

HOW TO PUNCH A SCORECARD

N.E.T.A.		◎		N.E.T.A.			
NAME <i>ACE J. RIDER</i>							
CLASS <i>SENIOR B</i>							
RIDER # 33			LOOP # 2				
			SECTION				
0	1	2		10	25	3	5
●			1				
	●		2				
		●	3				
			4	●			
			5			●	
			6				●
			7		●		
●	●	●	8				●
			9				
			10				
LOOP TOTAL							

**THANK YOU, THANK YOU,
THANK YOU, THANK YOU,
FOR CHECKING
OUR EVENT!!**

A rider may protest a close call but you are the boss of your section. If you feel the call could go either way, rule in favor of the rider. As long as you are consistent in how you call your section you'll be fine.

SCORE=0

If the rider rides your section and a previous section is unmarked it is a missed section SCORE=10 Do **NOT** punch a score for another section other than 10 This is the only time you will punch another section row.

SCORE=1

SCORE=2

SCORE=3

There is a 25 point misconduct penalty. If a rider is refusing to follow the instructions of the checker, being offensive or endangering others they have earned this. NETA is committed to providing a friendly, family sport. Just remember it's tough to fall off a motorcycle and not blurt out something you wouldn't say to your mother.

SCORE=5

If you punch the wrong score don't panic. We've all done it. Punch out all but the correct score. SCORE=3

- 0 = Rider didn't touch a foot to ground or lean body/bike against anything.
- 1 = Rider touched once with foot or arm/shoulder/(bike other than tires/skid plate).
Foot may pivot without additional penalty.
- 2 = Rider touched twice with foot or arm/shoulder/(bike other than tires/skid plate).
- 3 = Rider touched 3 or more times with foot or arm/shoulder/(bike other than tires/skid plate) or slid foot along ground.
- 5 = Rider stalled engine at a stop while dabbing or resting on skidplate, rode out of bounds (missed gate, rode through wrong gate, rode over ribbon), displaced section marker through direct contact, removed hand from handlebars (while stopped and dabbing) or entered section without observer permission.