

PART VI BMX

Version on **01.01.2019**

Chapter I General Rules

Age of Riders

6.1.002 For participation in BMX events registered on the UCI International BMX Calendar, Riders' categories are determined by the age of those competing as defined by the difference between the year of the event and the year of birth of the rider. Riders categories vary depending on the bicycle types defined in article 6.1.003, levels of categories as defined in article 6.1.004 as well as competition specialities as defined in article 6.1.007.

A rider must be at least 5 years of age to compete in a UCI sanctioned BMX event. The minimum age of 5 refers to the real calendar age on the day of BMX event commencement (date of the first practice session).

As concerns the minimum age described above, the categories held during the UCI BMX World Challenge are defined in article 6.4.005bis. Otherwise, the categories defined in articles 6.1.009 to 6.1.011 apply.

(text modified on 01.01.19).

6.1.011 (N) Within the competition speciality of BMX Race defined in article 6.1.007 for the Challenge level, the categories are as follows:

- a. Boys – ages: 12 and under, 13 and 14, 15 and 16; (3 categories)
- b. Men – ages: 17-24, 25-29, 30 - 34, 35 - 39, 40 - 44, 45-49, 50 and over; (7 categories).
- c. Girls – ages: ~~12~~ and under, **13 - 16**; (~~1 category~~ **2 categories**)
- d. Women – ages: 17-29, 30-39, 40 and over. (3 categories).

Total: ~~14~~ **15** categories.

Riders licensed in the Masters category level for Standard 20 Inch bicycles are allowed to participate in the Cruiser 24 inch category corresponding to their age.

(text modified on 01.01.19).

§2 Competition Specialties

6.1.027quater

~~Scrambled seeding: If used, the number of heats during the Motos and the number of riders in each such heat shall be determined as per Annex 1, based upon the number of riders entered and confirmed in the category following riders confirmation. Likewise, the number of riders who will transfer from the Motos into the Qualifiers or the Final (whichever the case may be), is chosen according to Annex 1. However,~~

~~the riders are randomly distributed through these heats, such that the heats are not the same within each of the three Rounds of the Motos.~~

Scrambled seeding: Scrambled seeding is a method of randomly determining the composition of the heats for each category during the Motos, based upon the number of riders registered and confirmed following riders' confirmation; ~~in this regard, it may be based upon Annex 1 of these rules, or not.~~ The scrambled seeding method used must also describe the method used to determine the gate start positions during all Phases of the competition, the transfer method from the Motos to the Qualifiers, the composition of the heats which form all rounds of the Qualifiers and tie-breakers for all of the above. As such, articles 6.1.029 and 6.1.029bis do not apply to scrambled seeding.

The sole requirements are:

- That all categories with 10 or more riders must culminate in a single Final of 8 riders;
- That categories with 9 riders must culminate in a single Final of 7 riders;
- That categories with 5 to 8 riders shall not have a Final and shall race only 3 rounds of Motos;
- That the top 4 riders from each heat of the Qualifiers shall transfer to the next round of the Qualifiers or the Final, whichever the case may be;
- That the Final Results Summary must be composed in accordance with article 6.1.041;
- That all other parts of the UCI BMX Regulations including, but not limited to Category Combinations, Invalid Results Marks and Scoring Systems are respected.

All aspects of the scrambled seeding method used must be explained in the technical guide for the event.

Comment: In principle, all possible ways of forming the Motos or gate start positions at random are equally likely, though not all possible ways of doing so may be desirable. The scrambled seeding method may do this in any way, including totally at random, partial seeding of the heats by some ranking or nationality of the riders. Also, rejecting undesirable (unfair) heat or gate start combinations in the Motos may be done.

(text modified on 01.01.19).

Staging and Gate Positions

6.1.029 (N) The gate starting positions for the Motos shall be determined according to Annex 2 and shall be indicated on the start lists.

