

# THE IOWA GROUP RIDE GUIDE



**ARMOR-DILLOZ**  
SUPERIOR TIRE SEALANT

**The only thing better than riding a Onewheel is riding Onewheels with a floatilla of your bestfriends! Whether you're a group ride veteran or have never ridden with another person in your life, the IOWA Group Ride Guide is your one-stop shop for planning a successful ride and building the Onewheel community in your area.**

**The Group Ride Guide is the right tool for the job if you...**

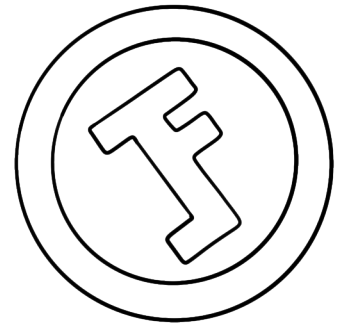
- **Want to network with other riders in your area and no local community exists.**
- **Have a local group but it is not active/doesn't organize regular rides.**
- **Want to introduce new types of rides in your area to appeal to different types of riders. For example, you ride a Pint and the main group rides are not appropriate for your range. Or, maybe you prefer trails and your local group only rides street.**
- **Already lead group rides but want to get better at it or host more consistently.**

**This Guide aims to provide roadmaps, best practices, pro tips, and language to help you communicate with your local group about what to expect from group rides. Let's get started!**



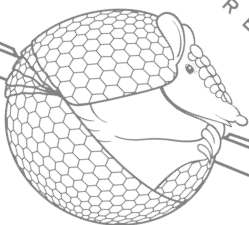
**INTERNATIONAL  
ONE WHEEL  
ASSOCIATION**

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# TYPES OF RIDES



Planning a great group ride is all about managing expectations. Equip riders to make good choices about which events to attend based on their skills, experience, and preferences. Provide details in advance such as route difficulty, type of terrain, range requirements, charging availability, anticipated speed, and the general vibe of the ride.

## CITY RIDES



City rides take place primarily on pavement. Attendees should be prepared to ride in streets, protected or unprotected bike lanes, paved bike paths, and/or on urban trails. Trails, if present, will be short, simple, or optional (i.e. wide, groomed, tech-free dirt or crushed stone). Riders will need to contend with traffic, be it cars, bikes, or pedestrians.

We suggest the following categories to help you communicate the type of ride you're planning.

### 1. SLOW ROLL

- a. Shorter range (Pint-friendly)
- b. Lower speed
- c. Less dynamic terrain (i.e. few obstacles, cars, or pedestrians to contend with)
- d. Beginner-friendly (first time keeping up with a group should notify leader)

### 2. MISSION

- a. Medium range (stock XR-friendly)
- b. Higher speeds
- c. More dynamic terrain
- d. Intermediate: Some group and/or city riding experience ideal

### 3. MARATHON

- a. Same as mission, but requires additional range (GT, CB/JWXR, VESC) and/or higher speeds to cover more distance.
- b. Intermediate to advanced riders

### 4. SHRED

- a. Highest speed
- b. Most dynamic terrain
- c. Advanced riders
- d. Range may vary, but speeds will not be suitable for Pint and/or newer riders.

### 5. PARADE

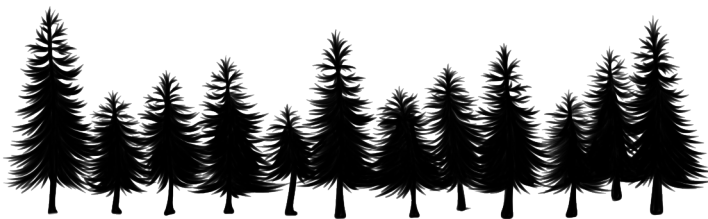
- a. Themed ride with party vibe
- b. Expect all types of riders and tailor to the lowest common denominator.
- c. Parades should be family-friendly.
- d. Parades may or may not include other types of PEVs.

