



Rider Handbook

General SOS Guidelines, Trail Sections
and Miscellaneous Information

www.sweepriders.org

SWEEP RIDERS OF THE SIERRA (SOS)

Equine/Rider Team Qualification Guidelines

Adopted by the Executive Board on February 2, 2006

1. Qualifying rides are not training rides. Please attend with a fit equine and rider with the intention of qualifying as a team.
2. All equines (horse, mule, donkey, pony, etc.) are welcome to participate.
3. Only mares and geldings will be allowed to qualify. No stallions, lactating mares or mares in foal will be allowed to participate.
4. Equines must be 60 months or older, well broke and possess a calm disposition. No bad habits allowed. Any equine that bites, kicks, or does not get along with the other equines will not be accepted, no matter how well trained.
5. All equines must be in fit condition and capable of an endurance type pace.
6. Riders must be 18 years or older and not be experiencing any condition which may impair their ability to handle an emergency on the trail. Riders should be able to walk a considerable distance while leading their equine with a person in the saddle, up and downhills, and may be in a challenging environment. They should be willing and able to handle emergency situations, for equines and people, on the trail and in remote locations with little or no assistance.
7. All participants must have access to a horse trailer at all times.
8. All Equines must have the ability to load in a variety of horse trailers, such as straight load, slant, stock, step up or ramp. Trailer doors must close and equine must then be transportable.
9. Only one (1) equine per qualifying ride will be allowed to qualify. Another equine may be qualified on a different qualifying ride. Each rider and equine qualifies together as a team. The qualifying Committee or two members of the Executive Board must approve any substitutions on the day of the event.
10. On qualifying rides, be ready to ride at posted time with tack and gear you intend to sweep ride with.
11. All riders, when participating in any riding event with SOS, MUST WEAR A RIDING HELMET.
12. To qualify or re-qualify for participation in SOS, the Qualifying Committee will expect you to present a safe/calm/confident/controlled team while performing the following:
 - a. Stand while tied to a trailer, tree, hitching post, etc.
 - b. Stand within a group or in the company of other equines.
 - c. Cross obstacles, such as mud, water, logs, etc.
 - d. Walk and/or trot in single file along narrow trails.
 - e. Back up a small hill.
 - f. Tail and lead your equine.
 - g. Near and off side mount and dismount.
 - h. Leap frog: lead, follow or be in the middle of a group of equines, single file on the trail at a trot or walk. Lead equine departs trail while others pass, then next equine and so on.
 - i. Reverse direction (turn around) on a narrow trail.
 - j. Back up and side pass.
 - k. Sensory exercises, such as passing a jacket or similar item from person on ground to rider, or rider opening a map while in the saddle.
 - l. Pony another equine or be ponied.
 - m. Displaying trail etiquette throughout the ride, including, but not limited to maintaining a SAFE following distance (one horse length) at all times.

Equine/Rider Team Qualification Guidelines

Continued

13. NO DOGS on any qualifying ride or event.
14. The purchase of a vest will be required (for a nominal fee) in order for us all to be identified as an SOS Member at events.
15. A previously qualified Equine/Rider Team that successfully participates on any SOS sanctioned ride annually will remain qualified. If a Team does not participate on at least one of the approved rides in any given year they must re-qualify the next year.
16. It is MANDATORY that you sign up in advance for any Qualifying Ride.
17. Sign Release of Liability Agreements (as a requirement for joining SOS—and there are two we must all sign)

TRAIL ETIQUETTE & PROTOCOL FOR SOS SWEEP RIDERS

Sweep riding is a great way to experience the thrill and beauty of some of the most challenging terrain in the world. Your “front row seat” gives you a unique perspective on events with international participation. As an SOS rider, you have a responsibility to help maintain a quality of safety to participants and represent our unique group, in the best manner possible. Remember, we are their “eyes and ears” on the trail. With this in mind, the following guidelines will assist you in making the event a successful and safe one for both the participants and your team.

1. Arrive at your section saddled and ready to ride one hour prior to your scheduled departure time.
2. Team captains are responsible for maintaining communication with Net Control throughout your section.
3. Team members will wait for instructions from Net Control, relayed by radio to your team captain, as situations arise.
4. Teams will operate as a unit and no one leaves a team member unless instructed to do so. Do not become part of the problem.
5. Sweep riders are not endurance competitors. Your function is to safely follow the last participant Do not interfere, in any way, by following too closely.
6. Be considerate of participants and team members. Avoid confrontations and allow the team captain to handle the immediate situation. Utilize the incident report form to convey problems you may encounter.
7. Keep a safe riding distance between horses. Do not crowd the horse in front of you.
8. Be considerate at water crossing. Allow all members horses time to drink and do not leave before the last horse has finished.
9. Use hand signals, when possible, to let riders behind you know when you are stopping or moving up to a trot.
10. Upon completion of your section, the team will stay together until released by Net Control.

If horse and rider are prepared, you maintain safe riding distance between team members and just observe common trail courtesy, you will perform as a vital participant in making these events successful.

SOS DEBRIEFING REPORT

(Due within 1 week of event)

EVENT:

DATE:

TEAM #:

LEADER/CALL/MOUNT:

MEMBER/CALL/MOUNT:

STAGING AREA:

ARRIVAL/CHECK IN:

RIDE SUMMARY:

SWEEP EQUIPMENT

(List of suggested items to carry)

FANNY PACK containing any of the following items:

- * Whistle
- * Radio/GPS
- * Signal Mirror
- * Space Blanket
- * Flashlight-Head lamp
- * Small First Aid Kit
- * Water (minimum 1 pint)
- * Leather man Tool & Hoof Pick / or Multi-function knife (Swiss Army)
- * Energy Bar / Hard Candy (fruit Lifesavers) / GU
- * Essential personal meds (e.g. Bee Sting Kit, pain reliever)
- * Insect Repellent
- * Salt and sugar packets
- * bandanna
- * Windbreaker (on saddle)
- * Gloves
- * Sunglasses or clear glasses
- * Safety Vest
- * Black Electrical tape
- * Glow Sticks
- * Pad and 2 pencils

HORSE/MULE PACK (S) containing some of the following items:

- * Water (minimum 1 quart)
- * Food (for rider & carrots and horse cookies for mount)
- * Sponge, scoop or collapsible bucket
- * Garbage bag
- * Glo Stix (minimum of 3)
- * Waterproof matches or lighter
- * Map, compass
- * Cable Ties (4) 6" to 10" long
- * Duct Tape
- * Survey Tape
- * Clothes line rope, parachute cord – 20' to 30' long
- * Shoestrings

FIRST AID KIT containing some of the following items:

- * Stethoscope
- * CPR Mask
- * Tweezers
- * Pocket Knife (small, clean) Flashlight (small)
- * 4x4 Gauze Pads (10)
- * Sanitary pads (2)
- * Triangular bandage
- * Wire split
- * Moleskin
- * Band-Aids (5)
- * Tape (surgical)
- * Saline solution (contact lens solution for flushing eyes)
- * Antiseptic – solution, soap or pads (e.g. Betadine) Pain reliever (Advil, aspirin, Tylenol)
- * Antacid (Tums)
- * Antihistamine (e.g. Benadryl)
- * Sting kill swabs or meat tenderizer for insect bites

TRAILERING INFORMATION

Really COOL STUFF to leave in your rig for the Team who picks it up and drives it to the appointed "meeting spot

Vehicle Owner- Please make sure your vehicle is in tip top shape. Remember, you are having tired riders and horses in your rig. Make sure your vehicle rig has been safety inspected- Tires, Breaks, Lights

KEYS:

Let them know ahead of time where you will leave them, e.g. in the manger, under bumper, etc.