~~In case Scrambled Seeding is used for the Motos, Gate start positions are determined as follows:~~

- ~~a. Round 1 of the Motos: decided at random.~~

~~b. Rounds 2 and 3 of the Motos: in order of the fastest finishing times from the previous round. In case lap times are not available, finish position from the previous round shall be used.~~

(text modified on 01.01.19).

Transfers and Scoring

6.1.033 In the Motos, for each heat in which he competes, a rider shall receive a point score equal to his finish position in the heat, with the rider in first place earning one point and so on down to the eighth-place rider, who will receive eight points. During the motos, riders scored with an IRM will receive a score for that heat in accordance with article 6.1.034. The riders with the lowest total points earned in the Motos transfer to the next Phase of the BMX Race in accordance with the rules set forth in Annex 1. In the Qualifiers, the top four riders will transfer to the next Stage of the Qualifiers. In the 1/2 Finals, the top four riders will transfer to the Final.

~~For avoidance of doubt, ties in transferring positions from the Motos to the Qualifiers or the Final (whichever the case may be) will be resolved in accordance with article 6.1.041ter.~~

~~Scrambled Seeding~~

~~In case Scrambled Seeding is used for the Motos, transfers following the Motos are done on an aggregate basis for each complete category. That is, following the Motos, a classification for all riders in each category based upon the total scores following the Motos (in accordance with the method described above) is made. The best ranked riders in this classification will transfer to the next Phase of the event. The number of riders who transfer to the next Phase depends upon the number of riders entered and confirmed following riders confirmation, as described in Annex 1.~~

~~For example, as per Annex 1, a category with 39 riders entered and confirmed following riders confirmation would have 5 heats in each Round of the Motos. Following the Motos, 4 heats of 1/4 Finals would be held, each of which would have 5 riders.~~

~~Therefore, the best ranked 20 riders (4 quarter finals x 5 riders each) following the Motos will transfer to the Qualifiers. The riders who transfer to the Qualifiers would then be seeded into the first round of the Qualifiers according to the method in 6.1.027bis, in order of their classification following the Motos. Ties in transferring positions are resolved in accordance with the method described in article 6.1.036.~~

~~For avoidance of doubt, in the specific case of a category that has 9 riders and confirmed following riders' confirmation, the 7 riders with the lowest total points earned in the Motos shall transfer to the Final.~~

(text modified on 01.01.19).

6.1.035 Within the results for each heat, riders scored with IRMs are classified after all riders who finished the heat **who were not scored with an IRM**. Taking this into account, riders scored with IRMs are classified in the following order:

- a. Riders scored as DNF.
- b. Riders scored as REL.
- c. Riders scored as DNS.

For avoidance of doubt, this means that the results of a heat may be different than the order in which the riders in that heat crossed the finish line.

Comment: For example, in a heat with 8 riders, if the 3rd rider to cross the finish line is declared as REL and the 7th rider to cross the finish line is declared as DNF with all other riders finishing, then in the results for the heat, the 4th rider to cross the finish line will be ranked 3rd, the 5th rider to cross the finish line will be ranked 4th, the 6th rider to cross the finish line will be ranked 5th and the 8th rider to cross the finish line will be ranked 6th. Following this, the rider scored as DNF will be ranked 7th, and the rider scored as REL will be ranked 8th. In the Motos, the point scores for each heat will only be awarded after the results for the heat have been adjusted as described above.

In case of multiple riders scored as DNF, REL or DNS in a heat, the tiebreaker (within each type of IRM) will be done in accordance with the tie-breaking method described in article 6.1.041ter.

(text modified on 01.01.19).

Scoring Systems

6.1.039 One or more of the following scoring systems may be used for BMX competitions.

- a. Photo finish. Photo finish is defined as equipment able to take photographs at a minimum rate of 1000 frames per second.
- b. Timing transponders. When used, the rider is solely responsible for the correct attachment of the transponder during the event. There shall be a timing operator who is responsible for recording the finish line position of every rider as he crosses the finish line in every heat or run.

