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2 BASIC RULES

2.1 INTRODUCTION

Enduro mountain biking is the ultimate test of mountain biking skills, with races focusing on great atmosphere, community, competition, and adventure for the participant, including riding some of the best trails out there. The race series described below is a format that allows riders to compete against each other by racing individually on so-called stages that are designed to challenge the riders' technical skills and physical capacity. This rulebook describes the specific competition rules for Aventyr and its affiliated events. Aventyr reserves the right to change these rules at any time.

2.2 PARTICIPATION

2.2.1 CATEGORIES

All categories refer to age on 31st December in the year of the competition.

There are the following categories:

Open Women (15 - 39)
Open Men (15 - 39)
Open Masters Women (40+)
Open Masters Men (40+)
E-Bike Women (17+)
E-Bike Men (17+)

2.2.2 TRANSGENDER

Aventyr adopts the current UCI policy and guidelines on eligibility of transgender athletes.

2.2.3 LICENCES

No licence is required to participate at an Aventyr event.

2.2.4 QUALIFICATION

No qualification points or rankings are required for participation at an Aventyr event.

2.2.5 REGISTRATION

Registration is exclusively online via the website www.aventyr.bike

After registration, the amount must be paid within 10 days, otherwise the registration expires. The registration is only considered confirmed when the registration is paid. Otherwise, the right to the starting place is cancelled. In case of cancellation, less than 3 weeks before the race, no refund is possible. In case of cancellation more than 3 weeks before the race, the entry fee will be refunded minus an administration fee.

In case of cancellation at short notice by Aventyr, due to weather or official orders, the refund will be forfeited. This also applies to official orders which result in restrictions (certificate obligation, restrictions in energy consumption, etc.) We recommend all participants take out cancellation insurance.



2.3 COMPETITION REQUIREMENTS

2.3.1 RANKING AND SEEDING

Aventyr may order a roll out for all categories according to the start list and start times. After that, participants may line up freely and start freely on the stages.

Upon registering for a race all categories must self-select their starting group based on their estimated speed and riding preferences. All categories can choose between the following starting groups:

Racer: Competitive and expect to push at a high pace.

Challenger: Competitive but anticipate riding at a more moderate pace compared to the Racer group.

Cruiser: Enjoy the trails and the event atmosphere over outright speed.

The seeding will be done according to this self-assessment system.

2.3.2 RACE PLATES

The Race Plate must be visibly mounted on the handlebar and must not be modified.

2.3.3 TRAINING

Aventyr follows the «blind race» format and as such no training is provided or allowed.

2.4 CLASSIFICATION

2.4.1 GENERAL CLASSIFICATION (RANKING)

The ranking per race or General Classification (GC) is calculated by adding up all Special Stages for each rider. In the event of unforeseen or extreme circumstances, the Race Director may remove one or more Special Stages from the overall ranking. In cases where Special Stages must be abandoned, a race must have at least two unique Special Stages for the result to be valid for series classification purposes.

In the event of a tie in the General Classification, the higher ranked rider(s) on the final Stage will receive the higher final rank.

If a rider is unable to complete a Stage because he/she is assisting someone in a medical emergency or because of an extraordinary circumstance beyond the control of the competitors, and no rerun can be offered, the rider's average rankings on the Stages will be taken and the corresponding time for the rider on that Stage will be scored.

Minor obstructions that allow continuation will be dealt with appropriate time corrections.

If no repetition is possible:

Example

S1 - Rank 12

S2 - Rank 15

S3 - DNF

S4 - Rank 18



Average ranking = Rank 15 for S3.

Time = Average S3 R14 and S3 R16.

Participants may re-enter the race (start of the next stage) if they do not finish a stage. In this case the race will be scored as DNF.

2.4.2 TEAM CLASSIFICATION

A team must consist of at least 2 participants. The best 2 riders per team will be listed with the number of points they receive per race. The team with the highest number of points wins the team classification of the race. In the event that two teams have the same number of points, the team with the fastest combined overall time will be ranked higher.

