



**The following are rules for the Star of the North Games team competition:**

1. Each team must submit its Team Roster and Team Scoring Sheet (s) to the "Track Official Registrar" prior to the race's moto sheets being posted for competition. A team may consist of a minimum of four (4) riders up to a maximum of fifteen (15) riders who have a permanent address in the state of Minnesota. Your team must have at least one Novice or Intermediate skill level rider on it roster for each Team Sheet submitted for scoring purposes. (See the scoring criteria below for details about this condition).

2. The 2008 Star of the North Games BMX Event Coordinator is Kevin Riedemann, also serving as the Rum River BMX Track Coordinator. His contact information is as follows:

- a. Kevin Riedemann e-mail: [Kevin@rumriverbmx.com](mailto:Kevin@rumriverbmx.com)
- b. phone contact numbers – 763.689.3147 or 763.245.4551
- c. View web page information @ [www.rumriverbmx.com](http://www.rumriverbmx.com)

3. From the Team Roster each team may submit up to two (2) Team Sheets. Only the highest Team Sheet will count towards the medal standings. There must be four (4) riders per Team Sheet with a 5<sup>th</sup> spot available for a Girl Rider only. Each Team Sheet must have one Novice or Intermediate skill level rider. Only the top four scores on each Team Sheet are counted toward the total Team Sheet score.

4. The team with the highest team score at the end of racing competition will be the winner. Metals will be awarded to all riders on the top three scoring teams. There will be one trophy awarded to each team in places 1<sup>st</sup> – 5<sup>th</sup>.

5. At the end of the race, teams finishing in places 1<sup>st</sup> – 5<sup>th</sup> are required to wait for team photos to be taken for the media outlets.

6. All riders on the teams scoring sheet must be competing as an individual as that placing is where the team scoring is earned. Since this is an ABA sanctioned racing event all ABA rules for individual racing will be followed.

7. Ties will be broken in the following manner to determine a winner:

-It will be based on which teams riders qualified earliest:

- ?Qualified 1st moto 1 point
- ?Qualified 2nd moto 2 points
- ?Qualified 3rd moto 3 points

-Lowest points are the winner of the tie. Total point races will be calculated by a rider's finish in the motos. If a tie still exists, a coin toss will determine a winner.

8. Rider team points are awarded based on the following table (all skill level classes score the same points):

<b>Finish</b>	<b>Points Awarded</b>	<b>Finish</b>	<b>Points Awarded</b>
1st	20	5th	16
2nd	19	6th	15
3rd	18	7th	14
4th	17	8th	13
		DNQ	10