### 6. MIXED

- a. If public transit is available, you may be able to host a two-part ride where those with limited range take a train or bus back to the starting point and those with more range continue riding.



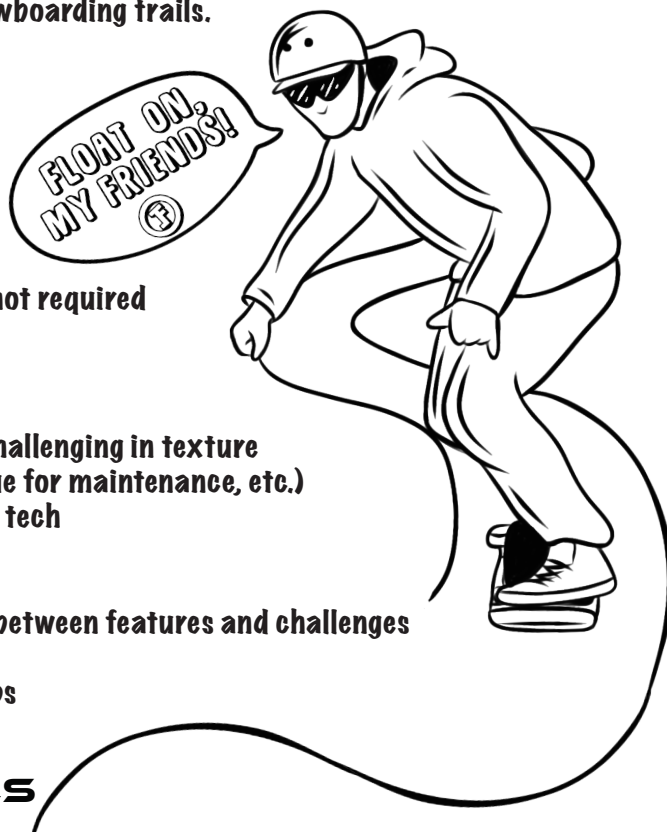
# TRAIL RIDES



When organizing a trail ride, there are two factors to communicate: How hard is the trail, and how hard do you plan to hit it? We suggest a two-part system for informing your group about the trail ride you plan to lead. Use the same categories as above, combined with these familiar difficulty ratings we've adapted from ski and snowboarding trails.

## 1. GREEN TRAILS

- a. Easier, more flowy terrain
  - i. Hard packed dirt or smooth gravel
  - ii. Moderate climbs and descents
  - iii. Minimal and/or avoidable tech
- b. Venue is appropriate for a larger group
- c. Previous trail experience recommended but not required



## 2. BLUE TRAILS

- a. More difficult terrain
  - i. Gravel may be looser/rougher/more challenging in texture
  - ii. Uneven conditions (ex. erosion, overdue for maintenance, etc.)
  - iii. Intermittent and/or more challenging tech
  - iv. Steeper ups and downs
  - v. Narrower lines and/or roll-off hazard
  - vi. There should be **SOME** smooth sailing between features and challenges and/or by-lines for difficult sections.
- b. Venue may not be appropriate for large groups
- c. Previous trail experience advised

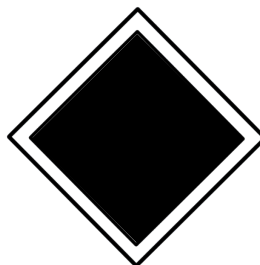
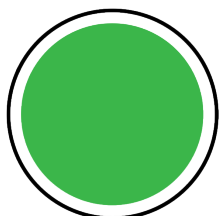
## 3. BLACK DIAMOND TRAILS

- a. Most difficult terrain
  - i. Same features as above, but more extreme and/or frequent (there is less smooth sailing between challenging sections)
- b. Previous trail experience required

## 4. SESSION (ORANGE "TERRAIN PARK" PILL SHAPE)

- a. If you plan to seek out lines or features and spend time hitting them again and again, it is courteous to specify such when sharing your ride with others! Check out the "Sessions" section below for more info.

