



## GENERAL RULES AND INFORMATION



The Suicide Six course is designed to be challenging, yet fair to all participants. It is a blend of fire roads, heavily forested undulating terrain and some tricky single track. Expect mud, roots, rocks and a fair amount of climbing with equally thrilling descents. For the most part, the course is the same route used for the Spencer Park Challenge.

1. **Team Captains**  
Each team will designate a team captain. Team captains will represent the team in all official correspondence and communications before, during and after the event. Only team captains may file protests.
2. **Pre-race Meeting**  
The team captain must attend the pre-race meeting; however, everyone is welcome.
3. **Team Number Display**  
Racers must display their race number on the front of their bikes, whenever on course. In the case of a bike swap (see item 9), racers must swap the bike number to the new bike prior to continuing the race. Race officials may request to see this at any time.
4. **Team Pit Area**  
Team's should designate a pit area. Racers may change or repair any equipment in their Pit Area. Pit areas are not allowed on the course or in the Start/Finish area. However, emergency repairs may be performed in the Start/Finish area.
5. **Water Provided in Exchange Area**  
Water will be provided in the exchange area but please plan to carry enough water for an entire lap.
6. **The Start**  
The start of Suicide Six will be a mass start (not a Lemans start). The start will begin at 10AM with one rider from each team represented.
7. **The Finish**  
Team's final placing will be determined by the number of laps successfully completed during the 6-hour event. Your last lap must complete after the 6-hour mark or you will DNF. You can stop at any time during the race to take a break, do some repair, etc., but you must finish after the 6-hour mark to avoid DNF - someone from your team must be racing through the 6-hour mark. It is possible to get credit for a lap that starts just prior to the 6-hour mark and finishes after the 6-hour mark. If you decide to stop racing at any time for any reason before the 6-hour mark, please let the scoring team know.
8. **Scoring/Transition Area**  
Racers must log-in and log-out on each lap in the Scoring/Transition area. The method of transition is a "hand-slap" for teams. **Walking in this area is mandatory.** Solo racers must also dismount their bikes and walk in the designated area.
9. **Consecutive Laps**  
For multi-person teams (Two-Person and Open classes) teams, each registered team participant must complete at least one lap during the event. For Solo racers, it is obvious who will be doing the consecutive laps.
10. **Bike Swap**  
You may swap bikes at any time as long as you exit and enter the course in the same location. You may also swap bikes with your teammate.
11. **Support - On the Course**  
Support on the course may only be supplied by other registered racers. Supporting racers must access the course under their own power (i.e. foot travel or on bike) and that access can only be achieved by following the course in the race direction. Short-cutting the course is not allowed. Supporting racers should stay clear of all competing racers. Supporting racers may take any equipment or tools with them; they may even swap bikes with their teammates. Cannibalizing bicycle parts is legal. Support can be provided by any registered racer on any team to any registered racer on any team.
12. **Support - Off the Course**  
Off the course, racers may accept support from anyone as long as it does not provide an unfair advantage. Support should be limited to the Start/Finish area or in the team's pit areas, not on the course.
13. **Course - Safety**  
First and foremost – know your limits and ride safely. There will be a marshalling crew on the course throughout the day staged at various locations. If you get injured or see someone else get injured, inform one of the marshals. They will seek appropriate assistance.
14. **Course - Permitted Riders**  
Only officially registered racers and event staff may ride on the designated race course during the event.
15. **Course - Right of Way**  
Racers riding bicycles have the right of way over racers pushing bicycles. When practical, racers pushing or carrying their bikes should stay on the least rideable portion of the trail when being passed. Racers pushing or carrying their bikes may overtake a racer riding his bike provided that they do not interfere with the riding racer.
16. **Course - Lapped Racers**  
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.
17. **Course - Vying for Position**  
When two racers are vying for position, the leading racer does not necessarily have to yield position to the challenging racer. However, a racer may not bodily interfere, with intent to impede another racer's progress; this is considered to be highly unsportsmanlike behavior.
18. **Course - Short-cutting**  
Short-cutting the course by any registered racer shall result in a disqualification of that racer's team.
19. **House Keeping**  
Please do not throw energy food wrappers on the ground. Remember: Leave No Trace.
20. **Sportsmanship**  
Foul riding, use of profane or abusive language and other unsportsmanlike behavior will be taken very seriously. 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 or co-director, should the race director be unavailable.
21. **Protests**  
Protests can only be made by team captains. Protests will be made in writing and delivered to the race director or co-director any time during the race or after the end of the race, up to 15 minutes after the posting of the final results. Protests should contain any information that supports the protest, including description of the incident, witnesses, names, addresses, phone numbers and signature of protesting team captain. The race director, after his own discovery, will promptly rule on the protest.
22. **Final Rulings**  
The Race Director has the final say in any ruling including changing any of these rules if appropriate.
23. **Catastrophic Failure**  
In the case of catastrophic failure due to weather or another extenuating circumstance that prevents the ongoing scoring of the event or creates a racing environment that is deemed too dangerous for the participants, the Race Director may call the race as of a certain time. Final results will be calculated based on each team's placement at the call time.