

# Enduro License Test

## Please circle the correct answer

### 1) An enduro is:

- a) A motorcycle race
- b) Run mostly on blacktop or gravel road
- c) A time keeping event
- d) A race for enduro bikes only

### 2) Which of the following statements is not true:

- a) A motorcycle operators license is required to participate in an enduro
- b) The motorcycle used in an enduro must have a license plate attached
- c) Knobby or motocross type tires are not allowed on enduro bikes
- d) All bikes must pass a sound test before starting an enduro

### 3) Riders under 18 years of age:

- a) Must present a notarized consent from parents or guardians
- b) Must sign an insurance waiver
- c) Must have a valid motorcycle operators license
- d) All of the above

### 4) An ECEA license card:

- a) Allows riders to enter all ECEA enduros except nationals
- b) Can be obtained by writing to the American Motorcycle Association
- c) Is issued to each rider who satisfactorily passes a written test
- d) Is issued only at the beginning of each enduro season

### 5) Membership in the AMA is required at ECEA enduros because:

- a) The AMA supplies all trophies and awards
- b) Liability insurance coverage requires all riders to be AMA members
- c) The AMA magazine has agreed to publish articles on all ECEA enduros
- d) AMA membership guarantees hospitalization insurance coverage

### 6) All beginning riders are classified as C riders until:

- a) They win their class
- b) They decide that they are ready to rider B class
- c) The accumulate 50 points and are promoted by the ECEA Referee
- d) The end of the enduro season

### 7) Each rider entering an enduro is assigned a rider number which:

- a) Should be used on your bike for the rest of the year
- b) Indicates the minute that rider is due to start on
- c) Is the last two digits of your ECEA number
- d) Is the last two digits of your AMA number

### 8) The rider number which the sponsoring club assigns each rider is:

- a) Placed on the front of the riders bike so that pit crews can identify riders
- b) Placed on the bike or helmet so the check crews can identify each rider and write their numbers on the backup sheet
- c) Placed on the bike so other riders will know how late they are when being passed
- d) Placed on the back of your score card

### 9) Checkpoints at enduros are marked by:

- a) A member of the sponsoring club waving a red flag
- b) A large banner with the words "Observation Check"
- c) A line across the trail marked with lime
- d) A marker with appropriate letter indicating the type of check.

### 10) At each checkpoint a rider must:

- a) Slow down to be sure the checkers get his number
- b) Stop and have his score card marked
- c) Sign his name on the backup sheet
- d) Arrive on his due minute or be disqualified

### 11) If you overshoot a turn you should:

- a) Lock the brakes and try to turn immediately
- b) Slow down and look back before turning
- c) Continue on and try to pick up the course later
- d) Wait for the trail crew to assist you

### 12) If a faster rider is trying to pass, you should:

- a) Go faster as you are not maintaing the speed average
- b) Try to block him as he might be in your class
- c) Indicate which side he should pass on and pull over immediately
- d) Pull over at the first wide road

### 13) If you want to pass a slower rider, you should:

- a) Shout or whistle loudly so that he can hear you
- b) Ram your front wheel into his rear wheel to get his attention
- c) Wait until the first wide road
- d) Not pass as you are probably exceeding the speed average

### 14) Points at enduros are lost for each minute early or late. Which statement is true:

- a) You lose one point for each minute early and two for each minute late
- b) You don't lose points for being early
- c) You lose two points for the first minute early and five points for each additional minute early
- d) You don't lose points for being late

### 15) If you breakdown on the trail you should:

- a) Try and move your bike out of the trail immediately
- b) Stop the next rider along and get him to help push your bike
- c) Leave your bike across the trail so the trail crew will see it and walk out to the nearest blacktop road
- d) Fix your bike where it is stopped as you will be disqualified for moving it

### 16) If you break down and can't get restarted you should:

- a) Leave your bike across the trail where the trail crew will see it and walk out
- b) Move your bike off the trail and wait for the trail crew
- c) Hide your bike in the brush and walk through the woods to the nearest blacktop road
- d) Start a fire and wait for the rescue helicopter