Using our naming convention, you might host a "green trail shred" where you plan to hit an easy trail as fast as you can, a "black diamond mission" where you pick your way through heavy tech a bit more carefully, or a "blue trail session" where you spend time hitting features on an intermediate trail. You may also wish to host clinics or sessions where riders can work to level up on more difficult trails and features.





# CLINICS

A group Onewheel activity that is dedicated to teaching and learning should be differentiated from other types of rides as a “clinic.” While this guide will not go into detail on how to plan one-off events, clinics still deserve a mention as one type of “group ride” you may want to plan. Here are a few quick points to understand about clinics.

1. Riders of all skill levels are welcome. Clinics are a great place for newbies to learn essential skills, practice, make friends, and/or socialize. Make sure you create opportunities for more experienced riders to upskill as well.
2. Clinics could focus on a single skill for a couple of hours.
3. Clinics could last all day long, with multiple sessions teaching different skills. Make sure you have enough teachers to support a multi-session clinic and provide individual coaching. One teacher per 10 riders is a good rule of thumb.
4. Clinics may include or end with a group ride (for example, if you are teaching people to ride off road and then you lead them on a trail ride). If this is your intent, be sure to plan both aspects of the event and communicate this to attendees. Build in time to top off batteries between practicing skills and rolling out.
5. Board demo events should be categorized as clinics.

# SESSIONS

Whether you’re trying to capture some sick footage or just want to keep hitting that gnarly drop until you land it, riding in a fixed or contained location is considered a “session.” We’ve co-opted the orange “terrain park” symbol from ski resorts to indicate when a ride will focus less on distance covered and more on finding cool features to hit again and again.

If you expect to be stopping a lot on your ride, it’s considerate to let riders know this is part of the plan. Not everyone has the skills or desire to sesh. Some riders get into the flow state and just want to keep moving!

## 1. STREET SESH

- a. Skate parks
- b. Urban features and trails
- c. Mobile park (bonk rocks, slide curbs, ramps etc. provided and set up by you)
- d. All levels of riders are welcome and can participate as skill and range allow. If the purpose of the session is to teach park skills, then it is a clinic.

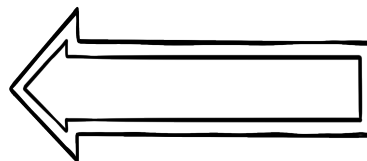
## 2. TRAIL SESH

- a. Off-road riding in a contained environment
- b. Lapping segments (for Underground Circuit or just for fun)
- c. Pump tracks and skills parks
- d. Finding and seshing features
- e. All levels of riders are welcome and can participate as skill and range allow. If the purpose of the session is to teach trail riding, then it is a clinic.

# HOW TO PLAN A RIDE

First, choose a day and time that works for you and your group. It can be helpful to conduct a poll to see when members of your group are available and/or what kind of rides they're looking for. However, it's also important to make sure you're planning rides that work for **YOU**. You're the leader and you'll need to show up for these rides week after week.

## BEFORE THE RIDE



### 1. PLAN A ROUTE.

- Conduct trial rides with a small group to determine the best routes, stopping points, charging availability, and any other relevant logistics. Track scouting runs and use this to make a map that you can give to other leaders and/or riders.
- Outline the ride by stopping points and provide this map to attendees, both when announcing the event and again at the start of the ride. There's no need for turn-by-turn directions, as most riders will be following the leader, but do make sure people know where to reconnect with the group if they get separated.

### 2. APPOINT CO-LEADERS.

- Assign a ride leader, caboose, and other guides as appropriate to the size of the group. This way you can dispatch one leader to deal with issues such as injuries or dead boards and still have enough leaders to keep the main group moving.
- Communicate with your fellow leaders to make sure everyone understands the route and stopping points.