Timing transponders may only be used together with ~~either~~ Photo finish ~~or a video camera~~. In case a rider's transponder falls off or malfunctions during a heat, the Photo finish ~~or video camera~~ record shall be used to confirm the result (in the order of priority defined in article 6.1.039bis).

If transponders are used, any rider who starts in a heat without a transponder shall be scored as "Did Not Finish" (DNF).

Transponder systems are often used to automate scorekeeping during racing, particularly the TV graphics for events that feature a TV production. Without prejudice to the order of priority of the scoring

systems found in this article, if the transponder results of two or more riders are within the published error range of the transponder system used or 0.01 seconds, whichever is greater (or if the error range of the transponder system is not known), then the timing operator shall verify, and if necessary, correct that result using Photo finish, if a Photo finish system is also being used. This action on the part of the timing operator shall not provide grounds for a protest. In case of any dispute, the president of the commissaires panel or the commissaire designated by him shall decide; such a decision is final.

- c. Light beams (photo cells).
- d. Scoring with a finish line video camera equipment. Video camera equipment shall be so installed as to be directly aligned with the finish line at ground level or directly above. The video camera shall have an unobstructed view of the finish line on the track surface. The back field view of the video camera shall be clear so as to not complicate the clarity of reproduction nor confuse the vision at the play back facility. In addition, there shall be a further video camera at the "front on" position to facilitate rider number identification. In each preceding case described, slow motion reverse and advance capabilities are required of the equipment. As well the equipment shall be capable of colour reproduction.
- e. Finish line commissaires. There shall be a minimum of 5 qualified finish line commissaires, who shall be responsible for recording the finish positions of every rider as he crosses the finish line in each heat. The official finish positions of each heat shall be determined by a simple majority of the finish line commissaires. The official finish results shall be transmitted to the secretary of the commissaires panel for notation on the moto sheets.

(text modified on 01.01.19).

6.1.039bis

In the event that several scoring systems as described above are utilised during the event, they must apply according to the following order of priority:

- A. For BMX Time Trial
 - a. Photo finish or light beams (photo cells)
 - b. Timing transponders **together with Photo finish**, as laid down above
- B. For BMX Race (Motos, Qualifiers and Finals)
 - a. Photo finish ~~or light beams (photo cells)~~
 - b. Timing transponders **together with Photo finish**, as laid down above
 - c. Video Camera
 - d. Finish line commissaires

- C. For gate selection
- a. Transponders **together with Photo finish**, as laid down in the article above
 - b. Photo finish **or light beams (photo cells)**

The use of video camera equipment is mandatory at all international BMX Events **if Photo finish or Timing transponders used together with Photo finish are not present.**

In the event that a specific scoring system is required by the UCI regulations, such finish scoring system must be in place and other systems with a lower priority are not necessary.

(text modified on 01.01.19).

Ties

6.1.041ter

This tie-breaking method is used in the following cases:

- a. In case more than 1 rider in a heat is scored with the same IRM as described in articles 6.1.034 and 6.1.035;
- b. In case a tie occurs in any particular heat where a clear decision cannot be determined from the applicable scoring system in the transferring positions in the **Motos, or the Qualifiers or the award positions in a Final;**
- c. In case a tie occurs when determining the Final Classification, as described in article 6.1.041.

In all of the above cases, the tie will be broken by applying the following methods in the order listed below until the tie is broken. In case a method is either not available or not applicable to the situation, then the next highest priority tie-breaking method will be used.

- a. Time in the previous heat
- b. Position in the previous heat
- c. **If applicable to the situation, the rider's best finish (time, or if not available, finish position) in the preceding qualifiers (if applicable to the situation), preceding in descending order of Semi Final, Quarter Final, Eighth Final, et cetera, until the Motos are reached**
- d. In descending order 3rd, 2nd, 1st round finish result in the Motos
- e. BMX Time Trial results (if held)
- f. For Championships categories, the UCI Individual BMX ranking, or for Challenge level and Masters categories, the national ranking or series ranking used for seeding the Motos, if any
- g. In the case of breaking ties between riders scored with the same IRM, at random.

