

Rules of Etiquette

In order for everyone to enjoy a safer, more pleasant ride, please observe these rules of riding.

1. Always wear a **helmet**
2. Always **follow the instructions** of the ride leader
3. Always **obey all road signs** and traffic signals
4. Always **use hand and voice signals** to:
 - Indicate turns
 - Indicate slowing and stopping
 - Warn each other of hazards such as:
 - pot holes, bumps, glass, gravel, and other debris
 - approaching cars from other directions
 - cross traffic
 - railroad tracks
 - Say "*To Your Left*" when getting ready to pass another biker
5. **Maintain a safe position** on the road by:
 - Staying to the right of the road
 - Riding single file to let traffic go by on narrow roads
 - Avoiding overlapping of wheels (a front wheel overlapping and the touching someone else's back wheels will cause the rider in back to fall down)
 - AVOID passing other cyclists on the **right**
 - Riding in a straight line and NOT weaving from side to side
6. Always **stop** when:
 - A rider has an accident
 - A rider has a flat tire or mechanical problem
 - If somebody needs assistance for any reason
7. Always **inform the ride leader**:
 - If you want to go back or take a shorter route so the remainder of the group does not have to wait for someone who has turned back
 - If you are **not feeling well**
 - If you know about any hazards or construction on the planned route
8. For safer riding remember to ALWAYS **maintain visibility** by:
 - Riding far enough away from the curb to be more easily seen by motorists
 - Wearing brightly colored jerseys, especially in the evening
 - Refrain from riding at night unless your bike outfitted with lights, front & back
 - Using a blinking rear light on dark or foggy days
9. ALWAYS **carry personal equipment** including:
 - Water, energy drinks, energy bars
 - Tools and parts needed to replace a flat tire
 - Money and identification
 - If you have a cellular phone make sure you have the # of one of the other riders, especially the ride leader

