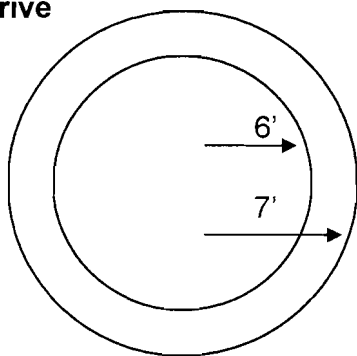


### A. Circle Drive



Each contestant will circle two times around.

#### Scoring:

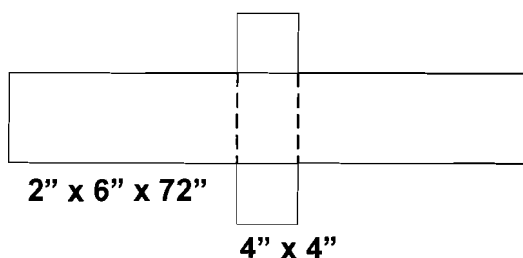
One demerit each time contestant's foot touches ground.

One demerit each time bike wheel touches line.

Two demerits if contestant falls off bike.

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### B. Teeter Board



Each contestant will ride bike across the teeter board one time.

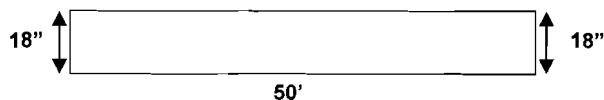
#### Scoring:

Eight demerits if wheel goes off board on front side of center.

Five demerits if wheel goes off board after crossing center of board.

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### C. Slow Ride



Each contestant will begin at one end of a lane that is 50 feet long and 18 inches wide and slowly ride to the other end of the lane.

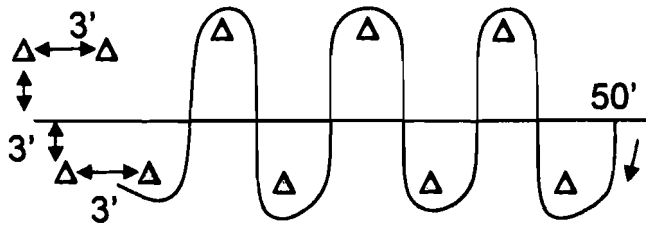
#### Scoring:

One demerit each time contestant touches ground with foot.

One demerit each time bike wheel touches line.

One point will be added for each second it takes the rider to complete the slow ride.

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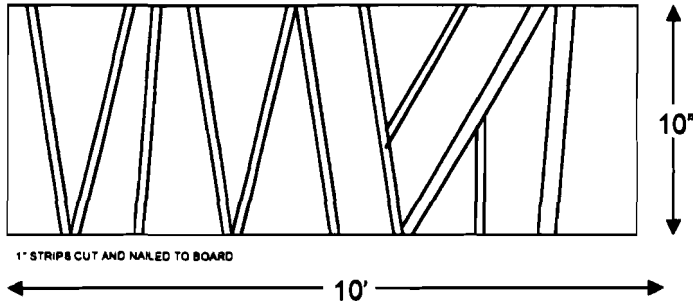
Each contestant will circle two times around.

Scoring:

One demerit each time contestant's foot touches ground.

One demerit each time bike wheel touches line.

Two demerits if contestant falls off bike.



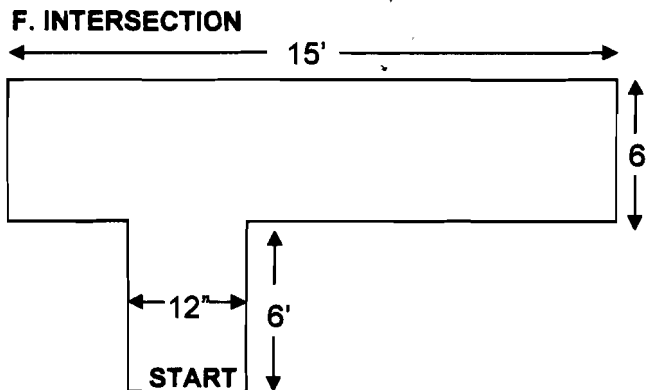
Each contestant will ride bike across the witches board one time.

Scoring:

One demerit each time contestant's foot touches ground.

Two demerits if contestant falls.

One demerit each time a wheel goes off board before it crosses the board.



Each contestant will enter the 12 inch lane, make a right turn and stop.

Scoring:

One demerit each time a wheel touches any boundary line.

Five demerits for failing to give proper hand signals when turning and stopping.

One demerit for each inch away from stop line.