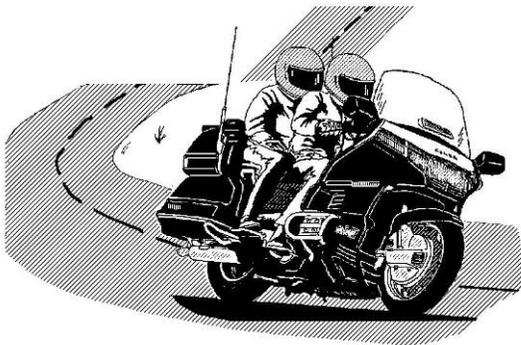


# Section 4

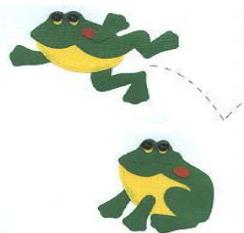
# Rides



## Rides

### Leap Frog

The object of this ride is to give everyone a chance to lead a ride. The ride leader goes for 15 to 30 minutes. At a safe place, the leader “leap frogs” to the rear of the group and the second person in line leads the ride. Each person takes a turn leading the ride for a predetermined amount of time and then rotates to the back of the group. The only rules are that the new leader has to make at least two turns. Be sure to pack your lunch and drinks, you never know where you will end up on this ride.



### Bug Run

A “Bug Run” can be a separate ride or done in conjunction with an existing ride. For the “Bug Run”, you will need a target that will be placed on the front of each motorcycle. Most common items for the targets are round or square tickets that can be placed on the lower portion of the windshield. Upon arrival at the predetermined destination, check each of the target to determine which target is covered with the most bugs. This will be the winning motorcycle. This can be done for fun or a prize can be given away for the most bugs.



### Mystery



A Ride Coordinator or committee picks a destination for the ride such as a state park for a picnic, or just somewhere for dinner or dessert. The destination is kept a secret from the rest of the group. The riders are divided into groups with each group given different directions to finding the ending point. You can give them the directions in sections. Once they get to the first point, they get directions to the next point and so on. You may also make it a real challenge by only giving them clues. If you are worried that they will get lost, as sometimes happens, you can give them a sealed envelope with the final destination in the envelope.

### Pick a Card Run

Each rider picks a card out of a deck. Each card designates the number of miles they must lead. A black card means they must make a left turn at the beginning of their ride and a red card means a right turn at the beginning of their ride. All face cards equal 10 miles and aces equal 11 miles.

For example:

Black Ace = Left turn, then lead for 11 miles

Red 8 = Right turn, then lead for 8 miles

Black Queen = Left turn, they lead for 10 miles



## Rides

### Punch a Card

This version of the poker run is done without playing cards. You will need copies of the grid, (below) hole-puncher, and 3x5 index cards.



Each rider receives an index card which is punched (anywhere on the card) at the starting point. Along the ride, have someone at each stop with a hole-punch. The holes should be randomly punched on the index card. Once the last hole is punched at the final stop. Lay the index card over the grid and tally the score. You can give prizes for the high and low score.

23	5	69	82	6	74	4	58	2	84	41	46	91	52	7	
56	9	88	44	1	48	3	47	8	13	71	7	53	9	43	
59	17	9	94	19	19	34	90	22	16	7	15	3	8	48	
55	5	7	77	1	69	3	21	48	2	80	30	11	19	5	
6	56	13	40	74	1	77	63	20	41	7	13	3	56	46	
18	2	22	64	33							5	76	8	44	11
44	88	4	97	28							7	19	94	26	31
12	2	82	7	51							11	3	81	5	64
99	18	7	82	31	15	95	34	73	19	64	79	67	4	81	
20	30	40	50	60	70	7	31	5	94	2	47	8	22	46	
6	92	22	54	20	38	19	73	34	4	33	27	38	2	16	
9	88	48	72	36	5	6	84	5	4	79	22	64	17	5	
1	71	37	5	52	29	78	56	86	20	27	82	4	66	7	

### Carnival



As you decide on checkpoints, look for safe areas for riders to get off their bikes and play some games. Each game has points according to its level of difficulty. At the end of the run, the person with the highest total points wins.

In case of a tie, you can pick the winner out of a hat or conduct a playoff.

Some examples of simple games you may want to use:

Balloon Pop: Place balloons on a wooden board and have riders try to pop with darts. Each balloon has a point value. Each person gets three darts.

Bottle Bowling: Set up three bottles and have participants roll a ball to knock them down.

Water Balloon Toss: Toss a water-filled balloon back and forth between two people on a team. Each time it is caught the distance is increased. Points are given at each distance.

Ring Toss: Have different point values on each ring.

## Rides

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### Progressive Dinner

There are two different ways to conduct a Progress Dinner Ride.

Option 1: Chapter Participants volunteer to prepare part of the menu and serve it at their home. There are four courses to the meal. Appetizers, Salad, Main Course and Dessert. Everyone meets at a predetermined location for a group ride to the first location. Once a course is complete the group rides to the next location until all courses are completed.

Option 2: Chapter Participants volunteer to identify restaurants or other food establishments to have four separate courses. As with Option 1 everyone meets at a predetermined location and rides as a group to each location.



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### Drive-In

Hook up your trailer and pack it with food and drinks, radio, lawn chairs or blankets and head out for the local drive-in. Line up your motorcycles and set up chairs and blankets in front of them.

Check with the drive-in management prior to arriving to ensure they can support.



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### Scavenger Hunt

The Chapter meets at a predetermined time and location. Upon arrival of the Chapter, break up in groups of 5 to 7 depending on the number of Chapter Participants. Hand them a list of 5 to 10 items that they must obtain during their ride. Be creative on the items to obtain. Business cards, menus, cup from a restaurant, etc., but ensure the places you pick are spread apart by distance. Give a time to return to the meeting location to figure out which team won.



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### Right/Left or Left/Right

This ride takes a little planning but can be interesting. The group departs the meeting location either making a right or left turn. Which ever direction the group turns on departure the next turn must be in the opposite direction. All subsequent turns should follow the same pattern.



## Rides

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### Polar Bear

This ride must be completed when the temperature is at or below 32 degrees. At a predetermined time and location, the group meets for a 30 to 60 minute ride. Caution should be taken to ensure roads are not wet or have ice on them and that riders are properly dressed with riding gear. At the end of the ride stop somewhere and take the time to warm up.



Do you have a ride idea?

If so please send them to the Membership Enhancement Program for inclusion in the Fun Activities Guide.

Go to

<http://mep.gwrra.com/fun/Fun Activities Guide Suggestion Form.pdf>