NOTE:

Information – What they need to know about your rig. "quirks", where the goodies are, etc.

ICE CHEST:

Containing Drinks – water, juice, sodas, etc. Food – sandwiches, snacks, fruit, Large Zip Lock bag containing clean wet towels (for cleaning trail dust off faces)

HORSE NEEDS:

Water, Bucket, Hay, Bran, Blanket (to keep chill off)
Shipping boots, other important trailering gear)

**FIRST AID KIT FOR HUMAN AND HORSE
AND anything else to make your fellow
SOS Members & Mounts feel comfortable**

SAFETY CHECKLIST

Truck

Good Service
 or Repair

	Good	Service or Repair
Engine		
Fluids - levels/leaks		
Battery		
Tires - Tread/inflation		
Spare tire		
Wheels/lug nuts		
Brakes		
Headlights		
Turn signals		
Brake lights		
Windshield wipers		
Jack		
Trailer Brake controller		
Hitch/ball		
Jack ball		

Trailer

Good Service
 or Repair

	Good	Service or Repair
Tires - tread/inflation		
Spare tire		
Wheels/Lug nuts		
Brakes		
Breakaway switch/cable		
Emergency brake battery		
Safety chains		
Tongue/hitch mechanism		
Electrical Plug		
Clearance lights		
Tail lights		
Turn signals		
Brake lights		
Doors - hinges/latches		
Floor mats		
Floor boards		
Reflectors (3)		
Rust/corrosion/sharp edges		
Loose cargo		

Other Supplies to Carry

Horse

Medical/1st aid kit
 Water
 Feed
 Bucket
 Blanket
 Lead rope (extra)
 Halter (extra)
 Pooper scooper

Vehicle

Oil
 Coolant
 Brake fluid
 ATF
 Tools
 Tow rope/chain
 Flares
 Flashlight
 Jumper Cables

Driver

1st aid kit
 Blanket
 Extra clothing
 Food
 Water/beverages

SOS EMERGENCY PROTOCOL

SOS, through Control, can be called for a helicopter, before they can land we must clear the area of any objects. The downdraft of a helicopter can move large objects, and any buckets, chairs, etc, will become hazards if not moved and secured.

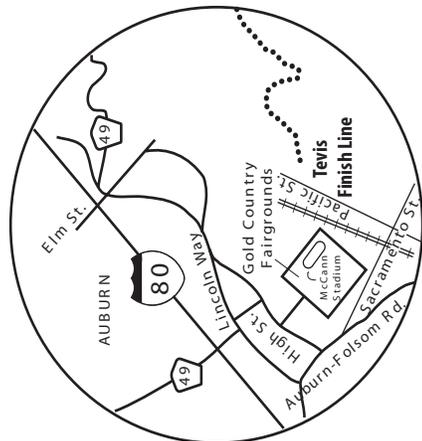
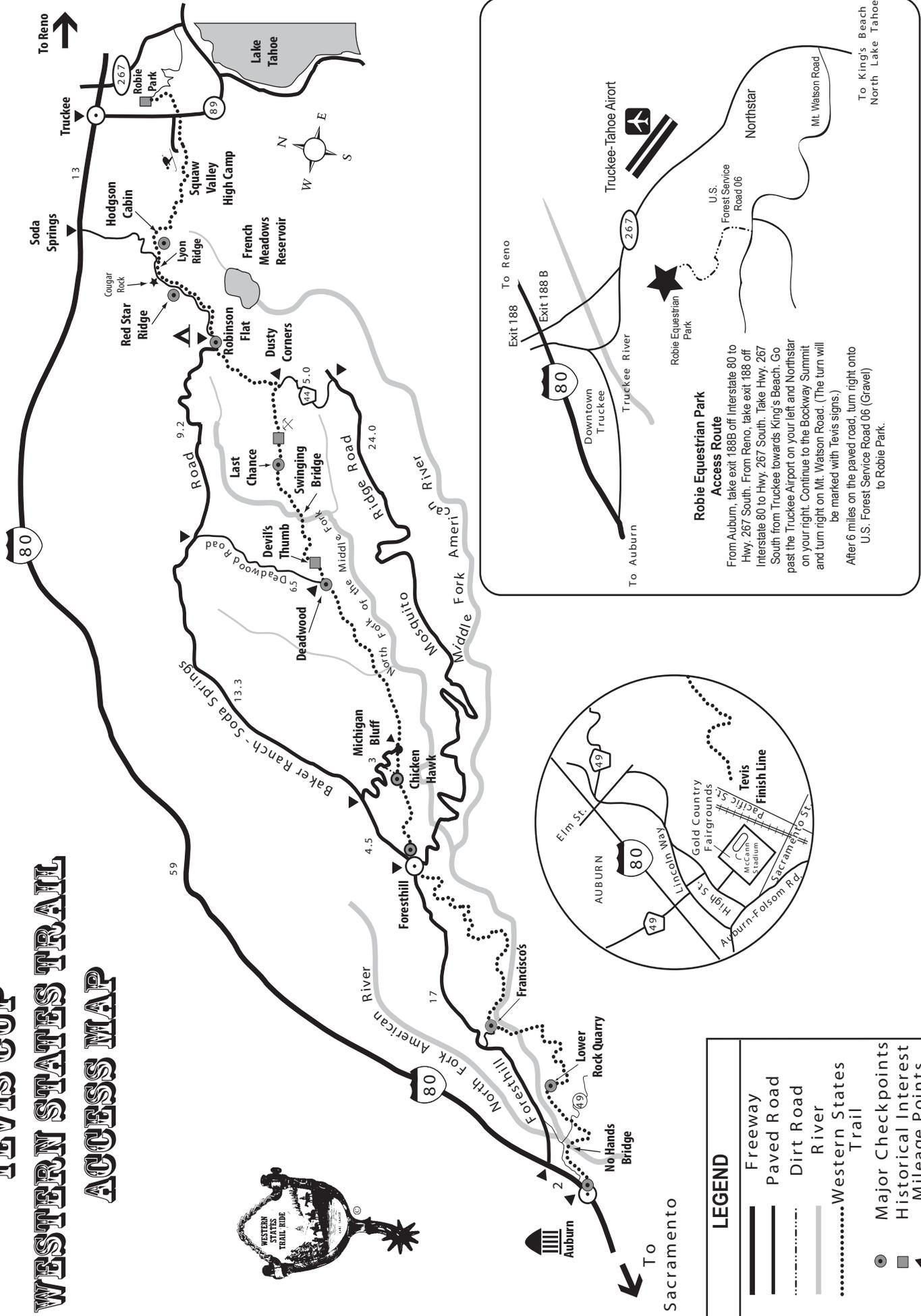
All people, and horses, should be at minimum of 100 feet from the landing site, the further the better for horses that aren't used to helicopters, due to flying dust, etcetera. They strongly request as the helicopter is landing that we turn our backs until they are on the ground.