Point Scale Aventyr Team Scoring:

Points will be awarded equally (200-1) up to rank 200 in each category.

Rank points will be added from the top 2 participants per team.

	Team Points
Position	Each Category
1	200
2	199
3	198
4	197
5	196
6	195
7	194
8	193
9	192
10	191
11	190
12	189
13	188
14	187
15	186
16	185
17	184
18	183
19	182
20	181
.	.
.	.
.	.
.	.

Example:

Rider 1, Rank 3, Category Open Women = 198p

Rider 2, Rank 19, Category Master Men = 182p

~~Rider 4, Rank 20, Category E-Bike Men = 181p~~

Team Points = 380p

2.4.3 PODIUM

Podium presentations will be made for the top 3 riders in each category. All riders must appear for the podium ceremony as scheduled - failure to appear on time may result in forfeiture of any relevant titles or prize money. Inappropriately dressed event personnel (e.g., podium ladies) are prohibited at all Aventyr award ceremonies. All prize money paid at Aventyr events must be equal between the male and female categories.

2.5 ANTI DOPING

All riders participating in the event must comply with all anti-doping rules and procedures when requested to do so. Failure to do so will result in disqualification from the event and any other penalties deemed appropriate by Aventyr.

Aventyr will respect any sanction imposed on a rider by an Anti-Doping Agency. Any rider serving a suspension imposed by an Anti-Doping Agency will not be allowed to



participate in any Aventyr event for the duration of the suspension. This includes all subsequent sanctions.

Aventyr reserves the right to apply a zero-tolerance approach to the use of drugs at any Aventyr event.

Aventyr will follow all Cycling Anti-Doping Agency (CADF) rules, protocols, and procedures.

It is the responsibility of all riders, teams, and coaches to read and follow all CADF guidance and documents provided by the CADF; www.cadf.ch.

For the full UCI Anti-Doping Rules, see UCI Rules Chapter XIV.

For all information on CADF, protocols and prohibited substances, visit www.cadf.ch

2.6 RULE VIOLATIONS

2.6.1 RULE VIOLATION RECORDING

All rule breaches, including the recording of witnesses, must be reported to the Race Director. The Race Director must use the Rule Break Report form available at www.aventyr.bike. Rule Break Reports can be submitted by the following: Competitors / Marshals / Race Control / Team Managers / Registered Coaches.

No rule break will be discussed with a rider unless a full Rule Break Report Form has been submitted.

The Race Director may appoint special 'Flying Marshals' who, at their discretion, will ride the course at unannounced points. These 'Flying Marshals' may report rule violations to the Race Director. There will be no appeal process for rules decisions after the ranking ceremony has been held.

2.6.2 PENALTIES

The Race Director is entitled to impose additional penalties (including verbal warnings, fines, sending off, time or point deductions and/or disqualification) not listed in the regulations in the event a rider does not respect other riders, the spirit of the sport, the environment, or the organisation.

2.6.3 YELLOW / RED CARD

Aventyr has the right to issue yellow cards to a rider at any time. Yellow cards may be issued following clear and substantiated evidence of a serious breach of the rules after an event or in exceptional circumstances during an event. Two yellow cards issued to a rider within one-year results in a red card. A rider who receives a red card will have up to 200 ranking points deducted from the overall season. Yellow or red cards may be issued up to 1 month after the date of the rule infraction.

A list of red and yellow cards issued during a season will be made available on www.aventyr.bike.



2.7 CONDUCT

2.7.1 ETHICAL RULES

Aventyr aims to provide a series that raises the level of athleticism, sportsmanship and sporting endeavour whilst promoting the right ethos for all. Riders found to have breached the standards of Aventyr may be disqualified or banned.

Therefore, if at any time, in the opinion of Aventyr, a rider falls into public disrepute or becomes the subject of a scandal that affects the image, reputation or good name of Aventyr, then Aventyr may, upon written notice to the rider, immediately suspend or terminate the rider's participation in any or all Aventyr events.

