



UTAH DESERT FOXES HIGH DESERT ENDURO

RIDER INSTRUCTIONS AND RACE NOTES

Wendover 2014

Thank you for participating in our second annual Enduro event! Please read this document thoroughly.

Format

This year we will be using the Reliability (also known as ISDE or Qualifier) format. Reliability format adds Time Checks and a schedule, with penalties assessed for crossing a Time Check either early or late. There will be three total Time Checks: Start of Loop 1; Start of Loop 2; Finish.

The time schedule will be very relaxed and will be the same schedule for all skill levels. This likely means that some experts may have large breaks in between loop 1 and loop 2, while some novices may only have enough time to gas up and go.

You will be issued one-time use number that will contain your row number (1-60) and a letter (A-D). The letter is a unique identifier to differentiate you from the other riders on your row for scoring purposes. The row number will help you determine your time schedule.

For example, if your number is 21A, you will start on the 21st row. The race schedule starts at 11:30 am. To determine what time you start, simply add your row number to the race start time. $11:30 + \text{row } 21 = 11:51$ start time.

The schedule will be posted at the sign up trailer by 7 AM race day. To determine what time you need to hit Time Check 2 (loop 2 start) and Time Check 3 (finish), you need to add the allotted time for that section to your start time / previous time checks. For example, you start at 11:51. If the schedule allows one hour 30 minutes until the next time check, you would add 90 minutes to your start time. $11:51 + 90 \text{ minutes} = 1:21 \text{ pm}$. You must cross the Time Check line between 1:21:00 and 1:21:59 to not incur a penalty. If the schedule then allows 1 hour 15 minutes to the finish, you add 75 minutes to the previous Time Check. $1:21 \text{ pm} + 75 \text{ minutes} = 2:36 \text{ pm}$.

Penalties

- At the start, you have 1 minute to leave the line and travel approx. 30 feet. Failure to do so will incur a 10 point penalty

- If you cross a time check early or late, you will be penalized 60 points for every minute. For example, if your schedule calls for you to start loop 2 at 1:00, but you crossed the line at 12:59:45, you would be penalized 60 points. Likewise if you cross at 1:03:10, you would be penalized 180 points (3 minutes x 60 points)
- There is no penalty to cross the finish line time check early at our race.

Sign Up

- USRA membership is required, or you must purchase a day pass from the USRA at sign up
- You will be issued a race number containing your row # and letter identifier. Place it on your front number plate

Riders Meeting

- **Riders meeting will take place at the sign up trailer at 10:30 am**, in which we will go over these instructions verbatim and answer any questions.

Staging

- Please stage your bike at the starting line no sooner than 10 minutes before your scheduled start
- **Do not start your bike until it is time for you to leave the starting line**

Race start

- Start 4 riders per row, 1 row per minute. First row leaves at 11:31 am.
- Experts will start first, Amateurs second, Novices / Sportsman third.
- As each row starts, the following row will move up to the start line.

Race route and test sections

- Start of the race is a transfer section. Take it easy and get warmed up.
- Test sections vary from 5 miles to 10 miles in length.
- The start of a test will be clearly marked. **You must stop and wait until course personnel give you the signal to start the test**
- Riders will start tests every 15 to 30 seconds, one at a time, live engine.
- Ride like a bad ass in the test sections.
- The end of the test will be clearly marked. **You must stop and verify you have been scored by course personnel.** Come to a complete stop and be patient.
- Feel free to take a short break before a test or after a test to get a drink, fix your bike, express gratitude to course workers, etc.
- Transfer sections will take you from the finish of one test to the start of another and vary in length from very short to several miles. Take it easy.

Enduro Etiquette

- If a rider catches you in a test section, make room for them to pass at the first safe opportunity. **Do not fight for position in a test section.** If someone catches you, you have already lost.

- **Do not race riders in transfer sections.** If a faster rider approaches from behind, let them pass safely.
- Do not cut course, shortcut corners, etc. Stay on the trail.
- Offer help when needed and report incidents to the nearest available course personnel.
- Express gratitude to your fellow competitor when they show you proper Enduro etiquette
THUMBS UP!!!

Pits / Gas

- The first loop is just under 40 miles. **There will be no alternate gas.** Gas up at your pit at the end of loop 1 before heading to loop 2 according to your time schedule.
- Second loop is less than 30 miles.
- 5 mph speed limit in pits. You are not on the clock in the pits, don't push it.

Finish

- **You must stop at the finish to verify you have been scored and receive your finisher pin**
- Due to the extreme manual nature of scoring this event, **results will not be available on race day.** Do not ask where you finished. We will work diligently to compile results as quickly as possible. **No big-bike trophies will be provided on race day.**

Scoring / Medals

- Riders will be timed during each test section, indicating the total time it took them to complete the test. At the end of the day, all test times will be added together with penalties. The lowest total time wins. In the event of a tie, the faster time in the last test will serve as the tie-breaker.
- Again this year we will be providing custom engraved Gold, Silver, and Bronze medals as trophies.
- Medals will be available for pick up at a subsequent USRA event (hopefully Yost), otherwise they will be mailed out after the event as quickly as possible.

USRA Points

- USRA Members will be awarded championship points in accordance with standard USRA finish placement point values. Cumulative test times will be used to determine finish placement overall, by division, and by class.

IMPORTANT!

- **ABSOLUTELY NO PLAY RIDING IN OR NEAR THE PITS AT ANY TIME. MINI RIDERS SHOULD PUT THEIR BIKES AWAY FOR THE REMAINDER OF THE DAY AFTER THEIR RACE.**
- **PICK UP YOUR TRASH!**
- **TREAT COURSE WORKERS WITH RESPECT AND GRATITUDE!**
- **LET FASTER RIDERS PASS SAFELY!**
- **STAY ON THE TRAIL!**
- **BE PATIENT WAITING FOR RESULTS!**
- **MOST IMPORTANTLY, HAVE FUN!**