Otherwise, if the tie can't be broken according to the above method, then the riders concerned shall share the place in question, and the place(s) below would not be allocated. For example: 2 riders tied for 5th place in the semi-finals would both

receive 9th place in the Final Classification; the next place awarded would be 11th place.

(article moved and text modified on 01.01.19)

6.1.041 quater

Should a situation arise in **a heat in one of the three Rounds of Motos or non-transferring positions of a heat in the Qualifiers or in the award positions in the Final** where a clear decision cannot be determined from the applicable scoring system, both riders will be scored with the better ranked finishing position. For example: a protest between 4th place and 5th place finishing position would in the case of a tied decision ultimately give both riders 4th place finish in that particular heat; 5th place would not be allocated.

Award positions in the Final shall refer to the riders ranked 1st to 3rd for the Championships and Masters categories and 1st to 8th for the Challenge categories.

(text modified on 01.01.19).

Rules of Conduct

The Start

6.1.042 All riders must start in their designated gate positions. The penalty **for refusing to move to the correct gate position when directed to do so by the Commissaire responsible for the start hill, or for starting from any other gate position if the situation is not noticed prior to the start** is disqualification (DSQ).

It is each rider's responsibility to be in the staging area and on the gate in the correct gate position at the appropriate times. If the rider is not on time for staging as indicated by the staging officials, the rider will lose the gate pick position and must choose the gate last.

In case of a re-run, all riders must start in the same gate position as previously designated.

Any rider who in any way interferes or attempts to delay or interfere with the start procedure of a heat for a reason not accepted by the president of the commissaires' panel may be disqualified (DSQ).

(text modified on 01.01.19).

§ 4 The Bicycle, Clothing and Equipment

Cranks, Pedals and Gears

6.1.079 Crank arms may be of any length so long as they do not compromise the bicycle's ground clearance.

The bottom bracket bearings must be adjusted so as to allow the cranks to spin smoothly and without noticeable play.

Pedals must be securely attached to the crank arms. Toe clips and straps are not permitted.

~~(N) Interlocking pedal-cleat systems are allowed for all riders age 13 and older. For avoidance of doubt, riders aged 12 and under must use flat pedals with no interlocking pedal-cleat system. With the exception of the UCI BMX World Challenge, national federations or continental confederations may decide to set limits on the use of such interlocking pedal-cleat systems for the challenge categories 12 years old and younger in all events held within their territory. In case the continental confederation sets such a limit, it shall apply in all member countries of that continental confederation.~~

Multiple speed gear systems are permitted.

(text modified on 01.01.19).

§ 7 International Elite Number System

6.1.094 The International Elite Number System (formerly known as the Permanent Career Number system) is for Men Elite & Women Elite category only. This system allows the top riders determined as defined below in article 6.1.095 to choose a specific number for themselves which they have the exclusive right to use for the entire Olympic Quadrennial for which it was awarded. Elite World Champions and Olympic Champions shall have the right to use this number for their entire Elite career.

(text modified on 01.01.19).

§ 10 UCI International BMX Calendar

Event Classes and Date Protection

6.1.100 International BMX events are registered on the UCI International BMX Calendar in accordance with the following classification:

- a. Olympic Games (OG)
- b. World Championships (CM)
 - i. No other international BMX event may be organized on the same dates as the world championships. No continental championships, HC or C1 event may be organized on the weekend prior to the starting date of World Championships.
- c. BMX Supercross World Cup (CDM)
 - i. No other international BMX event may be organized on the same dates as a UCI BMX Supercross World Cup event.
- d. Continental Championships (CC)
 - i. No other HC, C1 or CN on the same continent during the continental championships date may be organized.