We ask all riders to:

- Respect the trails
- Respect each other
- Respect the environment
- Respect the local community
- Respect the organisers, staff, and volunteers.
- Respect the rules and fair sport

2.7.2 ENVIRONMENTAL RULES

Enduro mountain bike racing allows us to ride in remote, natural areas. It is of utmost importance that all racers respect the environment and the impact they leave behind for the local community. The following rules have been established to protect our trails and environment.

Aventyr and its local organisers reserve the right to penalise any rider whose actions seriously damage the local environment.

No disposable protective foils for goggles may be used.

Riders are not allowed to throw anything away. (e.g., food wrappers, used inner tubes, broken equipment, etc.) outside of a publicly accessible waste bin. Any rider who harms the environment will be penalised. Riders must always try to not leave anything on the race course.

Riders must not store food, drinks, or clothing/equipment on the track (food/gear stashes). Packaging left behind and uncontrolled food stashes can have a serious impact on local wildlife and the local environment. Any rider who hides or retrieves supplies from unofficial food/gear stations will be penalised.

Any rider who damages the track or alters a stage without the permission of the organiser will be penalised including possible disqualification.

2.7.3 LOSS OF SIACS

In the event a rider loses a SIACS (transponder), this will be charged to the participant.



3 COURSE

3.1 STRUCTURE

The Enduro discipline is about making the best possible use of the trails and terrain available to the organiser. The riding experience and fun should be the focus of the course design. It is expected that some climbs will be included in the Special Stages to achieve the best experience on the best possible trails.

3.1.1 TRANSFERS

The composition of each connecting stage (transfer) is at the discretion of the organiser: mechanical uphill (chairlift, shuttlebus, etc.), a rider's own physical effort or a combination of both is allowed. As a guideline, at least one transfer per event must be completed by a rider's own physical effort (no mechanical support).

3.1.2 SPECIAL STAGES

All Special Stages (abbreviated to SP in the results/communication) must be predominantly downhill and focus on challenging the rider's technical skills.

The overall classification of a course is calculated by adding up all the times of the Special Stages. The start and finish of each Special Stage will be clearly marked on the map provided by the organiser. There is no minimum or maximum time for a Special Stage. As a guideline for course planning, Special Stages should have a maximum of 10% uphill. Larger wooden elements (e.g., wallrides or large bridges) located in compression or braking zones should be adequately covered with a non-slip surface material. All Special Stages must be marked prior to official practice and closed to the public during official practice and race. An easier and slower B-Line must be provided at each major jump or drop.



3.2 COURSE MARKING

3.2.1 TAPE

If there are two pieces of tape on either side of the trail, the rider must ride between them. In these areas, crossing or bypassing the tape is considered a shortcut.



