

MOTO X SPORT DESCRIPTION

Sport Organizer: Media X International, Inc. (MXi), Women's Motocross Association (WMA)

Sport Description: Motocross racing was born in Europe after World War II and has since grown into a true global phenomenon as well as an integral part of America's passion for motorsports. It thrives with two major national tours in the United States, complimented by extensive grass roots participation, and since 1999, a cornerstone of the X Games.

The sport has two primary branches, racing and freestyle, which are further divided into six distinct competition disciplines which make up X Games 14.

The two racing disciplines are SuperMoto and Moto X Racing. **SuperMoto** is a motorcycle race that consists of pavement and dirt for a combination of on and off road racing allowing competitors from different forms of motorcycle racing to compete against each other on a level playing field. **Moto X Racing** features "supercross-style" racing, with a purpose-built all-dirt course with large jumps, rollers and whoops sections challenging riders' handling and racing skills. In both SuperMoto and Moto X Racing, the machine of choice for most is the 450cc engine displacement, though in Moto X Racing some riders use a 250cc bike.

In the freestyle branch of Moto X, the three disciplines are Best Trick, Step Up and Freestyle. In **Best Trick**, riders make the impossible possible, pulling off a single, one shot maneuver to earn points from the judges and icon status from the fans. In **Step Up**, riders line up 30 feet from a near vertical wall of dirt, and in this motorcycle version of the high jump, grab a fistful of throttle and click into gear to see who can launch themselves highest over a bar high overhead. In **Freestyle**, riders tackle a complex dirt course made up of a variety of different jumps – some dirt, some metal – and challenges overall riding skills while integrating tricks throughout their overall run.

Speed & Style, a brand new Moto X discipline introduced at the Moto X World Championships, combines Racing and the gravity-defying tricks of Freestyle. Two riders compete in head-to-head racing through a "speed" race course while also hitting freestyle trick jumps where they are scored for "style." The winner is determined by a combination of both elements.

The popularity of motocross burst into the scene in the 1980s, became more mainstream in the 1990s and was added to the X Games roster in 1999. X Games Moto X disciplines were derived from elements of Motocross and Supercross racing.

Best Trick – Each of the 10 riders will take two jumps and is judged on the overall difficulty and execution of their trick. The greater score of the two jumps is their final score. Riders are ranked by their final score 1-10.

Freestyle – In the Elimination Round, each of the 10 riders will take one run that is a maximum of 90 seconds. The athletes with the top four scores will qualify for the Quarter Finals. In Quarter Finals, eight total athletes compete in four head-to-head match ups. The top four athletes from X Games 13 pre-qualify into Quarter Finals. In each head-to-head bracket, the rider with the higher score advances to the Semi-Finals. In Semi-Finals, four athletes, two head-to-head match ups, the best of each bracket advances to the Final. In the Final, each of the two riders will complete one run; the highest score will determine the winner. Scoring is based on overall impression, tricks, execution, use of the course and landings.

Step Up – In this Finals only format, each of the six riders attempt to jump over a horizontal bar which will be propped between two horizontal bars at a height determined at the competition director's discretion, above the lip of the jump. The bar's height will be determined by the competition director based on course conditions; specifically, the trajectory of the jump. If a rider knocks the bar to the ground, that rider has one additional chance to clear the bar at that height or else is eliminated. After each round, the bar is raised in six-inch increments until a winner is determined.

Moto X Racing – The field of 16 racers in Round One are divided into four heats of four competitors. For each heat, the first and second competitors across the finish line advance to the Final. The third and fourth place finishers from each of the Round One heats are placed into one heat of eight competitors for Round Two. The first two competitors to cross the finish line in Round Two advance to the Final. The Final is made up of 10 racers and standings are determined by the actual finish order.

SuperMoto - The field consists of 20 racers that will line up for a gate start on dirt inside the arena. Round One consists of two heats of 10 competitors and is approximately six laps long. Athletes finishing first through fifth in each heat advance directly to the Final while competitors sixth through 10th advance to Round Two. Round Two consists of one heat of 10 competitors and is approximately six laps long. First and second place competitors advance to the Final. The Final is made up of 12 racers and is approximately 10 laps long. Standings are determined by the actual finish order.

Speed & Style – In Elimination, ten athletes will take one run each consisting of the race course and the freestyle course. At the end of Elimination, riders are ranked 1-10 with the top six qualifying into the quarter finals. The top 2 finishers from MXWC (Nate Adams and Ronnie Renner) pre-qualify into the Quarter Final. In the Quarter Finals, eight riders will battle it out in this head-to-head formatted event. The winners of each race advance to the Semi-Final where four athletes compete in two head-to-head races similar to the Quarterfinal. The winner of each race advances to the Final, and second place finishers advance to the Bronze Match. In the Bronze match, two riders go head-to-head, the winner will get the bronze Medal and the loser fourth place. In the Final, the winner of this head-to-head competition receives the gold medal and the second place finisher receives the silver. Riders will start side by side and dive into designated lanes - one lane will be pure Racing, the other will include steel Freestyle ramps. Upon conclusion of lap one, riders will swap lanes - forcing both riders to fully complete one lap on both lanes. Each bracket is a four lap race. The score for each competitor will be based 50 percent on racing time and 50 percent on freestyle judging.