Once we have secured the area and the helicopter has landed, we should indicate with hand signals, the location of the injured party. They will secure the injured person in a carrier and transport them to the helicopter. Please verify whether or not the engines are shut down.

If they need us to come to them or for any assistance they will let us know. If requested, **ALWAYS APPROACH THE HELICOPTER FROM THE FRONT WITH EYE CONTACT ON THE PILOT ON FOOT ONLY, NEVER MOUNTED OR WITH A HORSE.** Conversation is at best difficult over the noise of the helicopter. The normal time for the Medical team to land, get the injured person on board, and be back in the air is 10 minutes.

It is of utmost importance that SOS members, if securing the landing site or any location for land or air rescue, are aware this means NO ONE is to enter area (remember 100 feet) set aside for landing. Cal Star's helicopter's rotor clearance is higher than the average helicopter, but the crew told us their biggest fear in emergency rescue is they will hurt or kill somebody with flying debris or the helicopter itself. Once an area is secure, no one is to enter. This is critical for the safety of everyone.

TEVIS CUP WESTERN STATES TRAIL ACCESS MAP



LEGEND	
	Freeway
	Paved Road
	Dirt Road
	River
	Western States Trail
	Major Checkpoints
	Historical Interest
	Mileage Points

Robie Equestrian Park Access Route

From Auburn, take exit 188B off Interstate 80 to Hwy. 267 South. From Reno, take exit 188 off Interstate 80 to Hwy. 267 South. Take Hwy. 267 South from Truckee towards King's Beach. Go past the Truckee Airport on your left and Northstar on your right. Continue to the Bockway Summit and turn right on Mt. Watson Road. (The turn will be marked with Tevis signs.)

After 6 miles on the paved road, turn right onto U.S. Forest Service Road 06 (Gravel) to Robie Park.

Truckee-Tahoe Airport

Robie Equestrian Park

U.S. Forest Service Road 06

Northstar

Mt. Watson Road

To King's Beach North Lake Tahoe

To Sacramento

To Reno

Western States Trail Foundation

Tevis Cup 100 Mile Ride

SOS Ride Segments

Section 1: Robie Park to High Camp
Must camp at Robie Park overnight
Length: 13 miles
Tentative Out Time: 5:30 am

Section 2: High Camp to Robinson
Must camp in Squaw Valley overnight
Length: 23 miles
Tentative Out Time: 7:55 am

Section 3: Robinson to Dusty Corners
Length: 9 miles
Tentative Out Time: 1:15 pm

Section 4: Dusty Corners to Deadwood
Length: 20 miles
Tentative Out Time: Arrive by 1:30 pm

Section 5: Deadwood to Chickenhawk
Length: 9 miles
Tentative Out Time: 5:40 pm

Section 6: Chickenhawk to Foresthill
Length: 4 miles
Tentative Out Time: 8:10 pm

Section 7: Foresthill to Cal 2
Length: 10 miles
Tentative Out Time: 9:45 pm

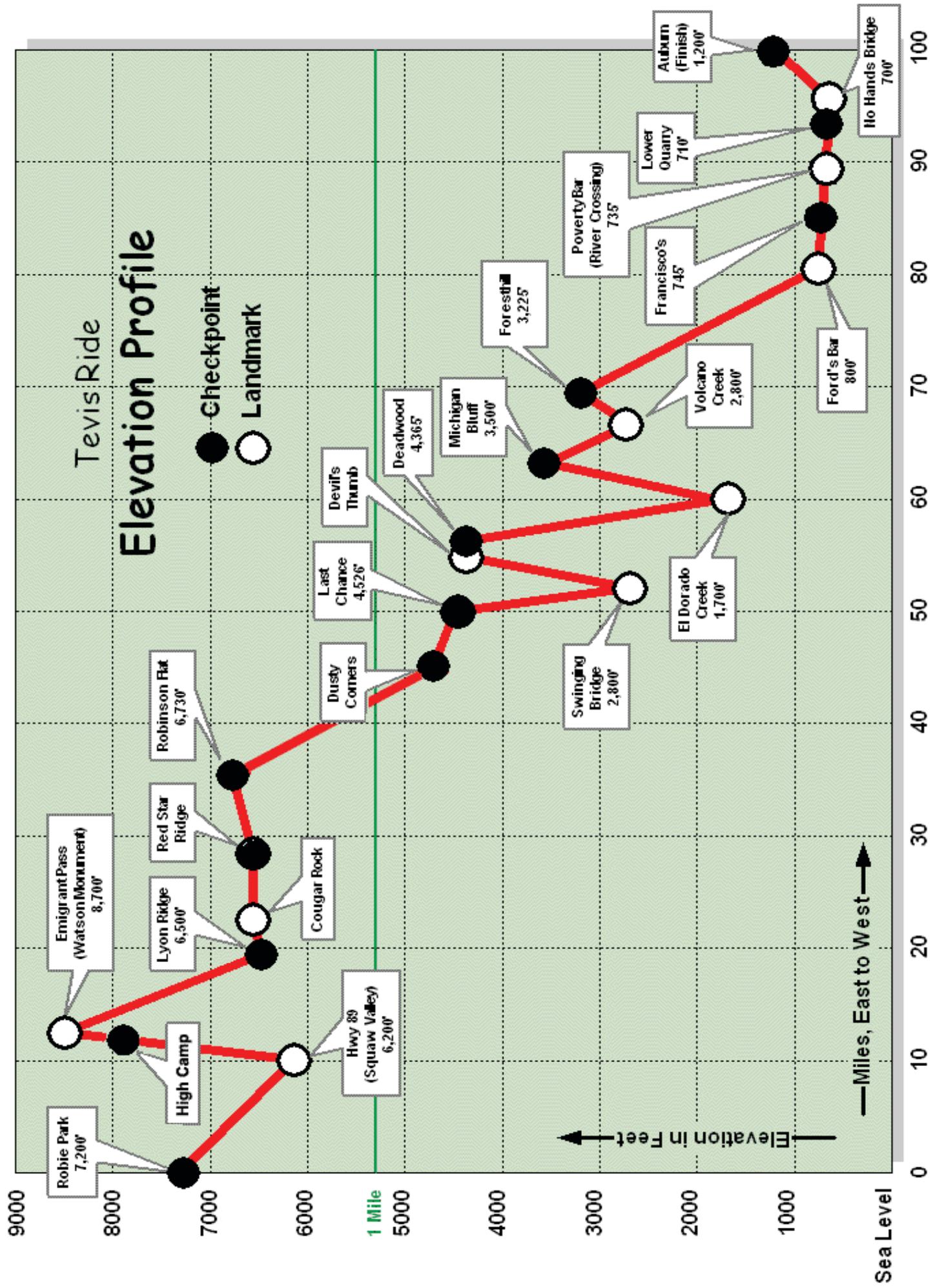
Section 8: Cal 2 to Francisco's
Length: 7 miles
Tentative Out Time: 11:55 pm

Section 9: Francisco's to Lower Quarry
Length: 9 miles
Tentative Out Time: 2:25 am

Section 10: Lower Quarry to Finish
Length: 6 miles
Tentative Out Time: 4:00 am

Tevis Ride Elevation Profile

● Checkpoint
○ Landmark



Robie Equestrian Park (Start) to High Camp (Squaw Valley)

Ride Segment: Section 1
Must camp at Robie Park overnight
Length: 13 miles
Tentative Out Time: 5:30 am

The first major challenge is getting you, your horse to Equestrian Park, You MUST go up no later than the Friday before the Ride, the earlier the better. Make a pleasure trip out of it and go up on Thursday, if possible. This is to ensure getting a camping/parking spot and checking in with Ride Management on Friday, having time to ride out again, check the start, etc.

