

GENERAL INFORMATION Short Course (12-Mile) Ride & Tie

******Please print any and all documents at home before you leave for the Cache Creek Ridge Ride. When you arrive at camp, the only items we will give to you are your rider card, your rider wristband, and your windshield card displaying your name and number should we need to find you.*********

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Short Course RIDE & TIE SCHEDULE Friday:

CACHE CREEK RIDGE RIDE

Team Registration: 9 am - 6 pm (If you plan to stay overnight in camp for your 9:30 am start on Saturday)

Vet In Begins: 2 pm until dark.

Volunteer Meeting: 7:00 pm at Ride Mgt HQ

Virtual Ride Meeting: Wednesday, May 1, 2024 @ 5:40 pm Link will be posted on our website: cachecreekridgeride.com

Saturday Start Times:

50 milers start at 5:30 am Ride & Tie Long Course at 7:00 am 25 milers start at 7:30 am

Ride & Tie Short Course at 9:30 am (vet in available from 7-9:00 am)

Intro Riders start at 10 am

<u>Awards:</u>

Short Course Ride & Tie: Pick up award at Mgt Trailer after you pass the post ride exam. Your "validated" wristband is your "ticket" for an award.

Dinner Service in Management Area

Saturday: 2:30-6:30 Riders: turn in your completed Evaluation Form for Service Volunteers: turn in your wristband for service Tickets for purchase on site @ \$25 each for others

Virtual Ride Meeting

Join the meeting Live: Wednesday, May 1, 2024, 5:40 pm Link can be found on our website: cachecreekridgeride.com If you miss the meeting, you can see the recording on Facebook: Cache Creek Endurance Ride

We have written down most of what you need to know and posted it on our website (if you've gotten this far, you know all this). It is important for you to attend our virtual ride meeting for 4 reasons:

- 1. You may read the packet, and we hope you do, but remembering written material can be sketchy. Thus, a second presentation is being done verbally and visually with explanations.
- 2. We may have updates to share closer to the ride, and this is our last chance to inform you of them before we leave home and are out of cell service.
- 3. The WEATHER will be more predictable this close to the ride, and that can change protocols at vet checks, so we wanted to check in with you so you can prepare properly.
- 4. You may have questions for us, and this meeting offers an opportunity to address your questions and concerns.

We have worked hard to capture a ride meeting in this written packet. The Management Team hosting the CCRR are experienced Ride & Tie competitors. We know that it helps you to have as much information in advance of the Ride as we can provide. This packet will help you prepare, but the Virtual Meeting on Wednesday the 1st should also be considered required viewing for updates. See you soon AND thanks for joining us at the CCRR!





Short Course Ride & Tie Check in Process



Friday, May 3, 9 am -6 pm

For Rider & Tiers arriving on Saturday (May 4), registration is from 7:00 am to 9:00 am at the Management Office at the south end of camp

- If you are arriving on Friday and camping overnight, stop at the check-in table at the pop-up tent on the landing before dropping down into base camp.
- The following steps apply either way:
 - 1. Jennifer will look you up on her rider or volunteer list. This list was generated from the JOT on-line entry and/or volunteer forms.
 - 2. We will verify all your registration information for accuracy. If you have decided to change partners or use a different horse or mule, we will correct our data base before sending you to the vet area for a preride vet exam and numbering your horse.
 - 3. If you are a "late entrant" and did not register online, we will ask you to complete a paper entry form. This will take extra time, but we will register you while you wait. You will need to pay regular and late fees in order to proceed to camping.
 - 4. Up-to-date rider lists are posted on our website *cachecreekridgeride.com*. Please verify information in our data base by looking yourself up on the Ride & Tie list prior to arriving at check in.
 - 5. We will also give you 2 wristbands and a windshield card with your name and team number on it. We ask that you wear your wristbands and display the card in the windshield of your vehicle in case we need to find you or your camp spot.
 - 6. You will be given 2 evaluation forms which we ask you to complete and turn in to receive your dinners. The dinner starts at 2:30 and serves until 6:30.
- Dinner tickets will be available for purchase at Rider Check-in. Please bring cash or check for payment of \$25/dinner. Each team entry includes two dinners, but if you have people with you who would like to have dinner after the ride, please take this opportunity to purchase a ticket for additional dinners.