### 3. ENGAGE YOUR GROUP.

- Communicate with invitees about what they can expect from the event. Not every ride is for every rider. Manage expectations so that there are no unpleasant surprises about range, speed, or the general vibe of the ride. Encourage RSVPs.
- If your area does not have a group, see the section on "How to build your group."

### 4. PACK YOUR BAG! NEVER LEAD A RIDE WITHOUT..

- ☐ Flashlights
- ☐ Power strips
- ☐ Flag or light rod for leaders
- ☐ Megaphone
- ☐ Walkie talkies
- ☐ First aid kit
- ☐ Essential Onewheel tools for XR, GT, and Pint
- ☐ A small pump in case of tire leaks or pops (TFL H.S.P is a great one!)
- ☐ Belt or strap for towing in case of low battery



5. Remind people that if they will be riding **TO** the ride, they need to be early enough to top off their battery so they start the ride with a full charge.

6. If meeting, charging, or finishing the ride at a restaurant or bar, consider making reservations in advance for groups larger than 4.

# DURING THE RIDE



## 1. START WITH A PRE-RIDE BRIEFING.

- a. Share the map, introduce leaders to any new riders, and deputize additional leaders as necessary. Emphasize that this is a group ride, not a race, and riders should not pass the leader.
- b. Make sure all riders are familiar with basic hand and arm signals that leaders will be using. We suggest:
  - Stop: Fist up, either hand
  - Stop AND do not pass leader (in case of hazards like children or pets running across the path): Double jazz hands down
  - Turning: Arm out on the appropriate side
  - Intersection clear: Double thumbs up, both arms up
- c. Deputize known fast riders so they do not get bored if slower riders are keeping a leisurely pace for the ride. Give them a job such as holding traffic at an intersection until everyone gets through.

## 2. COMMUNICATE (YES, THIS IS A BIG THEME).

- a. Clearly identify leaders with flags, light sticks, or other markers and make sure riders can easily find help if there's an issue (low battery, lost rider, injury, etc.). Leave someone at an intersection to point the way for slower riders.
- b. Leader and caboose, at minimum, should have walkie talkies. It is helpful to have the tail tell the lead when they have cleared an intersection and can pick up the pace again, or when a car is approaching from behind and trying to pass.
- c. Leaders in the front should use big, visible arm signals to communicate when they are turning or stopping.
- d. Point out potholes to riders behind you.
- e. If something needs to change mid-ride (for example, there is a detour or it's starting to rain), don't try to improvise. Pull over and huddle with your co-leaders to decide the best course of action and communicate this to the group.

