

NEOTT MotoTrials

Find Your Edge.. .



NEOTT - Dam Gate Trial



Held at the Grand Lake Dam in Disney, OK this event started in 2016 and due to the high fun factor and easy setup the gate trial has quickly become an annual event for NEOTT. In a gate trial the highest points wins. See the rules further down this page.

Event Winners

2016 – Pat Gwin, Electric Motion Sport Model
 2017 – [Pat Smage](#), Sherco – 9–time AMA national champion, perfect score 504 points
 2018 – Jason Rexroat, AVTA
 2019 – Chris Shellenberger
 2020 – *could be you – come out and ride!*



2019 Gate Trial Results

1	Chris S	419
2	Mike C	404
3	Kevin Kight	395
4	Todd P	393
5	Todd Duesterhaus	384
6	Jason Shackelford	364
7	Josh Evans	342
8	Jackson Malone	333
9	Mike Williams	331
10	Eldon Malone	310
11	Mark Dennison	287
12	Ryan Witchey	227
13	Keenan Winters	201
14	Ron Lee	n/c
15	Charles Mallow	dnf

2018 Gate Trial Results

1	Jason Rexroat	Exp	455
2	Gary Vernon	Exp	447
3	Jason Shackelford	Exp	442
4	Chris Shellenberger	Exp	437
5	Todd Duesterhaus	Int	412
6	Justin Davis	Sra	412
7	Rick Rexroat	Sra	392
8	Eldon Malone	Int	385
9	Todd Phillips	Int	383
10	Matt Hildebrand	Int	378
11	Kevin Kight	Sra	376
12	Danny Patron	Int	365
13	David Pettigrew	Sra	335
14	Marion Cassidy	Nov	312
15	Bill Kleeman	Nov	292
16	Drake Tribblehorn	Ama	284
17	Penny Taylor	Nov	264

2017 Gate Trial Results

1	Pat Smage	504 (perfect score)
2	Chris Shellenberger	454
3	Mike Cramsey	441
4	Kevin Kight	415
5	Todd Duesterhaus	402
6	Cale Duesterhaus	401
7	Matt Hildebrand	397
8	Pat Gwin	387
9	Stan Machart	383
10	Eldon Malone	382
11	Todd Phillips	370
12	Hannah Johnson	350
13	Weldon Patton	344
14	Fred Overstreet	343
15	Joel Honea	101
16	David Meyer	DNF
17	Gary Price	DNF

NEOTT - 2018 Gate Trial Pics





NEOTT - Gate Trial Scoring Overview

There are many different ways to setup and score a Gate Trial – this is how NEOTT does it:

There are 8 sections and 3 loops. Each section has 5 gates with point values numbered 10, 5, 3, 2, 1.

Generally speaking the difficulty of the gates are set as follows:

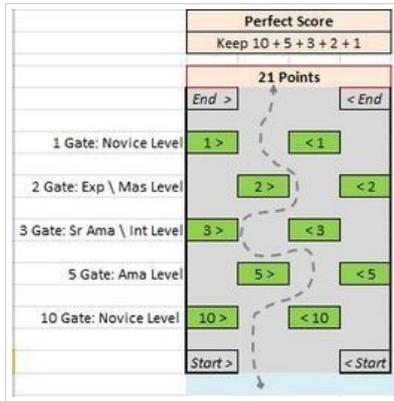
- 10 point gate = Novice Line level challenge
- 5 point gate = Amateur Line level challenge
- 3 point gate = Sr. Amateur\Intermediate level challenge
- 2 point gate = Expert\Master level challenge
- 1 point gate = Novice level and should be located at or near the end of the section. The actual placement could be easier for the Novice line while the Exp\Mas may have a tougher time getting to the gate through the use of white ribbon inside the section coming off of the 2 gate.

Basic Rules

- The gates must be ridden in order 10, 5, 3, 2, 1 though you can skip a gate.

- Note that in 2019 the gate order was reversed to 1,2,3,5,10 but all the same principles apply. Trialsmaster has the discretion for how the gates are set.
- The rear axle must clear the gate in order to score the points marked on the gate
- Points are gained by going through the gates until you dab or 'fail' (i.e. kill the engine, backwards through a gate, crash etc)
- You keep all points earned to the point of a dab
- You lose all points earned to the point of a failure – (i.e. get a zero for the section)
- High score at the end of the day wins – maximum points possible are 504 (21 points max per section times 24 scores)

Gate Trial Scoring Examples



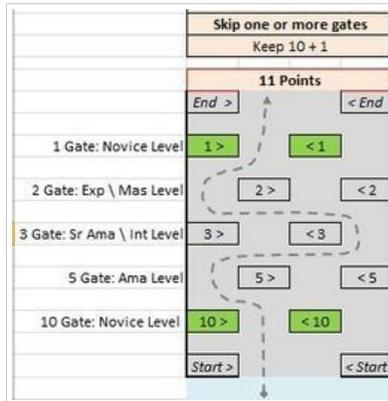
Example 1: Perfect Score of 21

Ride clean through all the gates in order.