There are two access routes from Truckee, CA area. We recommend the Main Route:

*Take Exit 188-B off I-80 towards Kings Beach/Lake Tahoe. Follow HWY 267 for about 8 miles to the top of Brockway Summit.

*Turn RIGHT onto Mt. Watson Road. Mt Watson Rd is chip sealed, but is narrow, with several blind corners, so watch for traffic. After about 6 miles, you will see a sign pointing left to Watson Lake. (Do not take that turn.) Continue on Mt. Watson Road 1/4 mile.

*Turn RIGHT (sharp turn) onto Forest Service Road 06. There may (or may not) be a Forest Service sign at the corner. Follow this gravel road (mostly down hill) for 3 miles to Robie Equestrian Park. The park entrance is on your right and is well marked.

The sweep is approximately 10 miles of mostly single-track trail followed by a steep 3 mile climb on service roads and trails to High Camp. Starting at an elevation of 7,200 ft. the trail descends for approx 6 miles to Hwy 89 at 62,00 ft. The trail then climbs above the floor of Squaw Valley, finally joining the gravel/dirt road to High Camp. Elevation there is over 8k ft. Being a volunteer you are entitled to dinner at Robie Equestrian Park Friday night or at the awards banquet Sunday afternoon at the Gold Country Fairgrounds, either/or, your choice. You will have to let Ride Management know which dinner you choose so that you can obtain a meal ticket. In addition you will want to contact Ride Camp to make arrangements for a parking place set aside for the SOS Sweep rigs. In the past the Robie Foundation and Ride Management has allowed SOS to park behind parked gates in an area reserved for the Robie Foundation members and guests. For this sweep you will either need a driver who will shuttle your rig to Squaw Valley or you will need to ride back to Robie Park after your sweep. If you decide to have your rig moved to Squaw Valley you will want to make sure that arrangements have been made in advance with Squaw Valley security and management to find out where you can park. You should coordinate this contact with the Sweep team who leaves High Camp as they will also need to park at Squaw Valley. Squaw Valley Mgt/Security MUST know when we'll be there.

The Trail: Leaving Robie Equestrian Park, you travel for a few miles on a wide road. The trail will cut over to the right and follow a jeep trail for several miles. From there you will turn onto a single tract trail which zig zags through the trees and over some pontoon (no rail) bridges crossing marshy areas and small creeks. BE CAREFUL. These bridges can be very slick. As this is the start of the ride you will be behind excited horses and riders. You may see water bottles, saddle pads, pieces of equipment, but most likely will not have time to pick anything up. If you decide to ride back to Robie Equestrian Park after your sweep you can use this time to collect lost items that can then be turned into Lost and Found.

Close to mile 6 you will reach Hwy 89, the main road into Squaw Valley and So. Shore Lake Tahoe. The trail now goes under the Hwy. You will be on some slick blacktop. After going under the bridge, turn to the right

High Camp to Robinson Flat

Ride Segment / Section 2

Must camp in Squaw Valley overnight

Length: 23 miles

Tentative Out Time: 7:55 am

Highway 80 to Highway 89 towards Squaw Valley go all of the way to the parking lot of Squaw Valley. Camp overnight in the floor of Squaw Valley. The camping location may change from year to year depending on Squaw Valley needs. Most of the time you can camp over night with the Native Sons of the Golden West that is the trail marking and service crew for High Camp. You will have to get up about 5:30 AM to make the walk up to High Camp on time. Your trailer utilization will have to be well coordinated with Team 1, there is no back up. This is a long technical ride, pace yourself and confirm radio transmission before you depart High Camp and Watson Monument. Cell phone coverage is spotty.

Robinson Flat to Dusty Corners

Ride Segment / Section 3

Length: 9 miles

Tentative Out Time: 1:15 pm

Robinson Flat is reached by taking the Foresthill exit off of I-80. Robinson Flat is approximately 1 hour past Foresthill on a paved road. Approaching the staging area the road is narrow and can be congested with traffic. You may need to send someone forward on foot to ask the traffic controllers to get you through. Someone at the staging area should be available to show you where you can park your trailer(s). There may be an area set aside for SOS trailers.

When you arrive at Robinson Flat, at least one hour before your expected ride time, check in with Net Control, radio personnel, and the out timers at the check point. Cut off times will be available at the SOS meeting prior to the events. When leaving Robinson Flat obtain the numbers of the last 5 horses from the out timers. Ideally, you will maintain visual contact with the last competitor.

Dusty Corners to Deadwood

Ride Segment / Section 4

Length: 10 miles

Tentative Out Time: Arrive by 1:30 pm

This ride section is just short of 10 miles long with 2 fairly deep canyons to be negotiated. Preriding at least part of the section is recommended. You can do the whole section with the help of someone to move your trailers. You can also do half of the section from either end without having to move trailers. Access to check points on the section, Dusty Corners and Last Chance, is difficult, at best. It is a section that some of the runners and ride teams get into trouble, requiring assistance to get to the check points or Deadwood. There is a long up-hill from the Swinging Bridge over the North Fork of the American River. Radio contact can be spotty in this section, especially in the canyons. Make sure your radio(s) are working; that you have spare batteries; and that your frequencies are correctly entered before you leave Robinson Flat. Depending on what arrangements are made for trailer management, your trailer will be brought to Foresthill by the SOS team coming into Dusty Corners. During the event, the trailers are parked along the street in town. You will be loading your horses into the trailers left at Deadwood by the Deadwood to Michigan Bluff team. On the ride, SOS will have an assigned parking area located close to the exit of the mill site. This section includes beautiful trails, but it can be hot and dry. The volunteers and competitors are all very glad to see you and appreciate the work you do. There will be treats for you and your horses at the check points, but you should plan on taking a lot of water, safety equipment and supplies, and something to eat, as you will be on the trail a long time.

