



## **General Rules & Induction Information – *What You Need To Know***

Off-road riding is dangerous, so please ride within your limits and at your own pace, respect other riders and the environment and remember it is not a race out there!

### **General Rules**

- Everyone must register in and out of the property.
- All riders & spectators must complete the Induction (held at HOME Base at 8:45am, 10am, 11am & 1pm daily only). **Any visitors or spectators, who want to ride, have to complete and sign our paperwork/Indemnity form and attend our Safety Induction. People found riding who haven't done this will be immediately expelled from the Ride Park.**
- Riding is between 9am and 5pm. The trail loops close at 4:30pm, you can ride the PeeWee & Natural Terrain tracks until 5pm. No riding after dark.
- No driving of cars is allowed around the property, once your car is parked, it needs to stay there. You can only drive out on the same road you came in on.
- Enclosed footwear must be worn at all times; there are hazards in the ground (eg: tree stumps, roots, metal & wire etc).
- Stay within the property at all times and don't open any gates, besides the entry/exit gate. All other gates are locked.
- Swimming is not allowed in the dams (there are hidden dangers under the water, not to mention leeches). If your kids cannot swim, you need to keep a close eye on them.
- Fires are only allowed in designated areas during winter months only. We do have Firewood for sale or you can bring your own. No glass, plastic or steel in the fires please.
- All incidents must be reported to the operator.
- Once you consume alcohol, your riding has ceased for the day.

### **Bike Safety & Maintenance**

- Customers riding their own bikes will need to make sure their bike is in good mechanical condition. The following points will be inspected upon arrival at the Park:
- Fuel hoses secure and in good condition.
- Tank cap fits securely and no fuel leaks when tank valve in the open position.
- Ignition lead secure, in good condition & engine kill switch works.
- The exhaust needs to be secure with no leaks, with a spark arrestor fitted and the muffler suitable and in good mechanical condition.
- Any aftermarket exhaust, if excessively noisy, will be subjected to noise testing. Any bike reading over 112dB(A) will have their riding areas limited, well off the boundary to ensure we do not exceed noise levels. The rider will require their exhaust to comply on their next visit.

### **Recommendations:**

- Bikes have some form of hand guard or bark buster fitted and open handlebars ends are plugged.
- Have good off-road tyres fitted.
- Customers bring a spare tyre tube, levers and some tools to do their own maintenance if required.
- Chain guards and protections are in place.

### **Riding Gear**

Appropriate off-road riding gear must be worn at all times. A minimum standard of helmet (AS1698), goggles, gloves, off-road boots, a long sleeve shirt and sturdy pants. Failure to comply may compromise your participation.

**Hazards** - You need to watch out for uneven terrain and obstacles that come across your path like rocks, ruts, roots, stumps, diagonal logs & sticks, trees, holes, drainage mounds and washouts. During wet conditions watch out for the hard packed greasy and slippery areas.

Wildlife eg: kangaroos, emus and other wildlife, especially the first riders out on the trails in the morning.

There are old building sites that contain wire and sheet metal. Stick to the trails and you will be fine.

### **Environment**

The Park is within a managed tree plantation for the purpose of growing Eucalyptus Globulus 'Bluegum' trees. Any riding we do must not impact on the growing trees within the plantation.

It is imperative that during the initial establishment years, that the tree seedlings are not damaged.

This property will be monitored for environmental impact, so to keep this facility open, please tread lightly where possible (eg: in wet areas, if rutting occurs, take a new line).

### **Circuit Guidelines – Pee Wee & Natural Terrain Tracks**

- The tracks are single direction only. Always follow the direction of the arrows.
- When entering the track, make sure you give way to riders already on the track.
- Be careful of overtaking, especially the little kids, as they do wander more. Please give them room.
- Do a sighting lap to familiarise yourself with the track before picking up speed.
- Jumping is not recommended, but if you do so, then jumping is at your own safety and risk.
- Be careful as there are many hazards off the tracks if you overshoot the corners, like the big creek!
- Ride within your limits.
- If it is dusty, hang back so you can see where you are going.
- Don't damage the sprinklers and report damage or major water leaks so we don't waste water – its precious.

### **Loop/Trail Guidelines – Kids Loop, Mini Trail, Blue Loop 1 & Red Loop 2 – Signage will be shown during Induction**

- A riding parent must accompany their children on the trail loops (eg: Kids Loop, Mini Trail, Loop 1 and Loop 2) until the riding parent is satisfied that their child(ren) can ride safely unattended.
- Before riding the Loops, make sure you have enough fuel. The longest loop is around 35kms in total length and maybe quite fatiguing. Make sure you take water and a snack with you to keep up energy levels, and rest along the way if required.
- Please read and abide by signage around the property. If you damage bunting, please let someone know or try to fix it up – it is there for safety reasons, so it needs to be in place.
- Kids Loop (Black Arrows) – 2 – 4kms with short and long options
- Kids Mini Trail (Black Arrows) – 1 - 3kms with short and long options.
- Loop 1 (Blue Arrows) – 4 – 25kms with Technical Sections included.
- Loop 2 (Red Arrows) – 10 - 35kms with Technical Sections included.
- Triple Treat – for experienced riders only. If you cannot wheelie over the log to enter the trail, do not go any further, that was the easy part.
- Technical Sections (denoted by 2 arrows) - don't ride the technical sections first, make sure you master the main loops first before testing your abilities on the technical sections.
- Yellow & Black Merging Drums – you must slow down and look for traffic as your merge back onto the main trail.
- If you want to shorten the Loops, when the Loops enter onto the gravel roads, just follow the HOME signs back to base.
- The trails loops will be closed at 4:30pm, please don't enter the trail loops after this time.

