

World Boardercross Championships 2019

Below are the timings/schedule for the event.

Timings could move forwards or backwards due to adverse weather, numbers of athletes and other unforeseen circumstances. Where possible, the event organisers will announce any timing changes as early as possible.

Athletes who wish to compete MUST attend both Athlete Briefings.

Wednesday - September 4

Travel day

Event set up

Open Practice

Thursday - September 5

Open practice

Event set-up including BoarderX and Freestyle practice for Event Organisers.

8pm - Athlete Registration - Athletes must collect their number

9pm - "4 Down Project" Premier

Friday - September 6

8am - 2pm Open Practice

2pm - Athlete briefing - Athlete Zone

3pm - BoarderX Qualifying Round 1

4pm - BoarderX Qualifying Round 2

5pm - BoarderX Qualifying Round 3

6pm - Tick Tack World Championships

Saturday - September 7

8am - 2pm Open Practice

2pm - Athlete Briefing - Athlete Zone

3pm - BoarderX Knockouts Begin

6pm - Freestyle Jam

7pm - Awards Ceremony

Evening - Party

Sunday - September 8

Travel day

Definitions

Top of Hill:

The area by the start gate where athletes will congregate and wait for their races. Start Officials, Races and Results will be posted in this area.

Athlete zone:

The area of the hill with the shack and tree-house. This is where athletes will relax and socialise. Briefings, meetings, races and results will be posted here.

Bottom of Hill:

The area by the finish line where race results and times will be recorded. Finish Officials, Races and Results will be posted here.

Accommodation:

Places where groups of athletes are staying overnight. Important information will be posted in these areas where possible.

Start Official:

The volunteer/event organiser(s) running the top of the hill. This includes getting the athletes in the next races ready and, during the knockouts, informing the commentator and Finish Official who is in the race. Also includes informing the Laptop Official and Finish Official of any DNSs.

Gate Master:

Responsible for starting races and ensuring athlete's boards and safety equipment meet the rules.

Finish Official:

The volunteer/event organiser(s) running the bottom of the hill. This includes recording finishing positions and race times (only during qualifying) for races and informing the Laptop Official of the race results, including any DNFs.

Laptop Official:

The volunteer/event organiser running the BoarderX system. They will be responsible for inputting race results into the system and distributing the race lists. Stationed with the Finish Official during Qualifying so that the system can be updated live. Stationed with the Start Official during Knockouts so that the system can be updated live and the Knockout races can be announced as they are calculated.

Registration, Athlete Numbers and Competition Categories

Registration

Athletes can register online until September 4th, 2019. The form can be found here:

<https://wbc.mountainboardworld.org/registration>

Athletes who register online must still register to compete on site and pay their entry fee at the competition as well as collect their athlete number at 8pm on Thursday. Any athlete who does not register to compete within this time will not be able to race. When an athlete registers to compete, they will receive their athlete number.

Late registration, in some cases, is possible. It is up to the discretion of the Event Organizers to allow athletes to register after the registration deadline. Some circumstances when an athlete will still be allowed to register are;

- The event is running late and adding athletes will not cause further delay
- The Qualifying Races have not yet been generated and the addition of an athlete will not delay the start of the event.
- The first round of Knockout races is not full (i.e. one or more race has only 3 athletes competing in it). An athlete may be allowed to register to compete but will be added to the Knockout races having qualified in last position.

Athlete Numbers

Athlete numbers are used to quickly identify athletes throughout the competition. Athletes must attach their athlete number, given to them when registering to compete, to any of the following locations;

- Athlete's Chest/Back
- Athlete's Helmet, leading side

If an athlete does not display their athlete number, it will slow the competition and could lead to the athlete being disqualified.

If an athlete loses or damages their athlete number, they can get another from an event organiser or make their own (i.e. duct tape and or paper). Athlete numbers must be large and easy to read.

To help with entry of results, we recommend riders shout their athlete number as they cross the finish line.

Athletes can not have the same athlete number, regardless of category.

Athletes should memorise their athlete number. They will be called to their races by this number and, should they lose their athlete number, will save time if they can tell an event official what it is.

Competition Categories

The athletes will be split into the following categories;

Juniors - 16 years old and under

Open - 17 years old and older (15 years and older by exception)

Masters - 35 years old and over

Ladies - Female riders only

Pro - qualify only, 15 years old and over, taken from Open

All ages are the age of the athlete on the 1st of January 2019. Female athletes can choose to ride either in the Ladies category or their respective age category. Athletes in the Open will be eligible to qualify for the Pro category.