Deadwood to Chickenhawk

Ride Segment / Section 5

Length: 9 miles

Tentative Out Time: 5:40 pm

From I-80, take the Foresthill Turnoff. Drive Foresthill Road, through Foresthill on a paved road. About a mile past the China Wall OHV Staging Area, Deadwood Ridge Road appears rather suddenly. It is a dusty, dirt road. Expect to meet a few cars and rigs coming out of Deadwood. There are areas that are wide enough for 2 vehicles to get by each other. The dust is horrific; so close your trailer windows, if you can. If it's a hot day the horses will get hot. So it's your choice, hot horses or horses breathing dust. You will be parking near the recently installed water pump, then riding to either Deadwood (Ride) or Devil's Thumb (Run). Check in with Net Control, the Deadwood Captain, the Deadwood Radio Team and Devil's Thumb's Crew. Also checked in with the In-and-Out Timers. At Deadwood, there is no mandatory out-time so you have to wait for ALL of the riders to come in, then leave, before you can start your leg. There are vets and lots of goodies for both horses and riders at this checkpoint. The Sweep Riders coming in behind you will be taking out your trailer(s). You will probably not see them as they are frequently following VERY slow horses. You may not be in radio contact either. You can relay messages through Net Control, if necessary. If there is room in your trailer, you may be asked if it's all right for the following team to take out pulled horses and riders. You will be riding on a dirt road from the parking area to the Deadwood Cemetery. Here, a single-track trail takes over. There are a few trails that intersect just past the cemetery. Follow the ribbons! There can be motorcycles on the side trails. Most are very courteous. At Kaput Springs (on your left) KEEP MOVING! This is a known hangout for "Wasps" Gang. There is water for the horses after you cross the bridge at El Dorado Creek. There is good radio contact throughout, both on the Bald Repeater and the Cross Band. Check in/out with Net Control every 30 minutes or so. The Michigan Bluff (or Chicken Hawk) Checkpoint Volunteers will be very happy to see you. Check out with Net Control. Find the trailers you will be taking out to Foresthill. Then you have to find the owners of the trailers you are bringing in. They may be ahead of you, or still out on the trail. Your trailers may not be in yet as the riders from Deadwood have a long, hard ride, then a long, hard haul. We usually parks the SOS trailers along the road in Foresthill for the event and in the designated SOS parking lot near the exit of the Foresthill Checkpoint for the ride.