Short Course Ride & Tie Registration Verification

© Meet Ride Managers Pam Stalley and Jennifer Stalley Crenshaw, who will check you into the ride. First, we will check in Riders, then Volunteers who may be in your vehicle.

RIDERS:

- 1. Please be ready to verify your **horse and teammate information** so our records are accurate. Tell us if you have a horse or partner change. If you are changing mounts, be prepared to provide the information on your new horse. We will create a new vet card and give it to you to take to the preride exam in base camp. We will also give you a windshield card, for your windshield in case we need to find you.
- 2. Also please verify your **ride distance**. If you want to change distances, it's ok, but it will cause a team number change. We will create a new vet card for you, give it to you, and update our computer database.
- 3. If you have no changes, we will write your team # on your wristband, hand you your vet card, and windshield card*. *We ask that you place your windshield card in your front windshield, so we can identify your rig should we need to find you.

VOLUNTEERS

- 1. Provide us with your name, and we will present you with your volunteer tshirt (please wear it on Saturday during the event, so we can find our volunteers).
- 2. You will also receive written instructions:
 - a. describing your role in the ride on Saturday
 - b. where you will report to help
 - c. when you should be there
 - d. a good idea of how long we will need your help
- 3. This information should not be new to you if you registered online as a volunteer. We will have sent an email confirming that you are ok with the assignment.

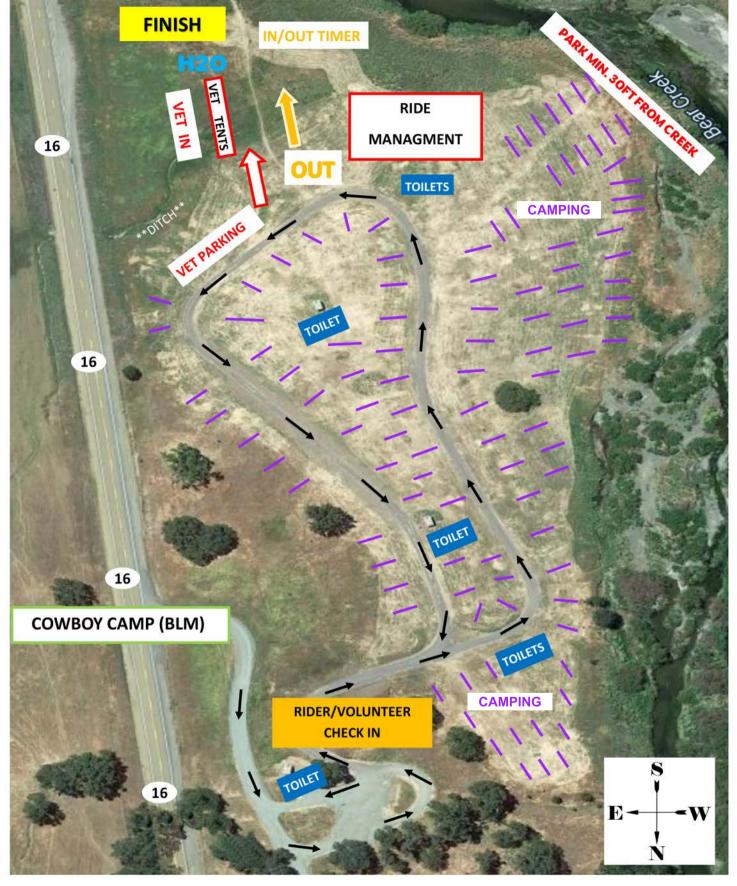




Short Course Ride & Tie Camping Process

- 1. Congratulations, you are in at the Cache Creek Ride & Tie.
- 2. Park your rig using a pinwheel pattern—nose facing the gravel road you drove in on--not parallel to it. We have a sign demonstrating this at the entrance gate and in this digital packet.
- 3. Space your camp an appropriate distance from your neighbor's rig.
- 4. Set up your camp.
- 5. This is a dry camp, please bring your "human" drinking water with you to camp. Also, please haul as much horse drinking water with you as possible. We will refill troughs in camp but appreciate all you can do to help reduce the water runs to refill camp.
- 6. Please be respectful, kind and courteous.
- 7. Please spread manure and biodegradable waste (hay).
- 8. Bag your trash and haul it out with you.
- 9. Please keep dogs on leashes, horses on leads or safely contained.
- 10. We ask that you keep in mind that we are to LEAVE NO TRACE on all BLM property. Thank you!