## 3. NO RIDER LEFT BEHIND!

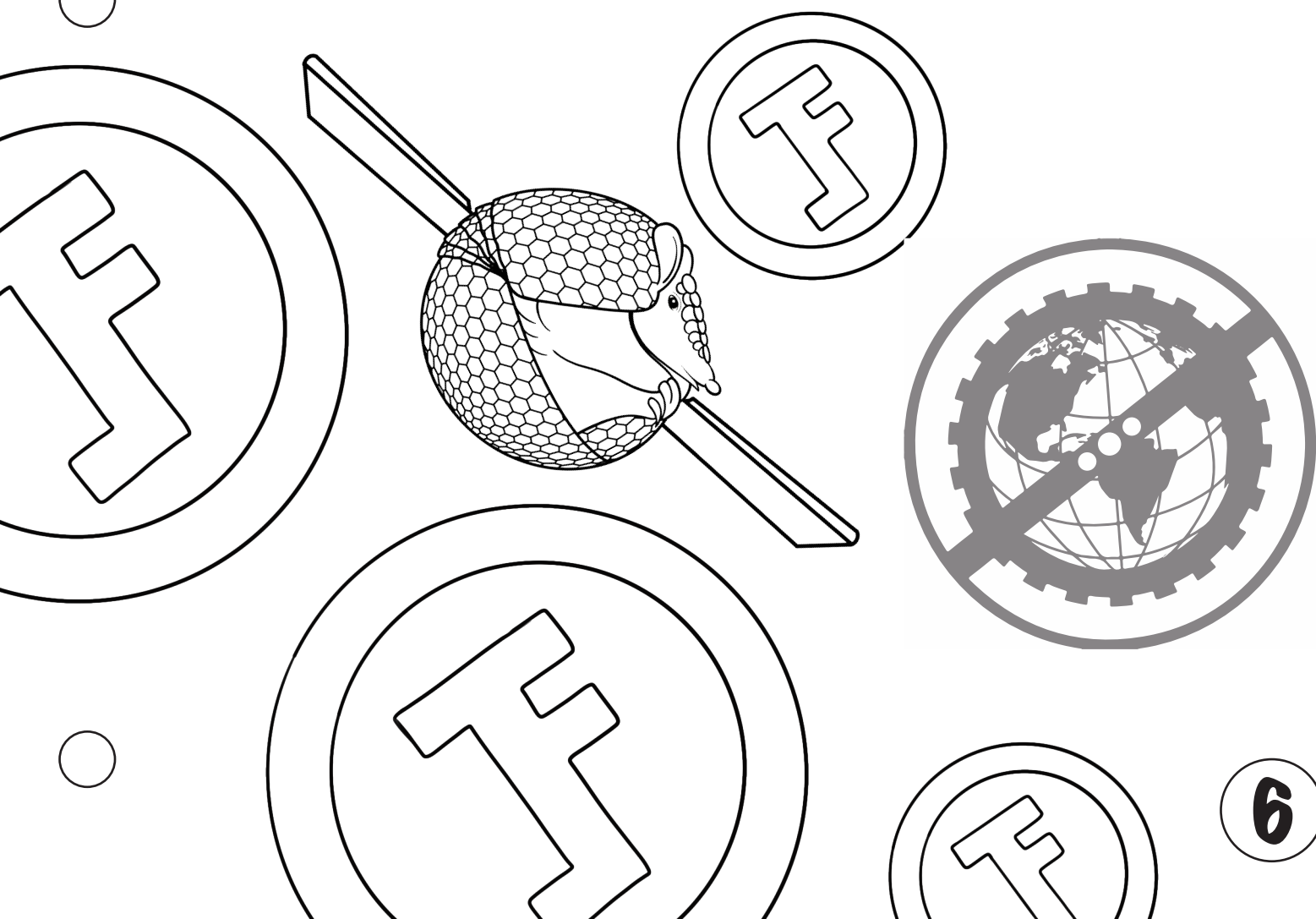
- a. Take a headcount at the beginning of the ride and check at every gathering point.
- b. Encourage the buddy system or use the "pod" method. Pods are slightly larger buddy systems all moving at the same speed. Most rides have a pod of fast riders who tend to shoot out in front, a pod of slow riders who lag behind, and everyone in between. This is where your 3-5 leader team comes in handy!
- c. Do not leave gathering points until all riders are accounted for.
- d. If charging mid-ride and power is limited, give priority to shorter-range boards.

## 4. PRACTICE GOOD ETIQUETTE.

- a. Give the public every reason to welcome Onewheels on shared streets and trails. Obey traffic rules, use hand signals to communicate with cars, cyclists, or pedestrians, call out when passing, say "thank you," etc. See the IOWA etiquette guide for more best practices (especially for trail rides!)
- b. If charging at an establishment, tip well. You are a large group with a lot of equipment taking up space in their bar or restaurant, and you are using their electricity for free.
- c. Do the math before plugging in. Blowing a fuse is never a good look.