Chickenhawk to Foresthill

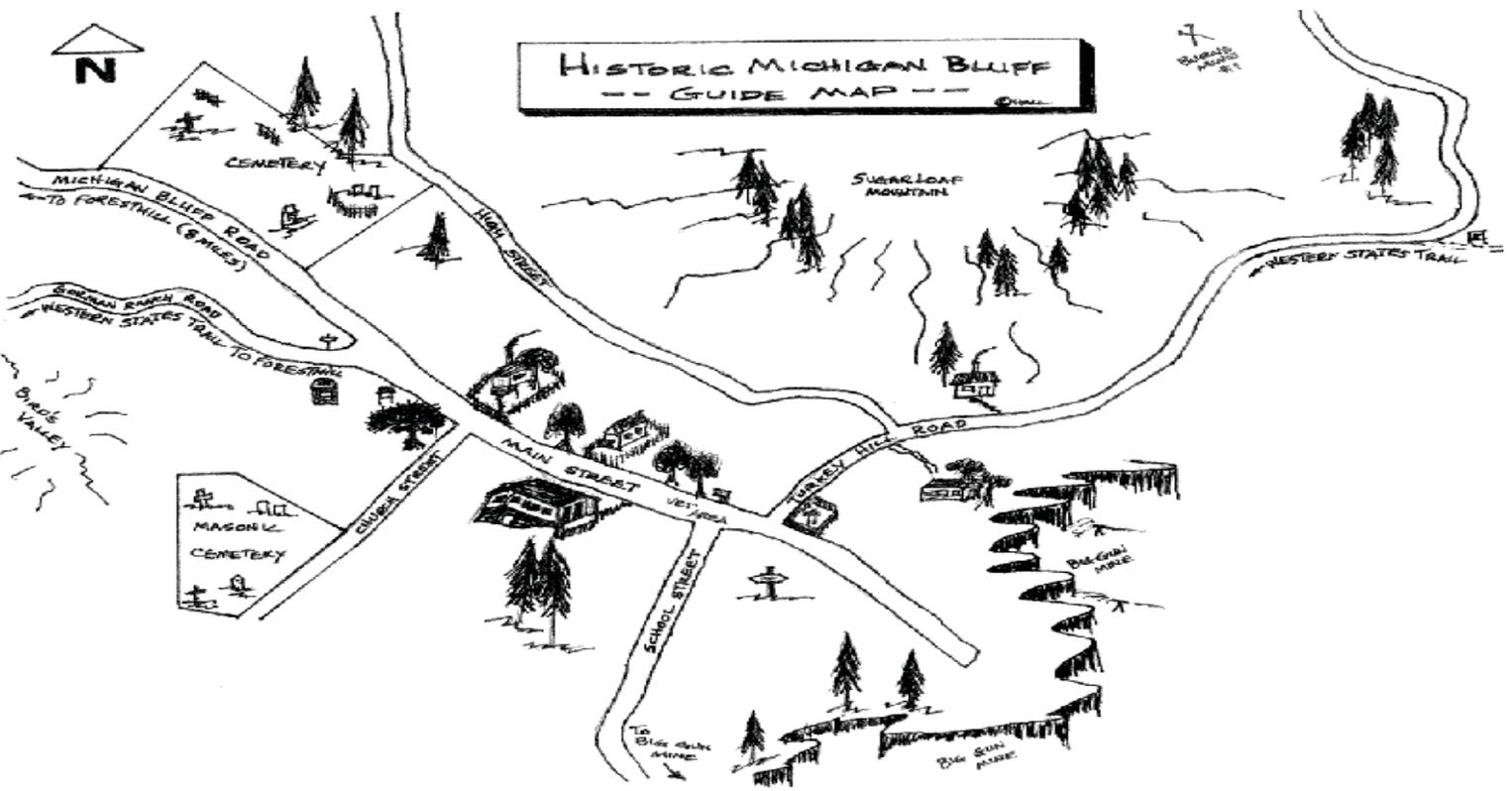
Ride Segment / Section 6

Length: 4 miles

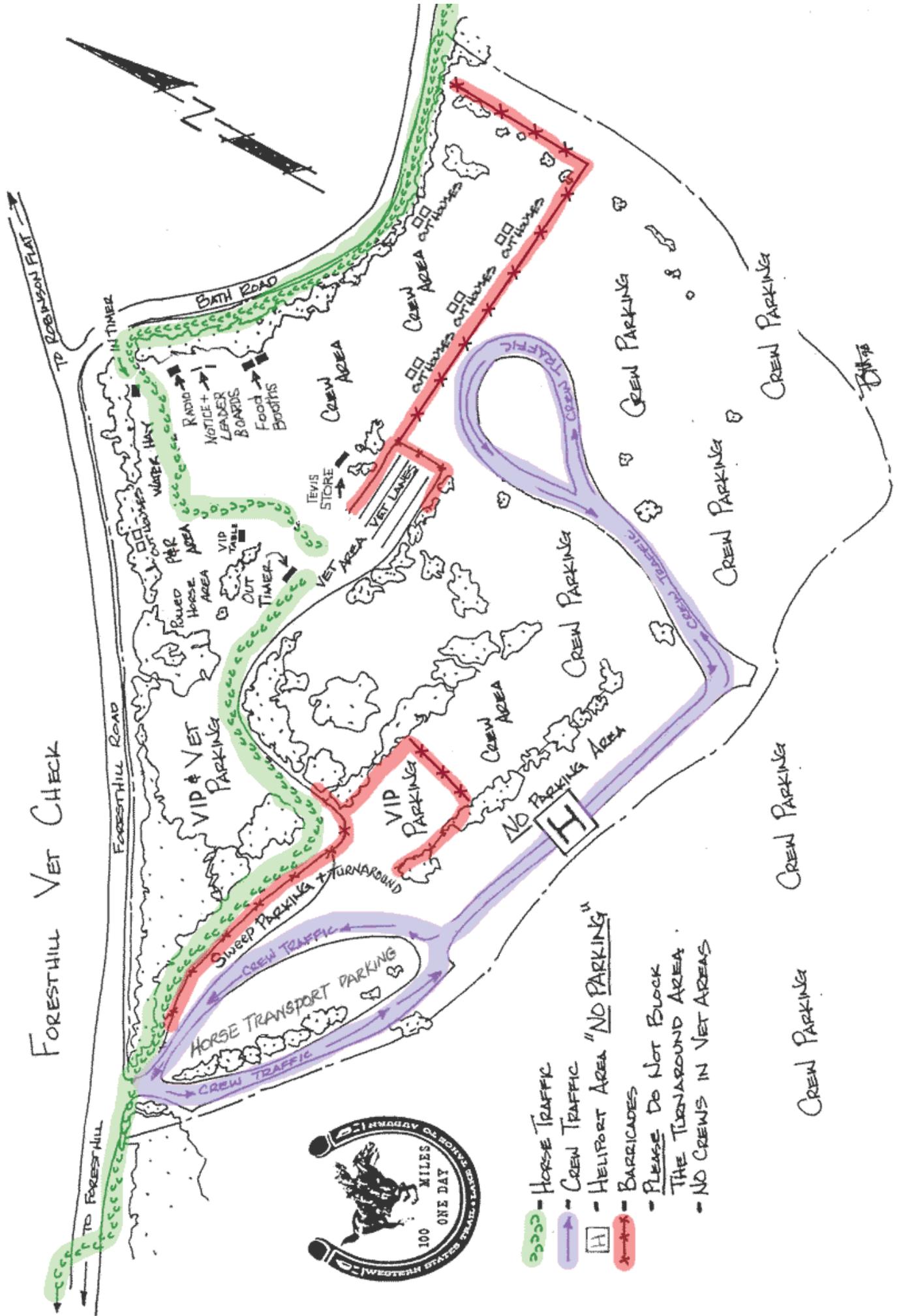
Tentative Out Time: 8:10 pm

Michigan Bluff is reached by taking the Foresthill Exit off of I-80. Go through Foresthill to Michigan Bluff Road. Turn RIGHT on Michigan Bluff Road. As you enter town during the WSER the SOS rigs are usually parked on the RIGHT hand side of the Road, in a level area where Port-A-Potties are frequently set up. To pre-ride this section, you can park on either side of the road in town. The folks who live there are very friendly and supportive.

Chicken Hawk is reached by taking the Foresthill Exit off of I-80. Go through Foresthill to Michigan Bluff Road. Turn RIGHT on Michigan Bluff Road. Then turn RIGHT on access before dropping into Michigan Bluff Road. Drive about a ¼ mile to Chicken Hawk CKPT, the SOS rigs are usually parked on the RIGHT hand side of the Road, in a level area where Port-A-Potties are frequently set up. To pre-ride this section, you can park at the ckpt or in Michigan Bluff as above. The folks who live there are very friendly and supportive. This ride section is usually ridden in the dark, so pre-riding this section is essential. It is a fairly quiet section in terms of runners and ride teams that get into trouble a long up-hill out of Volcano Creek. Radio contact is usually good throughout the section. When you arrive at Michigan Bluff, check in with Net Control and radio personnel at the Checkpoint. When leaving, notify Net Control and obtain the numbers of the last 5 to 10 runners/horses. The WS Trail follows Gorman Ranch Road out of town. During the Run and Ride, you will follow flagging tape and light sticks. To pre-ride this section (which is fairly short), you can either start in Michigan Bluff, riding to Foresthill and back; or park in Foresthill to ride the trail to Michigan Bluff and back. The WS trail switches from dirt road to single-track throughout the section. There are some fairly sharp turns off of the road, onto a single-track trail, and vice versa. When you reach the Foresthill aid station check out with Net Control. Depending on what arrangements are made for trailer management, your trailer may be brought to Foresthill by the Deadwood to Michigan Bluff (or Chicken Hawk) SOS team or your own drivers. During the run, the trailers are parked along the street in town. For the Ride, the trailers are parked at the designated SOS parking area near the exit of the Foresthill Checkpoint.



FORESTHILL VET CHECK



-  - HORSE TRAFFIC
-  - CREW TRAFFIC
-  - HELIPORT AREA "NO PARKING"
-  - BARRICADES
- PLEASE DO NOT BLOCK THE TURNAROUND AREA
- NO CREWS IN VET AREAS



Foresthill to Cal2
Ride Segment / Section 7
Length: 10 miles
Tentative Out Time: 9:45 pm

From I-80, take the Foresthill Road to the Foresthill staging area on Bath Road. Try to have full trailers, as parking space is limited. Park your rig in the designated SOS parking area near the exit. You will need a driver to move your rig to your final destination. Be ready to ride 1 hour before your anticipated departure time. Contact the Out Timers to have them tell you when the last rider has departed (you'll have to stand by, they won't go looking for you). Get a list of the numbers of the last 5 to 10 riders/horses.

You'll be riding out on and along the asphalt road through "town". It will be dark, with light sticks along the roadway. The volunteers who are working the ride along the road will be happy to see you as they can start wrapping up their duty and go home after you go by. You should have pre-ridden this segment, but it will look different at night. You will be turning on to a single-track trail. The full moon and your breast collar lights and helmet lights make for a bright ride on the trail. Be sure you see light sticks as you go along. It's easy to take a wrong turn in the dark.

Radio contact may be sporadic. Be sure to lock in your radio frequencies, as this segment can get exciting. The trail is very narrow with lots of switchbacks. The occasional trail/road intersects the trail and may be confusing. These are also points to have someone meet you if you are escorting a horse or rider in trouble.

Here's where pre-riding really helps and it is recommended to pre-ride in the daytime, going the same direction.