Park "PINWHEEL" style. MAP IS NOT TO SCALE. There is way more room for rigs than shown. This is simply an
example of how to position your camps.







Cowboy Wisdom (advice)

of the

Cache Creek Ride & Tie (rule)

Because rules are for a reason

> Always look upstream before drinking the water.

- Likewise, thinking ahead... Trash goes into a <u>bag that is tied off</u> and that bag goes into the brick-red-colored trailer on your way out of camp. The trash travels 20 miles back to Williams, and we don't want to litter these beautiful hills all the way home.
- > You can't keep trouble from visitin', but you don't have to offer it a chair.
 - We are still cutting down trees from the last wildfire. It wasn't our fault, but safety first; no campfires.
- Man is the only critter who feels the need to label things weeds or flowers.
 Weed free or local hay only.
- Good judgment comes from experience, and a lot of that comes from bad judgment
 Especially true if people have sponged out of the water. Do not sponge out of troughs.
- If you get to thinkin' you're a person of some influence, try orderin' somebody else's dog around.
 - o All dogs must be on leashes at all times.
- You are not being diplomatic just because you put please in front of "Shut the hell up."
 Be polite and cheery with all of the volunteers.
- Going fast while you are lost won't help a bit.
 - Use your brain. First think, would an idiot do this thing? If an idiot would, do not proceed doing that thing.
- > Don't run down narrow stairs if you're wearing spurs.
 - Never, under any circumstances tell someone else where they're supposed to be! By the time you've "figured out" where they should be, you're off course. Pay attention to yourself and your ribbons only.
- > Wide open spaces don't breed no chatter boxes.
 - Generators off by 9:30 pm. It's an early start on Saturday.
 - Sometimes you get, and sometimes you get got.



• We have seen rattlesnakes and lots of ticks. Rattlesnakes will get out of you way (most of the time), but use repellent for the ticks.

Always drink your whiskey with your gun hand to show your friendly intentions. Color don't matter if the horse don't trot ~~ that one's just for fun!





Cache Creek Ride & Tie May 4, 2024 Long Course & Short Course **RULES**



Violation of any rule may result in disqualification.

1. Any Ride and Tie team entered into the Cache Creek Ride & Tie, must follow the rule below:

Competitors under 16 years of age must be partnered with a person 16 years of age or older to compete in the Long Course or Short Course CCRR Ride and Tie. Proof of date of birth may be required by Ride Management.

- 2. Each team will consist of two persons who are current members of the Ride and Tie Association and one horse. Throughout these Rules "horse" means "horse, pony or mule."
- 3. The horse must be at least five years old.
- 4. No pregnant or lactating mares will be allowed to compete.
- 5. No foreign substance or medication may be given or administered to any horse within 72 hours before starting the event or one hour after finishing the event. This includes ointments or solutions for topical use that contain local anesthetics. All medications administered during the two weeks prior to the race must be declared in writing to the veterinarian conducting the pre-race examination. The Ride and Tie Association follows the same guidelines for prohibited substances as AERC.
- 6. All horses must be submitted for a pre-race examination.
- 7. There will be a predetermined number of vet checks where the horses will be observed and examined. There will be no mandatory time holds. Cut-off time limits for each check point may be established. Pulse, respiration, mucous membrane color and capillary refill, surface factors, attitude and soundness will be considered as part of the criteria for passing through to the next check. Vet check criteria will be announced prior to the races start and will be determined by the Head Veterinarian after consideration of weather, terrain, and other factors.
- 8. Before the Start there will be an agreed upon "Start" and "Finish" line.
- 9. All horses must be presented to the veterinarians for a post-race veterinary examination within a half hour of the horse crossing the finish line. Horses must pass this examination for any member of that team to be eligible for completion awards. No abuse of a horse will be tolerated.
- 10. All decisions of the Veterinarian staff regarding the health and safety of the horse are final.
- 11. Artificial ties are illegal. An artificial tie is anything that does not exist along the trail for all participants to tie to. For example, a contestant cannot carry a metal stake and hammer with them and create an "artificial tie" as they go. Hand ties may be allowed at the Race Director's discretion. Any decision to allow hand ties will be announced at the pre-race briefing.