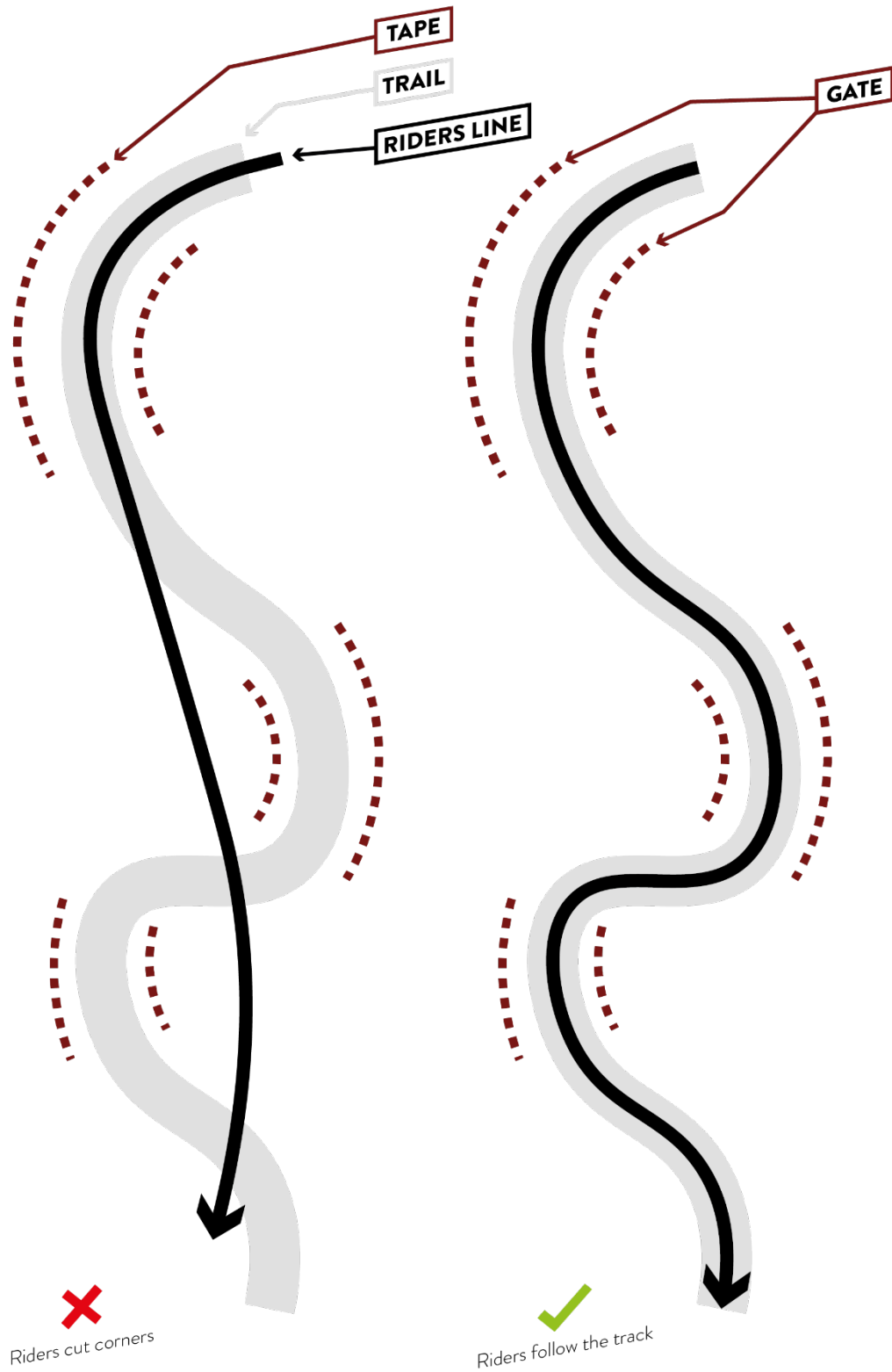
Figure 1 Tape on both sides close to the ground protected from wind

3.2.2 MARKING

In open mountainous areas, if an organiser uses a single travel marker (single piece of tape, pole, or signage), participants can ride around either side of it.

3.2.3 GATE

Gates can be used to clearly mark sections of the race course that riders must pass through. If a gate is bypassed, it will be counted as a shortcut. Gates can be made of tape, flags, or other obvious signage.



3.3 COURSE CUTTING

Taking shortcuts on the course to gain an advantage can damage the environment and brings the sport and the spirit of mountain bike racing into disrepute. Therefore, any rider who tries to save time by choosing a line that is outside the established route will be disqualified. **The established route is always on the obvious trail if there are no or insufficient markings.** In exceptional cases, the Race Direction may decide that a rider who has shortened the trail without intention will be given a time penalty instead of a disqualification.

3.4 MEANS OF TRANSPORT

Means of transport are all means used to transport persons and/or equipment (lifts, vehicles, etc). No private/team transport may be used at any time. Only the means of transport specified by Aventyr are allowed.

Violation of the rules may lead to disqualification.

3.5 OUTSIDE ASSISTANCE

It is permitted to stop during the race to get water and food from neutral shops/cafés and public water points.

Personal responsibility and self-sufficiency are a big part of the spirit of enduro racing and riders are encouraged to carry appropriate equipment in alpine terrain. Each rider should remember that they are solely responsible for themselves but are encouraged to help other riders on the course. Riders must be prepared to carry sufficient water to last at least 2 hours between water stops. Although water is available more frequently at many events, riders should not assume and must therefore be prepared to keep themselves hydrated for at least 2 hours. Food or equipment stashes are not allowed.

