

GATE TRIALS (amended)

Rules for 'Gate' Trials (modified and simplified)

Content gleaned from other clubs and changed as we decided over that last 10 years.

This scoring replaces the conventional 1, 2, 3, 5 with a series of gates within the section. The intent is to accrue as many points possible by riding successfully thru numerous “gates” in each section. These gates are of different values. The number of gates in the section is arbitrary. The maximum total value of a section can be as many 50-75 points. The section is still bounded by the normal yellow or white boundaries and conventional start/finish gates are used. In a trial scored under the “Scot Hop Gate System” riders are free to choose their own path through each section. There will be several obstacles (gates) to choose from in each section. The rider gains three bonus points when they enter a section, but must ride from in-gate to out-gate entire section without dabbing to keep those three points. One point is lost for each dab (up to three). The rider can choose to take the easiest path thru the section that may not include any of the optional gates that will add points to the riders score. High score wins. It is possible to obtain a “failure” in any section and that failure is defined by the same rules as a traditional “five” in normal style trials riding.

Riding Rules:

1. The rider may choose to ride any or all of the gates. Many combinations are possible. There will be a “ride thru” line in each section that is easiest and safe for any level of rider.
2. The rider must enter each gate from the start side. This is the side with the gate marking visible, and must obviously go between a matched pair of markers. Each gate is clearly marked with a point score.
3. For a rider to successfully complete a gate, the back axle must clear the markers for that gate. Once a rider has completed any gate, he/she will keep their points for all gates completed up until that point, even if they were to crash or otherwise obtain a failure, (what would be considered a “five” under the normal rules of trials). If a failure occurs, the “ride in” bonus of three is forfeited. If a failure occurs while the rider is located in such a way that the rear axle of the bike has not yet passed the gate, there will be no points added for that gate. Riders may go through a gate only once, and may not cross their path or go out of bounds to enter a gate. All modern trials skills may be used; stopping in balance, hopping, backing up, etc.

Scoring Rules:

There are five classes; Beginner, Novice, Intermediate, Advanced and Expert. Riders are to take a separate score card for each lap, in most cases three loops is what will be ridden for the event, so each rider should take three score cards at sign up. Markers or punches will be provided at each section. Once the rider enters the section he can attempt any or all gates but only the gates that are successfully completed are counted. Errors are counted in the traditional method of 1,2 and 3. These errors are scored as a negative against the ride in bonus of 3 points. There is no 5. "Failure" replaces 5 and once that occurs the rider keeps only the score total for any gates successfully completed within that section. The rider with the HIGHEST SCORE will be the winner for the class. This is self-scoring event, no observers. It is suggested that you ride with partner to help with scoring. Punches and/or markers will be provided at each section. It is also suggested that a rider tally up the points for their intended line BEFORE they ride the section. Then once completed, they can subtract points from their intended score more easily than trying to go back and recount after the fact.