- 12. Each team must switch from rider to runner and runner to rider at least six (6) times during an event. Teams may tie as many times as they desire anywhere along the trail as long as the ties do not obstruct the trail or are not made in designated "No Tie Areas." A required exchange will occur at each vet check. A team must exchange at least twice between vet checks. Where vet checks are so close that two exchanges may be impractical, the Race Director may allow one exchange between two specific vet checks. If a runner on a team has not been overtaken by his partner before the next vet check, then the runner must wait at the vet check for his/her partner to arrive in order to meet the required vet check exchange.
- 13. With the exception of securing a loose horse, no person other than the team members and designated race officials may handle a team's horse on the trail during the race. Designated team crew may work with the horse at any vet check specified by race officials to be open to crews. Race officials may require crew to obtain a pass. Only contestants may take a horse through the vet checks during the race.
- 14. It is not permissible for both members of a team to use their horse at the same time for forward movement. "Tailing" (meaning the rider dismounts, grips the horse's tail and allows the horse to pull him/her) is allowed, but it is not permissible for one team member to ride while another tails.
- 15. No pacing by an un-entered horse or runner is allowed for any contestant.
- 16. Riders shall be responsible for their horse's behavior prior to and during the event. If, at the discretion of the race management, any horse becomes unruly or jeopardizes the safety of other participants, the team may be disqualified from the event.
- 17. Teams must pass and report to any trail marshals who are positioned along the course. Competitors inadvertently off course must return to the point at which they left the marked trail and complete the course correctly. Teams must stay on the marked trail.
- 18. Any protests must be made in accordance with the Association's Protest Policy.
- 19. A team has not completed the race until both human teammates and their horse have crossed the finish line.
- 20. These rules apply to a sanctioned race. A race may be of any distance, but to be sanctioned there must be a Ride & Tie race of at least 20 miles in length offered within the same event.
- 21. Competitors under 16 years of age must wear approved safety helmets while mounted during a race (helmet approval by AHSA, PCA, ANSIZ90.4, or Snell)

Revised January 2022

Thank you for joining us!