- ii. Continental Championships are regulated in accordance with Part X of the UCI Regulations, "Continental Championships". Additionally, the continental confederation shall provide the bid procedure to each country in enough time for the countries to submit bids to host the continental championships. The bid procedure shall be available, at least, in either English or French.
- e. International Competition Hors Class (HC)
 - i. No C1 or CN events may be organised on the same date as an HC event on the same continent.
 - ii. Events registered on the UCI International BMX Calendar for the first time (new organiser, new venue, or both) are not eligible for Class HC status.
 - iii. The continental confederation must propose or otherwise approve all HC events to be held within the continent concerned.
 - iv. A maximum of six HC events may be registered in any continent in each season.
 - v. In order to be awarded Class HC status, the event must have had sufficient numbers of riders entered in the Men Elite category in the season before the application for Class HC status such that at least semi-finals were held.
 - vi. For avoidance of doubt, class HC events are open to license holders of all nationalities.
- f. International Competition Class 1 (C1)
 - i. No CN events may be organised on the same date as the C1 event on the same continent.
 - ii. There is no limitation on the number C1 events that a national federation may apply to hold.
- g. National Championships (CN)
 - i. National BMX championships must be run on the first weekend of July; **no other events may be registered on the UCI International BMX Calendar on this weekend.**
- h. Regional Games (RJ)

The UCI has the final and sole authority to allocate any event on the UCI International BMX Calendar, and to resolve all disputes concerning date conflicts and event classifications for events registered on that calendar.

(text modified on 01.01.19).

Chapter IV Specific Rules for UCI BMX World Challenge Events

6.4.005bis

The Challenge and Masters level categories held during the annual UCI BMX World Challenge shall be those defined in articles 6.1.009 to 6.1.011. However, the following exceptions shall apply.

From 2021 onwards, the minimum age eligible to enter the event shall be age 8, as of 31st December of the year in question. For avoidance of doubt, beginning in 2021, the youngest challenge categories offered during the UCI BMX World Challenge shall be as follows:

20-Inch Bicycles

- Boys, age 8
- Girls, age 8

Cruisers

- Boys, ages 12 and under
- Girls, ages 12 and under

(article introduced on 01.01.2019).

Chapter V Specific Rules for the Olympic Games

Chapter abrogated on 01.01.2019 and moved to Part XI: Olympic Games.

Chapter VI UCI BMX Ranking

Olympic Qualification Ranking

6.6.007 To determine the qualification quota for the Olympic games, an Olympic Qualification ranking is calculated for both men and women (3 best ranked ~~Men~~ Elite/~~Men~~ Junior per nation). ~~and for women (2 best ranked Women Elite/junior per nation).~~

A rider's points are awarded to the nation of this nationality, even if he is license holder of the federation of another country.

Tied nations have their relative positions determined by the place of their best rider on the UCI Individual BMX ranking.

(text modified on 01.01.19).

Chapter VII UCI BMX Teams

§ 3 Registration

6.7.017 UCI BMX teams registered with the UCI receive a series of benefits which include, but are not limited to:

- a. Allocation of one Team Bib during UCI BMX Supercross World Cup events.
- b. Online registration to UCI BMX Supercross World Cup events for riders in a UCI BMX team.

- c. UCI BMX Supercross World Cup rainbow passes. The same number of passes (as defined in the series parameters within each season) available to National Teams shall be also be available for UCI BMX teams. For avoidance of doubt, all riders entered by the team are accredited for each UCI BMX Supercross World Cup event by virtue of their race entry, and are not given rainbow passes.
- d. The right to a team tent and parking at UCI BMX Supercross World Cup events under the same conditions and prices as those set for National Teams by the event organisers.
- e. Access to the UCI arbitral board for their riders, their paying agents and the UCI BMX team's principal partners.
- f. Two sporting accreditations **and one Team Bib** during the UCI BMX World Championships.

(text modified on 01.01.19).