BoarderX

Gate choice

Athletes will be called to the start gates in the order that they have gate choice. If an athlete is called to the gate first, they have first gate choice.

It is the athlete's responsibility to ensure that gate choice is made in the correct order for their race. Athletes can request the order of gate choice from the Start Official before the race starts but not after.

If an athlete chooses a gate out of turn and refuses to re-select a gate when it is their turn, inform the Start Official before the race starts. If the athlete still refuses to move and make their selection at the correct time, they will be disqualified from the competition.

Gate choice will be assigned in the following way;

Qualifying

- Gate choice will be assigned randomly for qualifying races.

Knockouts

- First round - Gate choice will be assigned on qualifying position, where the highest qualified athlete gets first choice and the lowest gets last choice.
- After first round - Gate choice will be assigned using an athlete's previous race result and qualifying position. The athletes who won their previous race get first and second gate choice, where first choice goes to the athlete with the higher qualifying position. The athletes who came second in their previous race get third and fourth choice, where the higher qualified athlete gets third gate choice.

Starting Procedure

Every race will be started in the same fashion, regardless of Qualifying or Knockout brackets. The procedure is as follows;

- The start gate is raised.
- Athletes are called to the gate and select their gates in the appropriate order.
- Athletes strap into their boards and prepare to start the race, including adjusting the start gate handle height.
- Athletes pull themselves into their start positions.
- The Start Official asks the riders 'Riders Ready?'. If an athlete is not ready to start the race when this question is asked, they must inform the Start Official immediately.
- If all athletes are ready (no one says they are not) the Start Official will say 'Attention'. The race will start within 10 seconds.
- The Start Official will then shout 'Watch the Gate', and proceed to release the gate anytime between 0 and 5 seconds after completing the phrase. The Start Official will change the timing for the gate drop every race.
- If an athlete's leading wheels are ahead of the front edge of the gate at any time before the gate is fully open, they will be deemed to have 'jumped the gate'/false

started. The race will be re-run and the athlete will either be given a one-time second chance or be disqualified.

The Pro Category

The Pro category is the highest level category in the competition; the athletes in the Pro category will race for the title of Mountainboard World BoarderX Champion 2019.

It is a qualify-only category made up of the top athletes from the Open category.

Athletes will qualify for the Pro category if they finish in the top 32 of the Open category after Qualifying has finished. If an athlete qualifies for the Pro category, they must race in the Pro category knockouts - they cannot return to racing in their Age Category.

Athletes in the Open category that do not qualify for the Pro category will be seeded in order of their Qualifying position within the Open Category.

Due to the fact that anyone can qualify and that the Pro category is the highest level category of the competition. Placing 32nd in the Pro category is deemed a greater achievement than winning any age category.

Qualifying Format

Athletes will register in their Age category, or the Open category if they wish to try to qualify for the Pro category.

Pro and Masters Qualifying

The Open category athletes will compete in 3 semi-random qualifying races to earn points towards their Qualifying Score. The athletes with the top 32 Qualifying Scores will qualify for the Pro category. If an athlete qualifies for the Pro category, they must race in the Pro category - they cannot return to racing in their Age Category. If an athlete does not qualify for the Pro category, they will be moved into the Open Category and ordered using the results of the 3 qualifying races. The top 32 athletes in the Open category will participate in Open category Knockout races. The Masters category qualify in a similar way, except only the top 32 athletes will race in the Knockouts. The qualifying races will be run as follows:

Races

Qualifying races will be generated semi-randomly. The total number of athletes within the Open/Masters category will be divided by 4 and rounded up to calculate the number of races per qualifying round. The number of races is the number of athletes who will be put into the Seed Group. The Seed Group is made up of the top finishers from World BoarderX

Championships 2018 who are entered into this year's World BoarderX Championship. The remaining riders will be placed in the Unseeded Group.

- For example, if there are 16 qualifying races per round then the top 16 finishers (in attendance) from World BoarderX Championships 2018 will be put into the Seed Group and the remaining 57-60 riders will be placed in the Unseeded Group.

One athlete from the Seed Group will be randomly placed into each race, with the remaining spaces in each race being randomly selected from the Unseeded Group. In the event of not having a total number of races as a multiple of four, up to three races will be made into three rider races to ensure all races have either three or four athletes competing. Gate Choice is then randomly assigned for the race. If there are not enough athletes in the Seed Group for one per race, then the races without seeded riders will be populated solely from the Unseeded Group (randomly).

