

START CONTROL ENDURO BASICS

Congratulations on entering an enduro. You are undertaking the greatest off road motorcycle riding experience available. No other form of riding offers the variety of terrain and unique challenges. The following is to help those who have never ridden an enduro before understand the nature of the event and give some tips to enhance your enjoyment of the day.

The basic premise of Enduro riding is to maintain a speed average and time schedule predetermined by the sponsoring club as you ride the course. The course will consist of a series of test sections, usually single track woods trail and other obstacles, a minimum of three miles long. Each test section has a check point at the beginning (Check In) where your time is recorded and a check point at the end (Check Out), where your time is recorded. Since the average speed is known (24 mph, for example) and your time is recorded at the beginning of the test section, your time due at the end of the test section can be calculated. Each minute you are late to the Check Out, will count as 1 point on your score for the day. At the end of the day, each rider's total minutes (points) lost are added together and the competitor with the lowest total is the winner. There will be some check points (Emergency) where your time is recorded to the second. These seconds are used to break ties if two riders' total scores are the same.

At the end of each test section there will be a "Reset", which allows you to make up the time lost in the test section. At a Reset the promoting club advances your mileage at that point without you moving anywhere. Resets are marked by a poster defining the amount of distance you are given. For example, the poster may read Reset from 24.0 to 30.0. The club has advanced you 6 miles putting you back on your time schedule.

Test sections are connected by transfer sections. The transfer sections are generally easier terrain with an easily maintained speed average set. You should be able to ride a comfortable pace and enjoy the scenery and messing with your buddies during the transfer section and arrive at the next test section with time to spare before you are due to start. Please note that some transfer sections may use public roads. It is important to obey traffic laws and controls on the road and to act like a responsible citizen so future events are not jeopardized.

So here is how your day of enduro riding will go. At sign up you will be greeted by our friendly staff, who could possibly be suffering the ill affects of the prior night's enduro celebration. Please speak slowly and quietly to them. They will guide you through the sign up procedure and register you in the event.

You will be presented with a registration packet which will include the following: Rider # sticker, score card, and Rider Information Sheet. The rider # corresponds with the # of minutes after 8:00 AM that you will depart the start. For example, if you are #1A, you start at 8:01, 3B at 8:03, 15C at 8:15 and so on. Note that there are normally 4 riders on each "minute" (A,B,C,D) so if you have up to 3 buddies with you, you will be together most of the day, except in the test sections, where speed and ability may separate you.

There will be a clock called the "Keytime Clock" displayed at the sign up area or at the start. This is the master time for the event. Synchronize your watch to the Keytime Clock.

Read the Rider Information Sheet for some possibly important instructions. Place the # sticker on your front # plate. Tape the score card to your front fender so it can be easily accessed by the checkpoint crews to record your time. There will be a gas stop along the course where you will get a break and refuel your bike. Sometimes the gas is at the start area and you will be back at your truck. In other cases, the gas is away from the start. Generally the sponsoring club will provide a gas truck to haul your gas can to and back from the gas stop. Place your can on the gas truck prior to starting. It may also be a good idea to include some food and drinks with your can, as, normally, an enduro takes 5-6 hours, start to finish.

Make sure your bike is prepped, the gas tank is full and you have all your riding gear on. Now the fun begins...you are about to start your first enduro.

Head over to the start area about 15 minutes before you are due to start. Some clubs will have a tech inspection where they will take a quick look over your machine to make sure everything is ok and that it is not too loud. Get in line in the order of your minute. You will see the riders preceding you start in one minute intervals corresponding to their rider numbers and the Keytime Clock. When your minute is due to start, the starter will give you a

count down and tell you when to go. It should correspond to “0” seconds of your rider number according to the Keytime Clock.

How you ride off the start depends on the course layout of the sponsoring club. Some clubs will put you on a test section right off the start and you will be racing right away. Other clubs will start you with a transfer section to the first test section. You should be able to tell by the terrain and how the riders before you proceed to know which type of section you are starting on. If you are not sure, ask the starter. For this example, we will assume that you are starting on a transfer section, which is the case in most enduros.

Ride a comfortable pace through the transfer section to the first “Start Control” check point (Check In). The check crew will line you up in order and mark your start time on your score card. At the proper start time, the check captain will give you a count down and send you into the test section. The race is on, as you will be timed to the check point at the end of the test section (check out).

Note that there is etiquette to enduro riding. Due to the technical nature of the terrain, passing opportunities may not always be available. If a faster rider catches you, move to one side of the trail and allow them by. If you catch a slower rider, give a little yell, and usually, they will move for you. Remember, you are going to see these people all day long, so please treat them as you would like to be treated.

At the check out, your time will be recorded and noted on your score card. Most likely you will be late. In general, there will be a reset located in close proximity to the check out. The reset should put you back on or ahead of schedule. Take a break and ride a comfortable, reasonable pace to the next test section.

The series of test/transfer sections will continue throughout the day. Enjoy the riding and camaraderie with your friends and fellow enduro riders. If you encounter a problem during the course of the day, stay by the trail with your bike. The sponsoring club provides sweep and patrol riders who will ensure your safe return to the start area. At the end of the day, some of us like to enjoy a frosty cold beer while the sponsoring club tallies all the scores and posts results. It just seems to go well with riding an enduro.

After experiencing the superior riding quality of your first enduro, we are confident you will be back for more. Join a club. That will enhance your enjoyment of the sport and provide the satisfaction of giving back to the great organizations who sponsor these events. You may also want to venture into the world of time keeping, which is a component of true American enduro riding. But we'll leave that topic for the future.