ANNEX 1 – Schedule of Heats – Seeding and Transfer System

# Riders	Motos	1/16 Finals	1/8 Finals	1/4 Finals	1/2 Finals	Final
5 - 8	1 heat	-	-	-	-	-
9 -16	2 heats	-	-	-	-	1 heat
17 - 19	3 heats	-	-	-	2 heats	1 heat
20 - 32	4 heats	-	-	-	2 heats	1 heat
33 - 40	5 heats	-	-	4 heats	2 heats	1 heat
41 - 64	8 heats	-	-	4 heats	2 heats	1 heat
65 - 80	10 heats	-	5 heats	4 heats	2 heats	1 heat
81 - 128	16 heats	-	8 heats	4 heats	2 heats	1 heat
129 - 160	20 heats	10 heats	5 heats	4 heats	2 heats	1 heat
161 - 256	32 heats	16 heats	8 heats	4 heats	2 heats	1 heat

The number of heats within the Motos is set out above for each category within the event. For events which are seeded using some time trial result or ranking, the heats are filled using the seeding method described in article 6.1.027bis.

An example is provided below to show that how the heats are filled for a category with 29 entries:

Heat 1	Heat 2	Heat 3	Heat 4
1	2	3	4
8	7	6	5
9	10	11	12
16	15	14	13
17	18	19	20
24	23	22	21
25	26	27	28
			29

For events in which random seeding is used for the Motos, in effect, a random 'seeding order' is created, and the heats are filled in the same way as described in article 6.1.027bis.

~~For events in which~~ In case a scrambled seeding system which follows Annex 1 is used for the Motos, the general principle used is that the riders in each category will be spread as evenly as possible among the number of heats specified in the table above considering the number of entries - that is, the same number of riders will be in each heat. In case a category has a number of entries in which this is not possible, then the heats with less riders are determined at random. (text modified on 01.01.19).

ANNEX 2 – Starting Positions

Starting positions applicable to all BMX events (including UCI BMX World Championship/Challenge events and BMX continental Championship/Challenge events):

Round 1	Round 2	Round 3
8	2	3
7	6	1
6	3	5
5	1	7
4	8	2
3	5	6
2	7	4
1	4	8

In the Motos, riders are always assigned gate positions according to the table above. For example, if a rider has position 7 in Round 1, then they will have position 6 in Round 2 and position 1 in Round 3.

For events that are randomly seeded (such as for the challenge categories), then the starting positions according to the table should be assigned randomly. This means that the position for Round 1 would be decided randomly, then the positions for Rounds 2 and 3 would be taken from the table, depending upon the starting position in Round 1. Example: if a rider is randomly given position 5 in Round 1, then they will have position 1 in Round 2 and position 7 in Round 3.

For races that are seeded using the UCI Ranking or a BMX Time Trial event, riders within each heat should be allowed to choose their gate starting positions for the Motos in order of their ranking – according to the table in Annex 2. For example, if the highest ranked rider in a heat wanted to have position 1 in Round 3, then he would have to choose position 7 in Round 1 and position 6 in Round 2 – according to the table.

~~For events where the Motos are scrambled, this table shall not apply; the gate start positions are described in article 6.1.029.~~

(text modified on 01.01.19).

Annex 5 - Competition Field

Introduction

The purpose of this section of the UCI BMX Regulations is to set a minimum standard for the field of play within the sport of BMX racing, as well as the basic facilities needed for a BMX racing venue. Certain major BMX events registered on the UCI International BMX Calendar may have different standards than the minimums listed below. A table of these standards is found below.

For any international level BMX event, any deviation from the minimum standards found in this annex must be justified and can only be approved by the UCI BMX Commission.

It is important to note that adherence to the minimum standards outlined in this annex does not guarantee that a track will be suitable for an international level BMX event.

In general, the form of a BMX track must be appropriate for the intended level of the riders who will commonly use the track. Regardless of this level, tracks must always be built in a way that protects the safety of the riders who use them, and of the staff and volunteers working during BMX events.

Whenever a track is built or re-built, the UCI BMX Track Guide should be consulted. The version of the UCI BMX Track presently in force is found on the UCI web site (www.uci.ch).