NOTE: Due to Gate Choice being assigned randomly, some riders may receive all good gate choices (1,1,1 or 2,1,1 for example) or all bad gate choice (4,4,4 or 4,3,4 for example) instead of the expected mixture. In these cases, Gate Choice will not be regenerated. The occurrence of these events is down to 'Luck of the Draw' and is equally likely to happen to any athlete, hence no action is taken.

Junior and Ladies Qualifying Races

The Juniors and Ladies categories will compete in 3 qualifying races within their Age Category. The Random Qualifying Races system will be used where all registered athletes within an Age Category will be randomly assigned to races, with random Gate Choice.

After the Age Category Qualifying Races have been run, the top 32 athletes in each Age category will qualify for the knockouts in their Age category.

NOTE: There may be cases where athletes compete against one another on more than one occasion, and in rare cases a whole race may be repeated. This is due to the size field and the nature of randomising. Where this is the case, typically the repeat race will not be regenerated. Also, due to Gate Choice being assigned randomly, some athletes may receive all good gate choices (1,1,1 or 2,1,1 for example) or all bad gate choice (4,4,4 or 4,3,4 for example) instead of the expected mixture. In these cases, Gate Choice will not be regenerated. The occurrence of these events is down to 'Luck of the Draw' and is equally likely to happen to any rider, hence no action is taken.

Qualifying Points and Position

Two components of an athlete's race results will be recorded and count towards their Qualifying Score. These are their Race Points (awarded by finishing position) and Race Time (time to complete the race).

If an athlete finishes first in a race, they will score 4 points. If an athlete finishes second in a race, they will score 3 points. If an athlete finishes third in a race they will score 2 points. If an athlete finishes fourth in a race, they will score 1 point. If an athlete does not start a race they will score 0 points. If an athlete starts but does not finish a race, they will score 1 point and receive a default run time of 59:59.99.

An athlete's Qualifying Score is the sum of their Race Points. If two or more athletes have the same Qualifying Score, their fastest Race Time will be used to distinguish who gets the position - the faster Race Time getting the higher Qualifying Position.

For example, athletes Brian, Winston and Jeff all scored 8 Qualifying Points and are tied for Qualifying Position 6. Brian has a Race Time of 1:10.03, Winston has a Race Time of 1:09.98 and Jeff has a Race Time of 1:11.54. In this scenario, the Qualifying Positions are as follows;

6 - Winston, 8pts 1:09.98

7 - Brian, 8pts 1:10.03

8 - Jeff, 8pts 1:11.54

Qualifying Score Scenarios

Below is the list of possible Qualifying Scores, and the Qualifying Race results that generate each Qualifying Score, in the order of highest to lowest. Where athletes finish with the same Qualifying Score, they will be ordered using their fastest Race Time.

Qualifying Score	Race Results
12	1,1,1
11	1,1,2
10	1,1,3 - 1,2,2
9	1,1,4 - 1,2,3 - 2,2,2
8	1,2,4-1,3,3-2,2,3
7	1,3,4-2,3,3-2,2,4
6	1,4,4-2,3,4-3,3,3
5	2,4,4 - 3,3,4
4	3,4,4
3	4,4,4

Note: the cut off for the top 32 in Pro Qualifying is expected to be around 8 or 9 points (although this may not be the case).

Knockouts

Athletes who qualify in the top 16 or 32 Qualifying Positions of their Age Category (depending on number of athletes) and athletes who qualify for the Pro Category will advance to the Knockouts. The first round of the Knockouts is generated using the 'Folding Method' to sort athletes into their races. For example, in a field of 16 the first round of races would be;

1 8 9 16
2 7 10 15
3 6 11 14
4 5 12 13

The order of the races is then mixed to ensure that top Qualifiers do not meet until the later rounds of the Knockouts. For example, with 16 riders;

1 8 9 16
4 5 12 13
3 6 11 14
2 7 10 15

Athletes who finish first or second in their race progress on to the next round. Athletes who finish third or fourth in their race are knocked out of the competition, with the exception of the semi-finals. Athletes who finish third or fourth in the semi-finals progress to the Small-Finals, where Final Positions 5-8 will be decided with a race.