# AFTER THE RIDE

1. **Share any photos or videos from the event and invite others to do the same! Whether it's in your Facebook group, on a messaging platform, or using hashtags on Instagram, riders will want to see footage of themselves and relive the fun they had with you.**
2. **Avoid sharing content of riders not wearing helmets. This helps promote a culture of safety and encourages new riders to honor the group's safety policy.**
3. **A little praise from the leaders goes a long way. Make sure you thank all that have helped on the ride, especially anyone who was conscripted. Be specific about what was helpful. Be gentle but firm with anyone that behaved badly, and speak with them privately, don't shame them in front of the group.**
4. **If there were any problems during the ride, address them generally at the start of the next ride (don't point fingers). For example, if the group was held up at gathering points because some members had peeled off on a side quest (it happens a LOT), let the group know that riders must stay with the group or communicate their comings and goings to a leader. This is a matter of safety!**



# HOW TO BUILD YOUR GROUP

If you already have a group in your area, skip ahead. If not, here are some places to start.

## 1. FACEBOOK

- a. **About:** Facebook has the largest active community of Onewheelers out of any social platform, so your odds of finding people to join your group are pretty high, and you can mine larger groups like Onewheel Owners Group and Onewheel Riders to recruit new members.
- b. **Pros:** Facebook groups are a tried and true platform for community building. You can also host a group chat on Messenger to share information in real-time.
- c. **Cons:** The location-sharing leaves a bit to be desired.

## 2. TELEGRAM

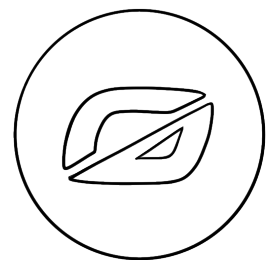
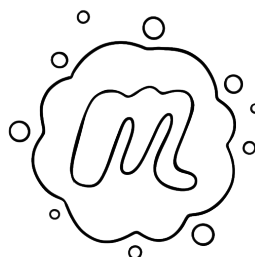
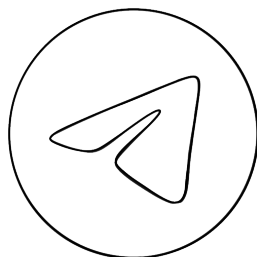
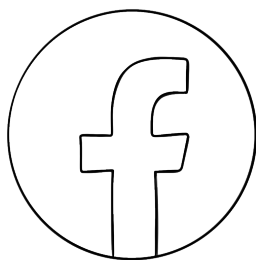
- a. **About:** Popular in many e-skate communities, Telegram is an alternative messaging platform useful for hosting large live chats and sharing locations.
- b. **Pros:** Telegram lets you include anyone with a phone number in your group chats rather than requiring members to have a presence on Facebook. Phone numbers are masked for privacy until individuals add each other as contacts.
- c. **Cons:** Location sharing is better, but can still be finicky on some devices.

## 3. MEETUP

- a. **About:** Meetup is a classic platform for finding like-minded people in your area and planning get-togethers.
- b. **Pros:** Organizers can collect RSVPs and attendees can add events to their calendar automatically. There is a group message function that can be used to provide route details to confirmed attendees without pinging the rest of the group.
- c. **Cons:** It's not a great place to be discovered. Riders would have to come looking for you intentionally. The chats are not a great place to be active or communicate with the whole group at once, and there is no location sharing.

## 4. THE ONEWHEEL APP

- a. **Over the years,** Onewheel has baked some nice ride planning functionalities into the mobile app you're probably already using.
- b. **Pros:** You can add friends, send and receive messages, find and share group rides, locate charging, snacks, and segments, and track/save routes for future reference, all in the same place you check your battery.
- c. **Cons:** Lack of discoverability and mass outreach functions. No live location sharing.







## PRO TIPS

We made these mistakes so you don't have to!

### TEAMWORK MAKES THE DREAM WORK

Build a leadership team and share responsibilities. Lack of support can lead to burnout! Consider recruiting “ambassadors” to lead the group on their favorite routes. Or, consider repeating the same route week after week to cut down on planning. To help corral the group and manage day-of logistics, deputize riders who attend regularly and have the group's respect.