UCI CYCLING REGULATIONS

	1: World Championships	2: BMX SX WORLD CUP	3: CONTINENTAL Championships	4: International Competition	5: National Championships
CLASS race	CM	CDM	CC, JR	HC, C1	CN
Starting hill	Height: Championships:8m Challenge:5m Minimum Width: 9m According to UCI designs*	Height: 5m to 8m Minimum Width: 9m According to UCI designs*	Height: 5m to 8m Width: 8m	Height:2.5m Width: 8m	Height:2.5m Width: 8m
Minimum width of the track	1 st straight:8m All other straights: 6m 1 st turn: 8m Turns: 6m	1 st straight:8m All other straights: 6m 1 st turn: 8m Turns: 6m	1 st straight:8m All other straights: 6m 1 st turn: 8m Turns: 6m	1 st straight:8m All other straights: 6m 1 st turn: 6m Turns: 6m	1 st straight:8m All other straights: 6m* 1 st turn: 6m Turns: 6m*
Surface material of the turns and finish area	Asphalt, concrete, or bricks.				
Starting hill and gate	Gate surface and entire start hill surface should provide good traction even in light to moderate rain. A pro-gate shall be used.		Gate surface and starting hill surface should provide good traction.		
Length First straight (minimum)	See UCI BMX Track Guide.				
Distance between obstacles	See UCI BMX Track Guide.				

The table above provides minimum parameters for BMX tracks used for the levels of International BMX events described within it. For these events, in case of a conflict between the table and the regulations found in the remainder of this annex, the table above shall prevail.

*Strongly recommended.

1. BMX track

The track must be of a compact, closed looped design, forming a circuit where length measured along its centre line is not less than 300 metres nor greater than 400 metres.

The track must be a minimum of 10 metres wide at its start and may not taper to a width of less than 5 metres at any point along its length.

2. Starting hill

The starting hill must accommodate a track width of at least 10 metres and be at an elevation at least 1.5 metres, preferably 2.5 metres above the grade of the first straight. The initial incline extending from the starting gate to level grade must be at least 12 metres in length.

It is recommended that starting hills used for the challenge categories during international BMX events should not exceed 6m in height (as measured between the flat area on which the starting gate is mounted to the bottom of the starting hill ramp). Also, it is recommended that the ramp should not exceed an incline of 20 degrees.

Comment: It is strongly recommended that tracks intended for beginner and intermediate riders should have starting hills less tall and less steep than the maximum limits described above.

(text modified on 01.01.19).

3. Starting gate

The starting gate shall be a minimum of 7,3 metres in width for BMX events on the UCI BMX calendar.

The gate shall have a height of at least 50 cm, with an angle no greater than 90 degrees with the slope of the ramp which supports the bicycles' wheels when they are in their starting position. Starting positions 1 through 8 must be clearly marked on the gate. Position 1 should be on the side of the gate closest to the inside of the first turn.

The electronically controlled gate, to be used at all BMX events on the UCI BMX calendar, must be outfitted with a system of appropriately coloured starting lights located so as to be clearly visible from all starting lanes without disadvantage to any rider who is in the "riders ready" position. In case of a failure of the gate release system, the gate shall fall to the dropped position.

A "voice box" system is mandatory at all UCI sanctioned events described in annex 3.

Whenever a timing scoring system is utilised, the timing system must be activated, whereupon the time starts running, at the moment the gate-start mechanism is activated causing the gate to drop.

4. Initial straight

The initial straight shall be a minimum of 40 metres in length.

It is recommended that the bottom of the front side of the first obstacle in the initial straight shall be located not less than 35 metres from the starting gate nor less than 20 metres from the point of curvature of the first turn. However, on tracks especially designed for highly skilled riders, the distance between the starting gate and the front side of the first obstacle may be shorter.

5. First turn

The first turn may go in either direction and shall be banked to a degree which allows safe entry and exit for riders of all ages at race speeds.

At the first turn, the track shall be a minimum of 6 metres wide measured along a straight line extending from its surface at the inner radius to the top of the berm at its outer radius

6. Turns and obstacles

The track shall have a minimum of 3 turns.