Athletes progress through the Knockouts using the 'Geometric'/'Recalculated' Method. For example, they progress in the following way;

We have 8 races in this Knockouts round (R1-R8) with possible position in each race being R1(1), R1(2), R1(3) and R1(4). The next round of races would then be;

Round 1	Round 2
R1	
R2	R9 = R1(1) R2(1) R3(2) R4(2)
R3	
R4	R10= R3(1) R4(1) R1(2) R2(2)
R5	
R6	R11= R5(1) R6(1) R7(2) R8(2)
R7	
R8	R12= R7(1) R8(1) R5(2) R6(2)

Semi-Finals

R13= R9(1) R10(1) R11(2) R12(2)

R14= R11(1) R12(1) R9(2) R10(2)

Finals

Small-Final

R15= R13(3) R14(3) R13(4) R14(4)

Final

R16= R13(1) R14(1) R13(2) R14(2)

Up to the Semi-Finals, athletes placing R1(3) and R1(4) are knocked out of the competition. It should now be apparent why the order of the races from the folding method is changed.

Athletes who DNF in a Knockout race will automatically be given a 4th place finish in that race. If more than one athlete DNFs, the athletes will be awarded finishing positions in order of who DNFed first (closer to the start gate) from 4th upwards.

If an athlete DNS for a Knockout race, they will automatically be awarded 4th place in that race. If more than one athlete DNS for a Knockout race, they will be placed in order of Qualifying Position from low to high getting 4th place upwards.

There will be no loser's bracket.

Results

The Final Results are calculated using the Knockout and Qualifying results. The top 8 Final Positions are decided by the Final and Small-Final, where finishing position denotes Final Position (1-4 in Final is 1-4 Final Position, 1-4 in Small Final is 5-8 in Final Position). Outside of the Finals, an athlete's position in their last Knockouts race and their Qualifying Position will determine their Final Result. Where two or more athletes are knocked out in the same round of the competition, the athlete with the higher Qualifying Position will be awarded the better Final Position. Below are the Final Results available for each of possible Knockout stage;

Finals - 1-4th place

Small-Finals - 5-8th place

3rd place in Quarter Finals - 9-12th place

4th place in Quarter Finals - 13-16th place

3rd place in 8th Finals - 17-24th place

4th place in 8th Finals - 25-32nd place

Qualifying results - 33rd place onwards

Athletes will be sorted in their Final Results group by Qualifying Position.

For example;

Timothy is knocked out in 3rd place in Quarter-Finals and qualified 3rd.

Daniel is knocked out in 3rd place in Quarter-Finals and qualified 32nd.

Jonathan is knocked out in 3rd place in Quarter Finals and qualified 17th.

Eric is knocked out in 3rd place in Quarter Finals and qualified 21st.

Their Final Positions are;

9th = Timothy

10th = Jonathan

11th = Eric

12th = Daniel

Athlete/Race Etiquette & Rules

Athletes must obey the following 'Race Etiquette' rules or else face potential disqualification.

In the case there is a claim that race etiquette rules have been broken, Event Officials will do their best to hear testimonies from athletes, spectators and other officials who were involved or witnessed the incident before coming to a final decision about actions to be taken (such as a race rerun, race disqualification or competition disqualification).

- The Event Organiser's decision is final.
- Athletes should remember that they are not only representing their own nation, but mountainboarding as a whole during the event and should act accordingly, not only at the event site but also at their accommodation, the city and travelling to and from the site.
- No verbal or physical abuse of other athletes, officials or spectators will be tolerated at any time, during or outside of the event.
- No aggressive physical contact during racing. Touching and light grabbing is allowed, but shoving and pulling is forbidden.
- Athletes must not intentionally crash into another athlete. If an athlete is seen to intentionally cause another athlete to fall on track, there are grounds for race and competition disqualification.
- Where possible, an athlete must always leave one board's width of space between themselves and the edge of the track. Exceptions would include, but are not limited to; if Athlete A overtakes Athlete B on the outside of a corner and Athlete A is unable to leave a board's width to the outside of the track due to the location of Athlete B. Also if an athlete is sliding/out of control.
- Athletes must not intentionally force another athlete off the track.
- Athletes must not cut out sections of the track. If an athlete intentionally leaves the track and is seen to gain an advantage, there are grounds for disqualification. If an athlete leaves the track unintentionally (for example, to avoid a collision) and gains an advantage, depending on how great the advantage gained is the race may be re-run.
- If an athlete is unable to race for whatever reason, or if they are delayed getting to the start of a race, they will inform Event Officials as soon as possible so as not to delay the competition.
- Athletes must wear a minimum of a helmet to compete. The Event Organisers highly recommend also using knee pads, elbow pads, wrist guards and butt protection. Athletes who are not wearing a helmet will not be allowed to compete in races.
- Athletes are advised to use a board retention device (such as a leash, heel straps or snowboard bindings). Any damage caused to other athletes, spectators or equipment due to a lack of a retention device is solely the athlete's responsibility.
- At the finish line, an athlete is judged to have finished when their front wheels cross the finish line. In the event of two athletes finishing in close proximity, the athlete whose front wheels cross the finish line first will be recorded as finishing before the other athlete. NOTE: An athlete's arm/body crossing the finish line before the front wheels has no effect on the result as only the front wheels are taken into account when crossing the finish line.
- An athlete is deemed to have "jumped the gate/false started" if their front wheels go beyond the leading edge of the start gate before the gate is touching the ground. If any athlete false starts, the race will be re-run. If an athlete intentionally false starts, they will be disqualified. If an athlete unintentionally false starts, they will be given a warning.
- Boards must fit the definition of 'mountainboard' i.e. a deck with two bindings, two trucks and four wheels, and be in good condition, safe to use and fit for purpose.

