

(1)TEST 2-WHEEL

FREQUENTLY ASKED QUESTIONS

TEST SCORING SCENARIOS



RUN #1 Cone Weave & Normal Stop

Scenario: Testee rides to right of cone #1, left of #2, right of #3, left of #4, right of #5; stops within in stop box.

Score: 10 *max component points for Cone Weave due to "Fails to Follow Instructions".

Scenario: Testee rides to left of cone #1, right of #2, left of #3 and #4 putting both feet down to stabilize trying to stay left of cone #5; rides to stop box and stops with front tire within.

Score: 3 Tire hit/skip for skipping cone #4
5 Foot down for both feet at same time.

Scenario: Testee skids (rear tire) approaching the stop box and front tire stops 8" outside/past stop box line.

Score: 3 Skid
5 Position

Scenario: Testee doesn't slow or stop for Normal Stop, instead turns right and gets back in-line.

Score: 8 * max points scored for not following component instructions.

RUN #2 Turn From A Stop & U-Turn

Scenario: During the Turn From A Stop, as the front tire of cycle has exited while rear tire is still within the turn lane, testee puts their right foot down.

Score: 3 Foot down

Scenario: During the Turn From A Stop, after the rear tire of cycle clears the lane, testee puts their right foot down.

Score: n/a

Scenario: During the Turn From A Stop, testee crosses both inside lines with tires as they turned too sharp.

Score: 5 Path (both inside turn lane lines)

Scenario: Testee starts into U-Turn; exits/crosses out of back (2nd) boundary line, puts both feet down to stabilize the cycle; re-enters U-Turn on back (2nd) boundary line; finishes with front tire within stop box.

Score: 3 Path (single line event)
5 Foot down (both feet at same time)

Scenario: Testee exits/crosses out U-Turn on right (1st) side line, re-enters on same line prior to back (2nd) line.

Score: 3 Path (single line event)

Scenario: Testee exits/crosses out of U-Turn on back (2nd) boundary line; puts left foot down; continues to ride around and re-enters U-Turn at mid-point of left (3rd) side line; and stops 10' past stop box.

Score: 5 Path (2nd back line, 3rd side line; two line events)
3 Foot down

Scenario: Testee enters and almost completes U-Turn as they exit early on the left (3rd) side line 4' from scored line end; stops within stop box.

Score: 3 Path (left side line)

RUN #3 Obstacle Swerve

Re-runs allowed for 1st Run being:

- Too slow and clean
- Too fast and crossing obstacle/escape line
- Braking within timing zone
- Throttle roll-off/decel within timing zone
- Swerving early (prior to cue cones)

1st RUN:

Scenario: Too slow and crossing obstacle/escape line

Score: 5 Time [Speed]
10 Path

Scenario: Brakes within swerve

Score: 5 Time [Brakes]

Scenario: Approaching the swerve point, within the timing zone -prior to cue cones, testee squeezes clutch.

Score: n/a (request a re-run)

2nd RUN:

Scenario: Too slow (and clean)

Score: 10 A10

Scenario: Too slow; runs through obstacle

Score: 10 A10;
10 Path
* max 15 points scored

Scenario: Too fast and crossing escape lane line

Score: 5 Time [Speed]
10 Path

Scenario: Brakes within swerve

Score: 5 Time [Brakes]

Scenario: Testee approaches the swerve fast (.63) and clears/avoids obstacle and escape lane lines but “chops throttle”, within the swerve area, destabilizing and upsetting the suspension.

Score: 5 Time [Brakes]

Scenario: 1st run is too slow; 2nd run is too slow and testee brakes within the swerve running wide crossing escape lane line 3’ from end.

Score: 10 Time [A10]
5 Time [Brakes]
10 Path
* max 15 points scored

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RUN #4 Quick Stop

Re-runs allowed for 1st Run being:

- Too slow
- Too fast and beyond (20') standard distance
- Braking within timing zone
- Throttle roll-off/decel within timing zone (more than 5' prior to cue cones)

2nd RUN:

Scenario: Too slow

Score: 10 A10

Scenario: Too fast and beyond standard distance

Score: 5 Time [Speed]

___ Path (1 point / foot past standard) (10 max)

* max 15 points scored

RUN #5 Cornering

Scenario: During 1st curve, cycle crosses inside curve boundary line by 3'; testee speeds up to 22mph in timing zone; rides a clean 2nd curve.

Score: 10 Path

Scenario: Upon entering 2nd curve, testee squeezes clutch and coasts the rest of way through.

Score: 5 Time [Decel]

Scenario: During 2nd curve, testee enters too fast and "chops the throttle" destabilizing and upsetting the suspension; crosses outside curve boundary line by 4' prior to exit.

Score: 5 Time [Decel]

10 Path

Scenario: Entering 2nd curve, testee continues to smoothly brake upto the apex/mid-point, trailing-off brakes while smoothly adding throttle; suspension stays engaged as they smoothly finish the curve within boundary.

Score: n/a

CRASH/FALL/DROP

At any point during testing, as defined being, "from the beginning of Run #1 instructions, up through and until parked after their Run #5." if a testee crashes, falls, or drops, the test is immediately terminated.

STALLING

Points sequentially progress in points: 1st = 1; 2nd = 3; 3rd = 5; 4th = Termination. A 4th stall terminates the test.

Stalls are scored "within a run" as defined being "from when the testee is signaled-to-start their run; until they coming to complete stop and finishing their run."

If a stall occurs while attempting to reposition (after their run has ended, attempting to move back to the end of line), it is not scored.