The track shall be a minimum of 5 metres wide throughout each turn.

All obstacles on the track must be constructed with the safety of all riders, regardless of age, in mind. Consideration must be given to the abilities of the youngest riders in competition when designing obstacles intended to present special challenges to older competitors. On the first straight the minimum distance between two obstacles shall be 10 metres. An obstacle is defined by its front and back slope and can be a single obstacle, double, triple or multi-jump as well as a 4-pack, 5-pack or multi-pack.

Tracks may be designed to include alternate sections to be traversed only by Championship categories. These sections may offer obstacles which are inherently more challenging than those found on the track's main circuit.

7. Race track markings

The boundaries of the race track including the alternate sections shall be clearly marked with white lines, or lines in a colour which provides a high level of contrast with the colour of the track surface.

8. Fencing

In order to provide a barrier between the event's participants and its spectators, the track must be enclosed by a perimeter fence which shall not be located at any point closer than 2 metres from the competition track.

The fence must be constructed of a substantial material such as plastic webbing which is capable of absorbing the full impact of a rider of any size striking it at race speed.

9. Finish line

The track must have a clearly marked finish line to indicate the point at which competitors will be scored as per article 1.2.099. Any banners extending across the track above the finish line or elsewhere along the track must be at an elevation sufficiently above the track level to avoid interference with the riders crossing beneath them.

10. Competition facilities

National federations and organisers seeking the UCI sanction for a competition event must be able to demonstrate to the UCI that the facilities proposed for the event meet the specifications set forth in this section.

11. (N) Staging area

Close to the starting hill a staging area consisting of ten staging lanes numbered 1 to 10 shall be established, where riders shall assemble in accordance with the instructions given by the staging officials.

12. (N) Team area

An area where the riders may congregate between races shall be established and clearly marked close to the track's staging area.

13. Team Managers Area

For events on the UCI International BMX calendar, the organiser must provide a clearly indicated area, only accessible for team managers. This area should permit the team managers a clear and unobstructed view of the track, and should allow access to the riders areas and secretary commissaire.

14. Announcing Area

There shall be reserved for the announcer preferably at an elevation above that of the track, an area which permits the announcer to have a clear and unobstructed view of the track.

15. Bulletin boards

Well-constructed and weather-resistant bulletin boards and/or scrolling monitors for posting the moto draws/ race results shall be erected in a sufficient number of locations, given the number of entries in the event. Suitable locations include the riders area, team manager area and staging area. Clear plastic sheeting must be available to cover moto boards and/or scrolling monitors in case of wet weather conditions. If announced in the technical guide for the event, posting of race information including start lists and results may also be done electronically.

16. Administration and race offices

Registration and race control must be based in an office which is situated within the bounds of the perimeter fence and of sufficient size to process the number of riders in an orderly manner. Any posted instructions in this office must be written in both English and the language of the host country.

The public address system must be capable of projecting the announcer's voice to all parts of the track, the riders' area and the staging area. Announcements are to be made in both English and the language of the host country.

17. Parking and spectator facilities

Parking for a number of cars commensurate with the anticipated size of each race must be available in the vicinity of the track. On race days parking areas shall be adequately staffed to assure the orderly flow of traffic and the systematic parking of automobiles.

Spectator facilities including, without limitation, seating, washrooms and food service, with capacities appropriate to the numbers listed below, are recommended to be provided for the following events.

- | | |
|---|------------------|
| a. International BMX Events / Regional Games: | 3000 spectators; |
| b. BMX continental championship events: | 5000 spectators; |
| c. BMX supercross world cup events: | 2000 spectators; |
| d. BMX world championships: | 7000 spectators; |
| e. Olympic Games | 7500 spectators. |

18. Indoor events

Indoor BMX events may be held on tracks with earthen, wooden or concrete surfaces, having obstacles constructed of similar materials. The rules set forth in this section shall apply equally to indoor events.