- Athletes must use pneumatic tyres which do not exceed 10 inches in diameter and are no smaller than 6 inches.
- Brake systems are not allowed.
- The board must be steered by using feet and body weight alone.
- The board must not have any dangerous spikes or areas that could cause damage to the athlete or other athletes/spectators in a crash.
- Tyre spikes and motors are not allowed. Any device outside of human energy and gravitational pull are forbidden.

Injury

After registering to compete/before Qualifying

If an athlete has registered to compete but injures themselves during practice before competing in a qualifying race, they must inform the Event Organisers as soon as possible. The athlete will be removed from the Competitors List and will receive a full refund of competition entry.

If an athlete injures themselves before competing in a Qualifying Race but does not inform an Event Organiser before Qualifying begins, they will not receive a refund as they cannot be removed from the Qualifying Races and have affected the results.

During Qualifying

If an athlete injures themselves during qualifying races, they should inform the Start Official or an Event Official as soon as possible so that the Start Official knows not to keep calling and waiting for the athlete to show up for their next race(s). The athlete will be given 0 points in any races missed.

After Qualifying/Before Knockouts

If an athlete gets a Qualifying Position but is injured before the start of the Knockouts, they should inform an Event Organiser as soon as possible. If they had qualified for the Knockouts, they will be removed to the highest non-Knockout position in the Final Results and all athletes below their original position will be moved up to take their place.

For example, Bob qualifies in 19th place, where the top 32 qualify of Knockouts, but injures himself in practice before the Knockouts start. He informs an Event Organiser before the Knockout starts and he is moved to 33rd (19) position and the athletes who were in positions 20-33 each move up a place. The bracketed number signifies Bob's original qualifying position.

This ensures all Knockouts races in the first round have 4 athletes and gives others a chance to race if someone in the draw drops out.

Pro Category before Knockouts

If an athlete qualifies for the Pro category and injures themselves before the knockout races start, they must inform an Event Official before the Knockouts begin. The athlete will then be placed 33rd in their Age Category and replaced in the Pro category by the next highest Pro

Qualifying qualifier. This athlete will be given a choice of whether to race in the Pro category or not. If they choose not to, the choice will be given to the next highest Pro Qualifying qualifier until the position is filled. All athletes within the Age category of the athlete moving to the Pro category will be moved up to fill their position.

During Knockouts

If an athlete injures themselves during Knockout races, they should inform the Start Official or an Event Official as soon as possible so that the Start Official knows not to keep calling and waiting for the athlete to show up for their next race(s). The athlete will be given a fourth place finish for their next race.

Final Results

DSQ

Athletes who are disqualified from the competition at any stage will be listed at the bottom of the Final Results. Depending on the reason for disqualification, an athlete may not be listed with a Final Position, only with a DSQ.

Please note, being disqualified from a race and disqualified from the competition are different. Disqualification from a race means an automatic fourth place in that race but the athlete may continue competing and will receive their appropriate Final Position.

DNS

If an athlete did not start in any qualifying races, they will be listed at the bottom of the Final Results as a DNS. If an athlete did not start a Knockout race, they will be automatically listed as fourth in that race and will receive their appropriate Final Position.

DNF

If an athlete started but did not finish a race, they will be automatically listed as fourth place in that race. The athlete will receive their appropriate Final Position.

Final Results

The Final Results will be listed from first place to last and will include any DNS and DSQ athletes after last place. The Final Results will display an athletes position, name, number, nation and qualifying position. The Final Results will be available on site after the competition and online (location tbc).