

TRIALTECH MOTO WDTC INTERCLUB TRIAL – ROUND 1 QMTS

Dust, sweat, mud and more sweat was the order of the day for the opening round of the 2016 Queensland Moto Trials Series. In a rare occurrence for our local summer, a heavy grey sky greeted the riders for the first Trialtech Moto WDTC interclub trial. It was not an unwelcome sight, the cloud cover and overnight scattered showers turned what is traditionally a hot trial at this time of year into a much cooler day. And it needed to be, our section setters and the sandy soil combined with loose rocks our “Emervale” property is renowned for provided the 75 riders with enough of a challenge without enduring the extreme heat as well. In an effort to offer some new areas to the upper grade riders we opened up a rock band higher on the hill and to say it produced an interesting assortment of sections would be one way of describing them but I think the riders may have had a different description! We subjected them to some difficult obstacles and with the run up over virgin ground and too short in places the sections were harder to ride than they looked. A grade riders bore the brunt of this with most of their sections proving near impossible to ride and it showed on the scoreboard at the end of the day. To their credit the riders remained in good spirits but one look at some very tired faces at the end of the trial showed we had made their day extremely hard work. Riders in the lower grades fared a bit better with their sections set out in the well used areas of the property, a mixture of rock, grassy banks and a mud hole section offered a variety of obstacles to contend with. They did not pose the riders too many problems but young Stevie Homan had an unfortunate bike drowning in the mud hole and with the time lost drying it out, dad Shayne was racing the clock to be finished on time. Mother nature also decided to play a role in the days proceedings as well dumping a heavy downpour of rain on everyone in the early afternoon, not that it appeared to hamper anyones efforts.