Outside assistance may be provided throughout the course and at any time.



4 SAFETY

4.1 FIRST AID + EVACUATION

The organiser must inform each participant who to contact and how in the event of an accident on the course (e.g., telephone number / app).

During the race, the organiser must provide at least one medical base station that is open during the entire race time, as well as basic medical care on the course and medical contact persons for the riders.

For remote races involving difficult to access stages in alpine areas, the Race Director may require all riders to carry a whistle to draw attention to themselves in the event of an emergency. It is the rider's responsibility to bring their own whistle.

It is strongly recommended that event organisers implement a safety buddy system. A buddy is a person who is always aware of a racer's whereabouts. At least one buddy should report to event headquarters at the end of each day to report that both parties have safely left the course. An ideal buddy is another racer.

If a rider encounters a fallen rider, the rider is obliged to assist and raise the alarm. The alarm can be raised via a marshal. The race time of a rider who is delayed by the voluntary assistance of another rider will be determined by the Race Director.

Race officials and/or medical personnel reserve the right to prevent a rider from continuing if they feel it is too dangerous for the rider to continue.

Race Direction may also eject a rider from the course for disruptive or reckless behaviour or behaviour that endangers themselves or others.

The Race Direction reserves the right to stop the event in case of emergency, adverse weather conditions or unforeseen circumstances.

4.2 SAFETY EQUIPMENT REQUIREMENTS

Riders must wear the following commercially available protective clothing during the race:

- Integral crash helmet
- Back, knee protection (backpacks with back protector)
- Mobile phone

All riders must wear a helmet during the race, both during transfers and on the stages. The responsibility for the correct fit, condition and suitability of the rider's helmet rests solely with the rider.

A two-piece helmet (with removable chin section) will be accepted as a full-face helmet. However, due to national insurance and association regulations, any helmet used in a race must meet the standards of the national regulations.



The organiser may set specific minimum requirements for protective material. All protective regulations established by the organiser must be followed by all racers. No exceptions are permitted.

For safety reasons, the organiser of a race may require that ALL racers wear a waterproof and windproof jacket and / or a whistle. In this case, no participant may leave the Roll Out without the prescribed equipment. Details of the mandatory equipment will be announced in the Riders Briefing before the race. All racers must arrive at the race prepared for this eventuality.

It is recommended that all racers carry the following:

- Waterproof jacket
- Emergency blanket
- Multi - tool / breakdown kit
- Simple, well-maintained first aid kit
- Food and fluids
- Eye protection (goggles or glasses)
- Emergency contacts provided by the organiser

4.3 ON BOARD CAMERAS

Action cameras may be attached during the race as follows:

- Helmet: fixed to the visor or with break-off system allowed.

Chest mounted cameras are not allowed under any circumstances. Devices for attachment to the mountain bike are also not allowed.



5 E-BIKE

5.1 BASIC RULES

For E-Bike categories at Aventyr events the following rules apply in addition to points 1 to 3.

5.2 BIKE

Only E-Bikes that are available on the market are permitted. This means: no prototypes, custom designs, or modified bikes. Modifications (tuning) of any kind are prohibited. Aventyr reserves the right to check the e-bikes before or after the race.

5.2.1 MOTOR

So long as no changes have been made to the software and / or hardware, there are no limitations for the engine.

5.2.2 BATTERY

So long as no changes have been made to the software and/or hardware, there are no limitations for the battery.



6 COMMUNICATION

6.1 RIDERS BRIEFING

The riders briefing will be communicated by e-mail before the race.

6.2 COURSE

The course will be published on www.aventyr.bike one week before the race.

6.3 REGISTRATION

Registration takes place exclusively online via the website www.aventyr.bike or the SES timekeeper.

6.4 RANK LIST

Ranking lists of the different categories will be published online after the ranking ceremony at the latest.