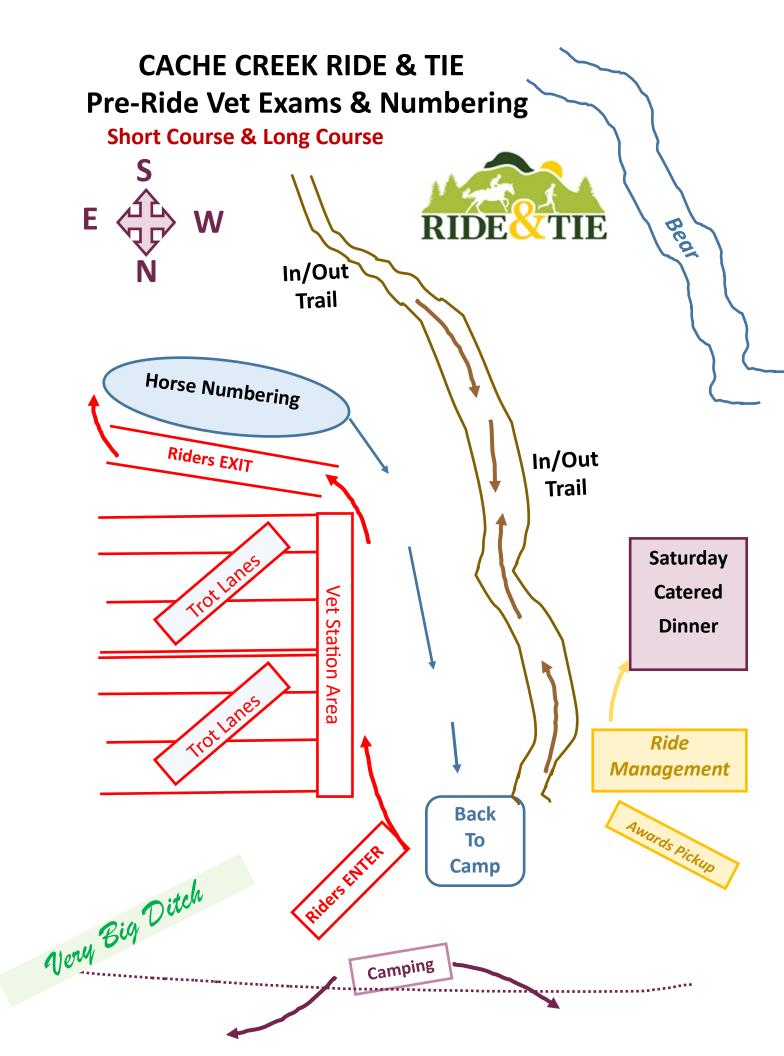
Short Course Ride & Tie Pre-Ride Vet-In Process



Short Course Ride & Tie teams should wait for Saturday morning to vet in. Vetting opens at 7 am on Saturday, May 4

- 1. Take your vet card and your horse to the vet area.
- 2. If you are not standing with a "buddy horse", maintain a distance of about 6 feet from the next horse's tail. Do not crowd.
- 3. Present your horse to the vet while standing on the opposite side of the horse from the vet and his/her scribe.
- 4. Give your vet card to the scribe.
- 5. Retrieve your vet card after the vet completes the exam and the scribe has filled in the information from the vet's exam.
- 6. Take your horse and vet card to the volunteer who will put your team # on your horse with a cattle marker.
- 7. If your horse does not pass the pre ride vet exam, see ride management to process your "Did Not Start" status. This is VERY IMPORTANT as we need to keep track of our riders, and you will receive of refund of your entry fee less a \$30 processing fee.
- 8. You will have a great ride through what used to be working cattle ranch country. Be kind to all the people you see and enjoy the open air and a good traveling companion—your four-legged friend.







Short and Long Course Ride & Tie Post-Ride Process

You Have Crossed the Finish Line--What Now?

- 1. When all 3 members of your team complete the course and arrive at the "finish line," the finish timer will write the time your last team member crossed the finish line on your vet card.
- 2. Next your horse must recover to the announced pulse criteria. Move up to the cooling area to cool your horse.
- 3. Please understand that the 25-mile and 50-mile riders (as well as other Ride & Tie teams) may be completing finish exams at the same time you wish to have your horse vetted for a completion. We ask that you graciously allow them to move ahead of you if they are nearing their finish exam "cut off time."
- 4. Your horse will have 30 minutes to reach pulse criteria from the time your last team member arrived at the finish line.
- 5. When the pulse is at criteria, call for a P & R person to take the pulse record it on your rider card. You have one hour from your finish time to present your horse for the post ride exam.
- 6. Have your vet card ready to present to the P & R volunteer and keep it available for the veterinarian's scribe.
- 7. Present your horse to the veterinarian. As always try to stand on the opposite side of the horse from the vet and scribe at all times.
- 8. After the vet completes the post ride exam, the scribe will keep your card. Take a photo of it if you like.
- 9. If your horse passes the vet exam, make your horse comfortable at your camp area. When you are ready, go to the awards table, turn in your "validated" wristbands and collect your awards.
- 10. Your completed Evaluation Forms are your "tickets" for your "post ride" food. You have a choice of a deli sandwich (available starting at 11 am) or a chicken plate (served from 2:30 -6:30 pm).
- 11. Congratulations! We hope you had a great experience at the CCRR.