Cal2 to Francisco's

Ride Segment / Section 8

Length: 7 miles

Tentative Out Time: 11:55 pm

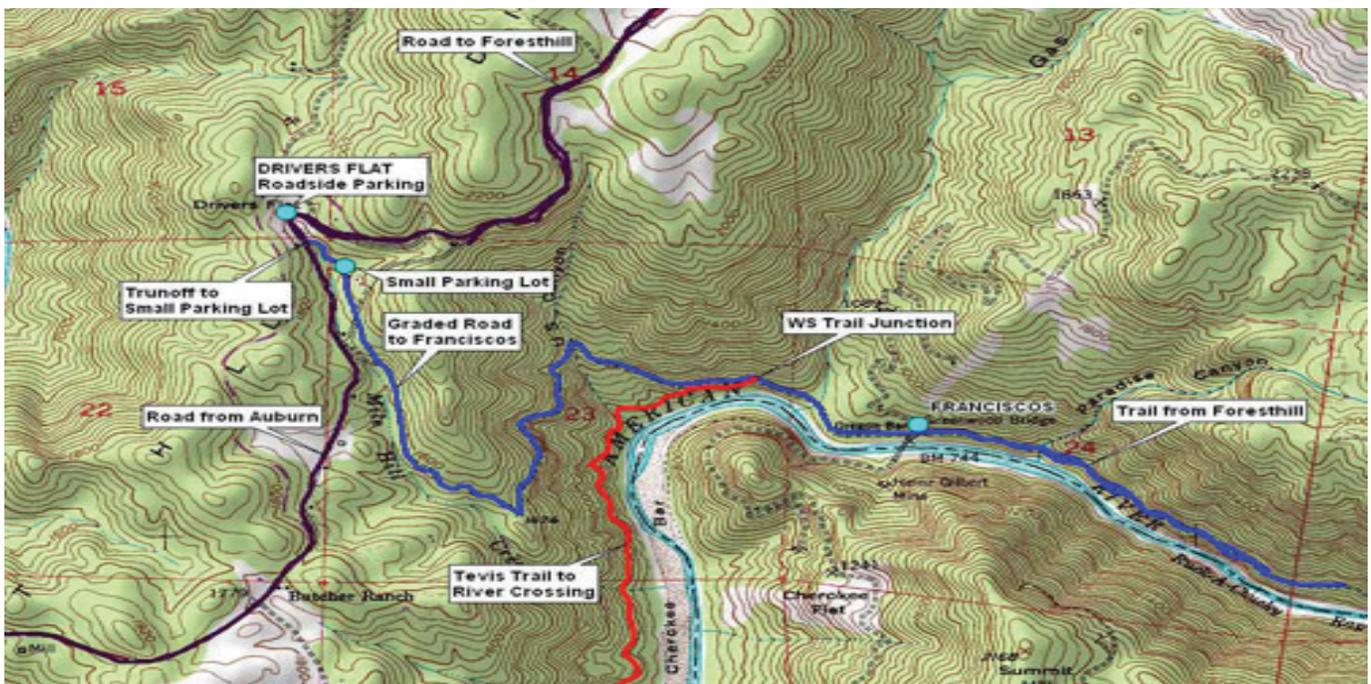
Take I-80 East to the Auburn Ravine – Foresthill Road exit. Turn right at the end of the off ramp towards Foresthill. Set your odometer to zero. Proceed across the Foresthill Bridge. At approximately 13 miles you will come to the 2nd Todd Valley Road sign (small sign on the right) it is hard to see. Turn right on Todd Valley Road. At 13.9 mile mark, you will come to Green Ridge on the right. Turn RIGHT on Green Ridge. In one block turn LEFT on Oak Wood (14 mile mark). You will be in a rural residential area. Continue on Oak Wood to a **"Not a Thru Road"** sign (about 14.5 mi.). Ignore the sign and proceed through. At about 14.7 mi. mark you will come to an "End" sign. Ignore the sign and continue down a chip and seal road. At the 15.4 mile mark you will be at the cul-de-sac. This is where you will leave your rig and saddle up. The trail is to the right of the gated driveway by the fire hydrant. The Cal-2 Check Point is about 2 miles down this trail/road at the end.

This is a night ride so pre-ride and drive during the day to familiarize yourself with the ingress/egress and trail. It is about a 2-3 mile ride from Francisco's check Point where your sweep ride ends up a dirt road to where the trailers are parked at Driver's Flat staging area.

Check in with Net Control when you arrive at Cal-2, and depart Cal-2 and about every 30 minutes out on the trail.

The volunteers at Francisco's are equally happy to see you. They usually have lots of goodies for both horses and riders. Check out with Net Control. You must ride about 3 miles up to the parking area at Driver's Flat.

You may be escorting pulled riders and their horses up to the parking area. It is a long walk to be prepared. Check out with Net Control again once you arrived safely at your trailers.



Francisco's to Lower Quarry

Ride Segment / Section 9

9 miles

Tentative Out Time: 2:25 am

If you are a person who does not do well late at night, this section is not a good choice for you. You actually don't get on the trail until after 1 a.m. You will not finish until the sun is coming up. Make arrangements to have your rigs moved to the Lower Quarry staging area or leapfrog with the riders in segments before and after yours.

To get to Francisco's, you take the Foresthill Road out of Auburn toward Foresthill. There is a large sign, which denotes DRIVER'S FLAT on the right. Just after the pavement ends on the Driver's Flat Road, there is a staging area on the left (No facilities). There will be transport trailers there, too, so it can get kind of crowded. Regardless of where you are, make contact with net control upon your arrival.

You must ride down the dirt road to Francisco's. It is imperative that you pre-ride this area beforehand as there are several roads and trails in the area and your section starts at night. I don't recommend vehicles as even 4-wheel drive vehicles break down (brakes, etc) on the steep, rutted roads. It is about 3 miles down from Driver's Flat to Francisco's.

Check in with the Checkpoint Captain at Francisco's. Contact Net Control. Touch bases with the In- and Out-Timers so you will know when the last competitor leaves. The site is deep in hay for the horses and goodies for the riders. Keep an eye on things to know when you will be leaving. Get the numbers of the last 5 to 10 horses and notify Net Control.

This is a major staging area with a vet check. Lots of horses are coming in in groups of 10 – 20. The horses and the riders are tired. Many horses and riders will be pulled at this site. They must walk their horses up to the transport trailers, usually in groups of 3 or so. The trail is well marked with flags and glow sticks. The glow sticks underwater at the River Crossing are really neat. There is a check station at the River Crossing, but they may have no communication.

The staging area at Lower Quarry may be closed by the time you get there. It is late in the competition, with many horses having been pulled at Francisco's. Check out with Net Control. You must ride another mile or so to where the trailers were waiting for you. Check out again with Net Control when you safely arrive at your trailers.

Lower Quarry to Auburn Overlook (Finish)

Ride Segment / Section 10

Length: 6 miles

Tentative Out Time: 4:00 am

Trail your horses from Hwy 80 to Elm Street Exit in Auburn. Get on Hwy 49 toward Cool. At the Stop sign, turn right onto the bridge over the confluence of the North and Middle forks of the American River. You will see a "Horse Crossing" sign in about ¼ mile. Make a left turn onto the dirt road into the Confluence Staging area. It is hard to see the road, but there should be crossing guards there at the time of the night. You will be going against the horses so turn off your headlights and use only parking lights. If there is room you can park to your right. If not, you can go 2 miles to the Lower Quarry Aid Station. It is tight so don't take large trailers to this station, and go very slow, watching for horses. Remember they are at 92 miles of their ride and pretty rummy. The Confluence Staging area is a fee parking area so you will need to either own a State Park Pass or pay the daily fee to park there.