### 17) If you are stuck in a difficult section you should:

- a) Never allow anyone to push you as you will be disqualified
- b) Try to block other riders so they also become stuck and then will help you
- c) Help other stuck riders and ask them to help you
- d) Take down the arrows so other riders won't get stuck

**18) At spectator points it is essential to:**

- a) Pop a wheelie and look flashy for the "Cycle News" photographers
- b) Stop and get the chief spectator to mark your card
- c) Impress the spectators since they won't come back next week unless they see something good.
- d) Ride with extreme caution so as to avoid hitting anyone

**19) If you come upon a downed rider you should:**

- a) Stop and give any assistance you can, then report the incident at the next checkpoint
- b) Never stop for fallen riders as the trail crew is responsible for injured riders
- c) Pass all downed riders on the right
- d) Write down the tag number so you can report the accident to the police

**20) When following the arrows on an enduro course:**

- a) You don't have to stop at blacktop roads
- b) Road crossing flagmen will always stop the cars at blacktop roads
- c) You must always stop before entering or crossing a public road
- d) All state laws are suspended for enduro riders

**21) When following a marked course along a public road:**

- a) Riders must obey all state laws except for stopping at signs
- b) Riders should try to make up as much time as possible by going fast
- c) Passing cars on the right is permitted, if you stay on the shoulder
- d) The rider must obey all state traffic laws

**22) If you think you are lost because you haven't seen an arrow for a while, you should:**

- a) Turn around and ride backwards on the course until you meet another rider
- b) Assume that someone tore down the arrows and continue on
- c) Ride slowly back, parallel to, but not on the trail to the place where you saw the last arrow
- d) Realize your stupidity and ride back as fast as you can since you are now undoubtedly late

**23) When approaching a check a riders time is taken:**

- a) When he stops forward motion
- b) When he passes the marker
- c) If he zip-zags or paddles his feet
- d) All of the above

**24) Before starting each enduro a rider should:**

- a) Test ride his motorcycle by making a high speed pass through the pits
- b) Insure that his muffler is firmly attached
- c) Ride two or three miles down the blacktop to check his carburetor
- d) Ride the first two miles of the enduro course to check his speedometer

**25) Riders found on the marked course prior to the enduro will:**

- a) Be disqualified
- b) Be commended for their dedication to enduro riding
- c) Be disqualified only if riding in the direction of the arrows
- d) Be started at the back of the pack

**26) If the sponsoring club uses a reset in their mileage:**

- a) You must reset your speedometer to zero at that point
- b) You are not penalized for being early at the next check
- c) You are being given time without having to ride the mileage
- d) The rider must go faster than the original speed average

**27) Riders must wear protective gear and this includes:**

- a) Helmets except when not required by state law
- b) Leather shirts and leather pants
- c) Helmets and boots
- d) Motocross jerseys with your rider number on the back

**28) At all enduros gas stops or gas avaiables must be:**

- a) Be included at least once every hour
- b) Be close enough together to allow an average motocross bike to make it to each stop
- c) Be included at least every 50 miles of course
- d) Allow pit crews to attend

**29) If you lose your scorecard you should:**

- a) Quit at the next blacktop road
- b) Ride backwards on the course and try to find it
- c) Make sure you get on the backup sheet at each check
- d) Remember you scores so you can tell the referee at the finish

**30) If you think your score is posted wrong, you should:**

- a) Forget about it as the promoting club is always right
- b) Protest to the club referee
- c) Write a letter to the AMA
- d) File a written protest with the ECEA

**31) At the completion of scoring ties are broken by:**

- a) Holding a drag race between the tied riders
- b) Figuring which rider zeroed the most checks
- c) Figuring which rider was fastest through the hardest sections
- d) Figuring the tied riders' scores to the nearest second at each emergency check

**32) To be eligible for end-of-the-year ECEA trophies a rider must:**

- a) Be best in his class at each enduro
- b) Compete in 75% of all enduros
- c) Be a member of an ECEA club
- d) Finish all enduros entered

Satisfactory completion of this questionnaire does not guarantee your safety in an enduro event. Only you can assess your riding ability. Riders can, and do get injured when participating in motorcycle events.