



2010 FOUR ACES BURRO ENDURO RIDERS' INSTRUCTIONS

EVENT DATE: 11/21/2010

NAME _____

KEY TIME (START TIME): 8:00 AM

RIDING # _____

PLEASE READ THE FOLLOWING INSTRUCTIONS CAREFULLY

IMPORTANT NOTE

Our format has changed from the plan listed on our flyer. The course is 2 loops, with all riders required to complete the first loop.

Location

Sign-up is located at the Rock Pile on Bessemer Mine Road in the Johnson Valley Open area (Lucerne Valley). To get there, from I-15 take Bear Valley exit east to Highway 18, turn right, continue through Lucerne Valley. Highway becomes 247 out of Lucerne. Take 247 to Bessemer Mine Road (approx. 5 miles east of Bessemer). Turn left on Bessemer Mine Road and follow Day Glow arrows to the Rock Pile area (past Soggy Dry Lake). Camping will be available **ONLY** in posted areas.

Sign Up

Sign up will be open on Saturday from 1:00 PM to 5:00 PM and on Sunday from 6:00 AM until 8:30 AM.

Tech Inspection

All bikes must pass a technical inspection. There are no exceptions. Your bike must have a current DMV Green or Red sticker or be legally street licensed; a USFS approved spark arrestor and pass a sound test. The inspection area will be open during the same hours as sign up.

Two Loops of Fun

This is a two (2) loop enduro with the first loop approximately 37 miles and the second loop approximately 30 miles. Each loop has challenging sections and easier sections where you will be able to rest up a bit. The loop 1 start is approximately 100 yards west of sign-ups; the loop 2 start is approximately 100 yards northwest of sign-ups.

Course Marking

The course is marked in pink fluorescent ribbon, Day Glow arrows and "W" WRONG WAY indicators. Extreme danger will be marked with Day Glow cards and double down arrows. Road crossings will be marked with Day Glow cards with an "X" through them. Riders caught 50 feet off the course will be disqualified. The course is very close to other parts of the course at times, so please pay attention and stay on the marked trail.

If you break down, stay on the course. Let other riders or a buddy know where you are. They can tell the next check or sign up. Rescue 3 and the ambulance are there to assist if needed. If you get in without our help, please check in so we know where you are. There will be a sweep crew following the course and they can assist or let your friends know where you are. It is your responsibility to get your bike out of the desert.

Score Cards, Checks, and Number Plates

We are using plastic rain score cards; **LEAVE THEM INSIDE THE PLASTIC BAG AT ALL TIMES. IT IS YOUR RESPONSIBILITY TO GET YOUR SCORE CARD MARKED AT A CHECK!** It must be legible to be scored. If you feel that you can't read it, or if you feel that you have been scored incorrectly, please ask the checker to verify your score. **DO NOT ARGUE WITH THE CHECKER!** If you have a dispute or protest about the check, bring your card to sign up after the event and see the referee. If the checker makes a change to your card, be sure he/she initials it. Protest period ends one hour after the end of the event.

You must have your assigned riding number and letter on the front of your bike and it must be visible to be scored. If you need numbers, they are available at sign up for \$2.00. **All riders must turn in their score cards after the finish of their event, even if you quit or break down! You will not be scored without turning your card in.**

Trail Courtesy

Enduros are timed events, not a first-one-to-the-finish-wins race. You are racing against the clock. If another rider catches you, he/she is faster than you are and proper trail courtesy is to let the rider pass as soon as possible.

Pre-Riding

There is no pre-riding of the course allowed. Anyone caught on the course for any reason prior to the event will be disqualified. Please don't let friends ride with you for free. They are endangering you, other riders and the District with their actions. If they want to ride, sign them up.

Finisher Pins

Finisher pins will be available when you turn in your scorecard.

Jart Charts

Jart Roll Charts will be available at sign-up. Get yours early as popular styles can sell out fast.

Mileage

Each loop will have a separate 2.9 mile odometer calibration marker and 5-mile markers will be used throughout the course.

Rescue 3 / Ambulance Services

Rescue 3 and ambulance services will be on site to work radio and help on emergency services. Rescue 3 does a great job for all of us and needs your financial support. There will be a donation jar at sign up.

Pit Racing

The speed limit in the camp area and the pits is **15 MPH** (first gear) at all times, no matter what!!! Please ask your kids and friends to ride away from the camp and pits to keep dust down.

GOOD LUCK and HAVE A SAFE RIDE!

Loops Required by Class and Skill Level:

One Loop: Beginners, Masters, Legends, ATVs, Minis, C Women, C Magnum.

Two Loops: All other A,B and C riders.

The following classes will STOP at the reset at 31.1 miles on loop 2. This reset is near camp.

- * All 2-loop C riders
- * 50+ Mag B riders
- * Women B riders