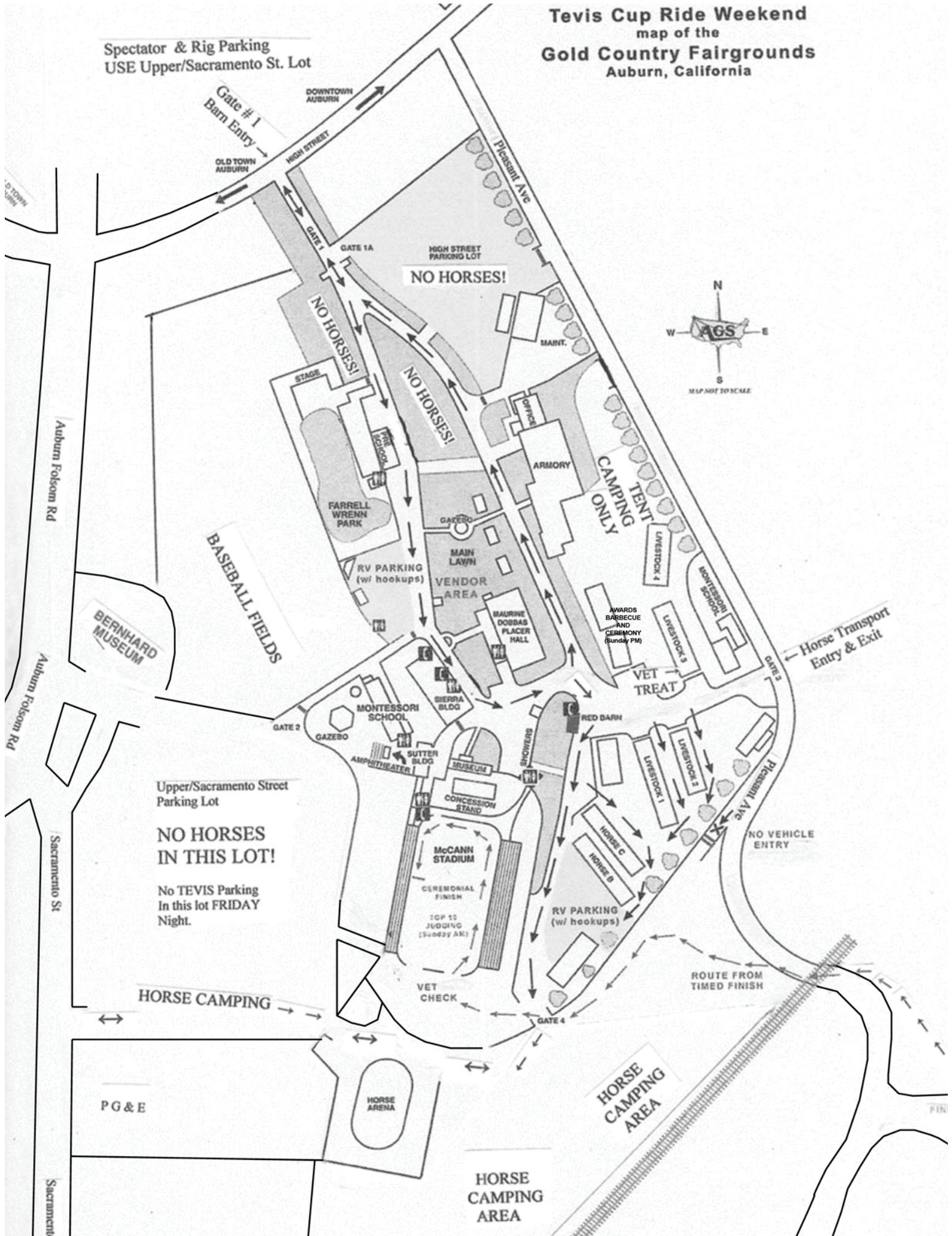
If you park near Hwy 49, ride or lead your horses down to the Aid Station. Check in with Net Control, the Aid Station Captain and the In and Out Timers. Be sure to get the numbers of the 5 – 10 horses in front of you when you are released to start your sweep. Ride back up the dirt road and cross Hwy 49. Ride up the side of the hill.

When you come to the trail, turn right. Follow the ribbons and light sticks. However, this stretch of trail is notorious for having ribbons and lights pulled by vandals. Follow the trail to No Hands Bridge. When you get to Robie Point, do not go up the pavement. Ride straight through the green gate and down the hill and turn right when you get to the trail. Follow the trail to the Auburn Overlook and the finish. Check out with Net Control when you have reached the Auburn Overlook and finished your sweep.



Tevis Cup Ride Weekend
 map of the
Gold Country Fairgrounds
 Auburn, California

Spectator & Rig Parking
 USE Upper/Sacramento St. Lot



NO HORSES!

**NO HORSES
 IN THIS LOT!**

No TEVIS Parking
 In this lot FRIDAY
 Night.

HORSE CAMPING

**HORSE
 CAMPING
 AREA**

**HORSE
 CAMPING
 AREA**



**Horse Transport
 Entry & Exit**

**ROUTE FROM
 TIMED FINISH**

**BERNHARD
 MUSEUM**

Upper/Sacramento Street
 Parking Lot

PG & E

HORSE
 ARENA

NO VEHICLE
 ENTRY

**VET
 TREAT**

**AWARDS
 BARBECUE
 AND
 CEREMONY
 (Sunday PM)**

**CAMPING
 TENT
 ONLY**

ARMORY

**VENDOR
 AREA**

**RV PARKING
 (w/ hookups)**

**FARRELL
 WRENN
 PARK**

STAGE

BASEBALL FIELDS

**MONTESSORI
 SCHOOL**

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What is a team leader in Sweep Riders of the Sierra?

"A process of social influence in which a person can enlist the aid and support of others in the accomplishment of a common task." *Listen up Leader* by David Cottrell

SOS Team Leader Guidelines/Responsibilities

- ✓ Organize the team's section pre-ride meeting; may provide SOS training for a newcomer and a review for long time members.
- ✓ Assign radio operator responsibilities. The team leader does not have to be the radio operator for the team or even be radio licensed.
- ✓ Verify all members have trailer arrangements for: arrival at assignment, leap frog other trailers, or provisions to return to their original trailer site.
- ✓ Conduct the pre-ride to observe minimum proper tack, lights if necessary, horse compatibility within the team, and general teamwork by the members. If any issues cannot be solved, the team leader will contact the Ride Assignment Lead, the Chairperson or any Board Member for assistance.
- ✓ Be sensitive to horse attitudes as it relates to the team riding order. It is not necessary for the team leader to be in any particular order, such as first or last, as long as the team leader can monitor the actions required by the assignment.
- ✓ Assure that NET Control is notified of arrival at the assignment, start of the assignment, and progress points during the ride (at least every 15 minutes).
- ✓ Contact the event staff, Head Volunteer, Out Timer, and Net Radio Operator upon arrival at sweep location. Confirm the Cut-Off, Out Time and any changes or extensions of time given to a participant.
- ✓ Make sure the team departs as close to the last rider out as possible, which may be different than the Cut-Off Time given.
- ✓ Get the numbers of the last 5 endurance competitors from the Out Timer if possible.
- ✓ Ensure that Net Control is contacted of the team's 'Point of No Return', usually about 30 minutes out, so the check point you departed can shut down. The decision is to continue forward on the trail with any situation that may need assistance by others to meet you at a future point. You will not be able to go back.
- ✓ Ensure that Net Control is notified when your sweep assignment is completed.
- ✓ Complete the 'After Ride Report' and submit to the Chairperson or designee as soon as possible. Not later than one week following the event. The report is then shared with the rest of the SOS organization for comments and training and to the organization putting on the event.
- ✓ Flashlights used on the trail is to be a minimum, but may need to be used as a tool to monitor the trail for safety.

Summary:

The team leaders are responsible for the overall operation and organization of the teams. A leader should maintain communication at all times between the team and SOS management. A team leader ensures that the team stays on schedule during the event and completes a pre-ride of the assigned sweep section. The SOS team leaders are an important and integral part of a successful section of trail and the overall operation of a safe ride for all.

SOS

Sweep Rider

Trailer



Sweep Team # _____

Riders _____

Contact # _____

FOR THE SWEEP TEAM USE ONLY

Contact Radio Control if there are any problems with this truck & trailer