Be like Pat (Smage) – Pat knows Perfect!

No Faults – No Failures.

Punch 10, 5, 3, 2 & 1 on your scorecard.

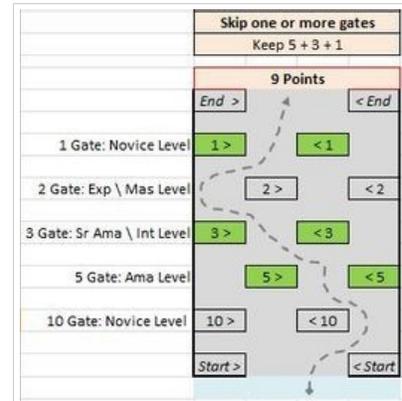


Example 2: Skip one or more gates

Could be a typical safe route on a novice line to hit the 10 gate then the 1 gate by-passing the 5, 3, and 2 gates.

No Faults – No Failures.

Punch 10 and 1 on your scorecard.

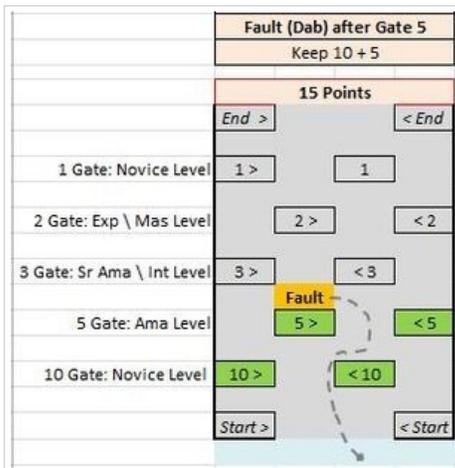


Example 3: Skip one or more gates

Riders can by-pass the 10 gate. In this case the rider brain-farted the start and missed the 10 gate but still gets 9 points.

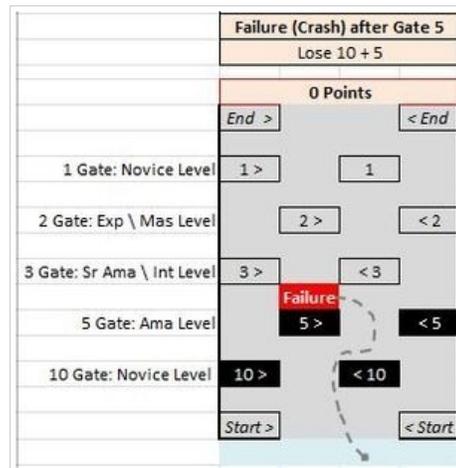
No Faults – No Failures.

Punch 5, 3 and 1 on your scorecard.



Example 4: Faulting (dabbing) in the section

A single dab results in the rider keeping any points earned to the point of the fault but the rider cannot gain any more points in the section. Remembering that the rider must get



Example 5: Failure in the section

Failure is defined as anything that would cause a '5' to be scored in a regular trial such as crashing, killing the engine with a foot down, displacing a marker, going backwards

their rear axle through the 5 gate in order to earn the 5 points.

Punch 10 and 5 on your scorecard.

through a gate, going out of bounds etc. Any failure, regardless of how many points are earned to that point in the section results in zero points for the section. The rider cannot gain any more points in the section.

Get out your crying towel and punch a big ol' zero on your scorecard pumpkin.

Benefits of this format include:

- Easy to setup since there are only 5 gates per section
- The event flows faster since there is a defined route through the section (10->5->3->2->1) and each rider isn't trying to figure out some unique way through.
- The inverted scoring (10,5,3,2,1) puts morning level riders on a level playing field with afternoon riders. At the end of the day all riders are in one class and have the opportunity to ride the same course and see how they stack up against each other.
- Same risk \ reward profile as other gate trials except higher skilled riders are taking more risk and get smaller gains to level the playing field.
- Use the existing scorecards not a custom score sheet maintained by a non-rider following the group around
- In order to beat your riding buddy you will have to take some calculated risks and attempt an obstacle a little above your skill level to gain points. Say you would normally take the 'safe' route in a section by going 10 > 5 > 1 to exit the section clean for 16 points. Well if all your riding buddies did the same thing and you are tied on that section then the next loop you may want to try going 10 > 5 > 3 and maybe take a dab after the 3 gate but end up with 18 points. Of course you might crash or kill your engine after the 3 gate and end up with a zero --- risk vs reward.

One downside is there are a lot of points to calculate at the end of the day!

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