

***X Games 15  
Rules at a Glance by Sport  
As of 6/22/09***

**MOTO X – (MTX)**

<b>MOTO X STEP UP*</b>	<b>Athletes</b>	<b>Attempts</b>	<b>Score</b>	<b>Duration</b>	<b>Competition Flow/Details</b>
Final	6	N/A	Based on maximum bar height	N/A	One at a time, each rider will be taken to the start line, (30 feet away from the vertical face of the take-off) each rider is given a minimum of 2 attempts to clear the bar at each height The competition is conducted as a series of rounds whereby each round is Double Elimination process at a unique bar height. If a winner is not determined during the Double Elimination rounds, an Extended rounds will ensue (see full rules for further explanation)

**\*Change from 2008 – 6 riders instead of 5**

<b>MOTO X BEST TRICK*</b>	<b>Athletes</b>	<b>Runs</b>	<b>Score</b>	<b>Duration of Run</b>	<b>Competition Flow/Details</b>
Final	8	2	Better score of 2 counts	N/A	In Start Order all 8 competitor's will take one run, and then all 8 competitor's will take their second run in same Start Order

**\*Change from 2008 – 8 riders instead of 10**

<b>MOTO X SUPERMOTO*</b>	<b>Athletes</b>	<b>Race</b>	<b>Score</b>	<b>Number of Laps</b>	<b>Competition Flow/Details</b>
Seeding Session	20	1 hour practice	Fastest lap time determines seed	N/A	Open practice
Final	20	1 race of 20 athletes	Actual Finish Order	Approx. 20	Race will begin from grid start (based on seeding times) and continue until final lap, ranked 1 - 20

**\*Change from 2008 – 1 race of 20 athletes, grid start on pavement**

<b>MOTO X BEST WHIP</b>	<b>Athletes</b>	<b>Session</b>	<b>Score</b>	<b>Duration of Run</b>	<b>Competition Flow/Details</b>
Final	6	10 minute Jam	Best attempt 100% Fan judged and voted via text messaging	N/A	As many attempts within 10 minute time frame

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<b>MOTO X FREESTYLE*</b>	<b>Athletes</b>	<b>Runs</b>	<b>Score</b>	<b>Duration of Run</b>	<b>Competition Flow/Details</b>
Elimination	16 Athletes 4 Heats of 4 athletes	3 runs per rider in start order	Best 2 runs out of 3 count, Top 8 overall advance to Final RD 1	3 – 60 second runs per rider	In Elimination Start Order, each athlete will take a run, jam session will continue in Elimination Start Order until all riders have taken 3 runs All runs scored via instant scoring system Slight athlete “hold” between runs for instant scoring
RD1	8 athletes 2 heats of 4	3 runs per rider in start order	Best 2 runs out of 3 count, Top 2 from each heat advance to Final	same	same
Final	1 heat of 4 athletes	3 runs per rider in start order	Best 2 runs out of 3 count, Ranked 1 - 4	same	same

**\*Change from 2008 – No longer Elim/Quarterfinals/Semifinals, now Elim/RD1 & Final  
Athletes will run in modified jam format in start order with instant scoring**

<b>SUPER X MEN'S*</b>	<b>Athletes</b>	<b>Heats</b>	<b>Score</b>	<b>Number of Laps</b>	<b>Competition Flow/Details</b>
Seeding Session	16	30 minute practice	Fastest lap time determines seed	N/A	Open practice
RD 1	16	2 heats of 8 athletes	Top 4 from each heat advance directly to Final 5 <sup>th</sup> - 8 <sup>th</sup> place go to LCQ	Approx. 6	After signal from Starter, 30 second board raised signaling approximately 30 seconds to race start Within 5 seconds of starter exiting track, gate will drop for start of race Race continues through 6 laps (approx.), Ranked 1 – 8
LCQ	8	1 heat of 8 athletes	Top 4 advance to Final	Approx. 6	same
Final	12	1	Actual Finish Order	Approx. 20	same

**\*Change from 2008 – Brackets changed. Discipline name change - now Super X, not Moto X Racing**

<b>SUPER X WOMEN'S</b>	<b>Athletes</b>	<b>Heats</b>	<b>Score</b>	<b>Number of Laps</b>	<b>Competition Flow/Details</b>
Seeding Session	10	30 minute practice	Fastest lap time determines seed	N/A	Open practice
Final	10	1 heat of 10	Actual Finish Order	Approx. 6	After signal from Starter, 30 second board raised signaling approximately 30 seconds to race start Within 5 seconds of starter exiting track, gate will drop for start of race Race continues through 6 laps, Ranked 1 – 10

**\*Change from 2008 -Discipline name change - now Super X, not Moto X Racing**

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<b>SUPER X ADAPTIVE*</b>	<b>Athletes</b>	<b>Runs</b>	<b>Score</b>	<b>Duration of Run</b>	<b>Competition Flow/Details</b>
Final	12	1 heat of 12	Actual Finish Order	Approx. 6	After signal from Starter, 30 second board raised signaling approximately 30 seconds to race start Within 5 seconds of starter exiting track, gate will drop for start of race Race continues through 6 laps, Ranked 1 – 12

**\*Change from 2008 – 12 athletes instead of 9. Discipline name change - now Super X, not Moto X Racing**

**RALLY CAR RACING - (RCR)**

<b>RCR SUPER SPECIAL*</b>	<b>Drivers*</b>	<b>Format</b>	<b>Score</b>	<b>Approx. Lap Time</b>	<b>Competition Flow/Details</b>
Seeding	12	1 Tarmac seeding lap	XG14 Medalists seed spots 1-4, others seed spots 5-12	Approx. 1 minute	Each driver will take 1 timed lap on the Tarmac to determine seed
Elimination	8	4 Head to Head Races	Winner of each race advances to Quarterfinal	Approx. 3 minutes	Starting light system signals start of race Each driver completes entire course, which includes one lap on both the red and black portions of the track
Quarterfinal	8 (Top 4 from Qualifier, 4 pre-qualified)	4 Head to Head Races	Winner of each race advances to Semifinal	Approx. 3 minutes	Same
Semifinal	4	2 Head to Head Races	Winner of each race advances to Final, loser with better Semifinal round time gets Bronze medal	Approx. 3 minutes	Same
Final	2	1 Head to Head Race	Actual Finish Order	Approx. 3 minutes	Same

**\* XG 14 Gold, Silver, and Bronze finishers pre-qualify into Quarterfinal as #1, 2, 3 and 4 seed (we had a tie for Bronze last year)**

**\*Change from 2008 – All drivers must participate in a seeding lap, now only driver no co-driver, Bronze Match gone – loser of Semifinal with better Semifinal round time is the Bronze Medalist**