying to over promote their sponsors. Banners for each team’s sponsors will be permitted in their pit area (within reason). However, blatant over-promoting such as flyering vehicles, putting up posters or setting up sales or promotional areas outside of the official expo area will not be permitted. This is a right purchased by the sponsors of the 24-Hour Champion Challenge. For expo inquires, please call Seven Springs at 800-452-2223, ext 7937.

The Finish

The race ends at 12 Noon on Sunday and riders must log-off the course from 12:00 Noon on. Each team’s finishing place will be determined by the number of laps the team completed and the order of finish within the team’s last lap. (i.e. a team who has completed 20 laps with a finish time of 12:17 p.m. would beat a team who completed 20 laps, finishing at 12:39 p.m. and, of course, a team that completed 21 laps, finishing at 1:10 p.m. would beat them both). If a rider logs-out just before 12:00 Noon and no other team members log-in before 12:00 Noon, the team will be listed as a DNF (did not finish) as no finish time can be recorded.

Prizes

Prizes are based on a minimum of three teams registering in each category

All first place teams will receive a 24-hour Champion Challenge jersey for each team member except the Corporate division, which will receive a trophy.

Expert Male/Open Female

The cash purse will be paid out as follows – 1st place 50%, 2nd place 30% and 3rd place 20%. The total purse will be based on half of the entry fees for the class or \$1350, whichever is greater. Based on a minimum of three teams per field.

Duo

The cash purse will be paid out as follows – 1st place 50%, 2nd place 30% and 3rd place 20%. The total purse will be based on half of the entry fees for the class or \$900 whichever is greater. Based on a minimum of three teams per field.

Solo

The cash purse will be paid out as follows – 1st place 50%, 2nd place 30% and 3rd place 20%. The total purse will be based on half of the entry fees for the class or \$750 whichever is greater. Based on a minimum of three teams per field.

Sport and 5 person Co-ed Divisions

The top three teams in each category will receive prizes.

Corporate

The 1st place team will receive a corporate trophy. The 2nd and 3rd place teams will receive prizes.

The Race Director and Event Management Staff reserve the right to adjust the award/payout structure. Additional places may receive awards if registration in a specific category justifies changes.