## **Breakdown & Injury Procedure**

If someone is injured, stay with the patient and send the next person who comes along the trail for help. If you breakdown, stay with your bike until another rider finds you, they can get help.

### **How to get help**

If you come across an injured or broken down rider and need to get help, keep riding to the end of that section of trail. You will eventually come out on a main gravel road. The gravel roads will have HOME signs at corners and intersections, so follow the HOME signs back to base and raise the alarm. Gravel roads are the short cuts back HOME, however you need to travel at a safe speed, as the trail loops cross and use these roads in sections.

Try to remember a few details, like the riders name, injury or breakdown, which Loop they are on and if possible the nearest landmark (eg: Gold Gully on the Red Loop).

It will not be long before someone comes across you.

Never leave the designated trails or gravel roads, never ever short cut through the bush or plantation, it might seem like a short cut, but it is not, you will get lost. 1200 acres is a lot of property to search if you do become lost. We will find you on the trail, but not in the bush!

## **Camping**

- Camping is un-powered, but you are quite welcome to bring along a generator. Generator times are 7am to 9pm.
- Check out time is 9am the following day if not riding.
- Campers will need to bring their own drinking water. Water for washing is available.
- Fires are allowed in designated areas during winter months only.
- Flushing Toilets & hot water showers are available, showers cost a gold coin donation.
- A gas BBQ is available for use in the Induction area shed.
- Be respectful of other campers and keep noise to a minimum after 9pm.
- Campers need to leave the camping area in the state it was found, no glass or rubbish to be left in fire places, or the camping ground.
- No camping is allowed outside of the Ride Park.
- Please take your old parts & oil etc home with you, all other rubbish can be placed in the Hastie Waste bin provided. Extra rubbish bags are available at the office.
- Slow speed only (10km/h) around the camping areas – this is for both bikes and cars, with signage to remind customers.
- No driving of cars around the property is allowed - under no circumstances.
- Hoon behaviour like skidding or donuts by bikes or cars in the camping area is not allowed and will lead to the customers' expulsion from the Park.
- No shooting, fishing, hunting or dogs are allowed at the Park.

## **Ride Neighbourly Principles**

- All bikes are to have standard exhausts fitted. Any riders who turn up with an aftermarket exhaust, if excessively noisy, will be subjected to noise testing. Any bike reading over 112dB(A) will have their riding areas limited, well off the boundary to ensure we do not exceed noise levels. The rider will require their exhaust to comply on their next visit.
- When entering the 'Noise Buffer Zone' - reduce engine revs and slow down as soon as possible.
- Riders are always to stay on the designated trails.
- The Riding Park is a non-competitive environment, so racing or aggressive riding is prohibited.
- Riding on the 80km trail loops is between 9am & 4:30pm.
- Riding on the PeeWee & MX tracks at the camping ground is allowed between 9am & 5pm
- The operator is to conduct their own noise testing at various sites to make sure the noise generated at the boundary is legal.

## **Fire Induction Information**

### **Prevention**

- No campfires
- No smoking on the trails, keep it to the campground – extinguish butts responsibly and put it in the bin, don't leave it on the ground.
- Riding will cease over 35 degrees or if the Fire Danger Rating is Extreme or Catastrophic.
- Do not ride off the trail – do not ride in long grass.
- Turn your bike off if you stop, it will overheat if you don't.
- Every time you stop check for leaves in the exhaust and engine and remove with a stick – don't burn your hands.
- Children must be accompanied by an adult during the heat of the day on the Blue & Red Loops.
- Don't refuel a hot bike, leave it to cool for 5 minutes.

### **If you smell or see smoke**

- Check where it's coming from and extinguish if you're competent and capable.
- If it's far away and you cannot see the source, raise the alarm immediately by returning to the camping area via the home trails and reporting it to the office immediately. Take note of where you were and where you thought the smoke was.

### **If you start or see a fire - assess the risk before proceeding:**

- Do not attempt to extinguish if you're not competent or if it's bigger than 1 square meter.
- Send someone to raise the alarm immediately or go yourself if you're alone.
- Stay clear and proceed up wind of the fire. You can back track if necessary.

### **Evacuation**

- An air-horn will signal that evacuation is necessary.
- All trails and circuits will be closed.
- The muster point is the Induction Shed (undercover area).
- You will be notified of the evacuation route – depending on direction of the fire.
- If we have time, pack up and leave ASAP, if there is no time, you must leave everything and proceed out of the Riding Park in your vehicles under direction from the Fire Warden.