During rides, make sure the leaders are all on the same page. Be careful to avoid contradicting each other. You will need a separate group chat to discuss things in private before informing the main group of anything.

### SAFETY IS SEXY (AND LAWSUITS AREN'T)

It is best practice to require safety gear on sanctioned rides. It's no fun for anyone when a rider ends the day in an ambulance. Additionally, you do not want group leaders to be held liable for someone's accident. We recommend following the example of Onewheel Racing League by requiring a helmet and wrist guards at sanctioned rides.

Have a plan for a major accident: Traffic control, first aid, scene pics, license plates, getting someone's car keys, taking charge of their board, etc.

### LOGISTICS LOGIC

When choosing a venue, think about your group size, especially on trails. Some trails are wide or less-trafficked, so they could accommodate a larger group. Others are narrow and must be ridden single file, or are busy and must be ridden slowly for the safety of pedestrians. Consider time of day and recent weather. A bike path may have its own rush hour. And if the weather has been rainy, then turns nice, you can bet lots of people are going to be out on the path.

If you're determined to hit a specific greenway or trail, then mindfully invite a smaller group of riders so as not to overwhelm the venue. If you want your ride to be more inclusive, then be sure to pick a route that can support a larger group.

## A WORD OF ENCOURAGEMENT

Don't be discouraged if your local group doesn't immediately become the next FLUX MVMNT or Float Gang. It's OK for your group to grow slowly. In fact, this is the best way, as it allows you to learn and scale mindfully!

Share your progress in your community forum(s) along the way. Posting pictures and updates will generate excitement, and as members begin to see your content week after week, they will naturally begin to gravitate to your group rides.

Let us know if you learn anything new that you think should be added to the Guide. We are still learning, too!

# REFERENCE:

## TEMPLATE WE USED IN BOSTON

- 🕒 Meetup time
- 🕒 Roll-out time
- 📍 Where to meet and/or park (and whether parking costs money, if known)
- 📍 Stopping/gathering points along the way and final destination
  - Terrain (pavement, dirt, gravel, mixed, skate park, curb sesh, etc.)
- 📶 Range (will it be Pint-friendly, or long distance?)
- 🔌 Charging availability on route and whether the group will be taking a charge break
- ✅📶 Ride difficulty (consider: terrain/tech, traffic, speed)

### SAMPLE RIDE: BOS ONEWHEEL WEDNESDAYS: AUGUST 10TH, 2022.

We have a lot of birthdays this week so feel free to bring streamers, party hats, and any other fun party gear you have.

★ Ride: Kendall Sq. to Dry Dock, possible Castle Island loop and back

🗺️ Route: Galaxy Park in Kendall -> North End bike path -> Seaport -> Dry dock to charge the stock -> Possible loop of Castle Island depending on group size and range -> Back to Kendall

🕒 SPECIAL CONSIDERATION for Pints: This ride is probably Pint friendly. You are welcome to join but please keep an eye on your battery.

🕒 Roll-out time: 7:00 SHARP (if you are late, look for our location bobbleheads)

🕒 Pre-ride briefing starts at 6:45.

📍 Where to meet and/or park: Park at 350 Kendall St. for \$10 (in after 4pm out by 6am). Or the Kendall Square yellow garage for \$10 (in after 6pm out by midnight).

- Terrain: Mostly pavement, some protected bike paths, pedestrian walkways.

📶 Range: you'll need approximately 8 miles before charging.

🔌 Charging availability on route: Plenty of charging at Galaxy Park. There will be places along the way to drop off and charge if you are getting low. Charging will be available at Dry Dock.

✅📶 Ride difficulty: Intermediate. Please be aware of traffic and pedestrians.

📢 NOTE: We require that everyone wear a helmet. Lights and reflective gear are strongly suggested!!!!

Ride at your own risk! You are responsible for understanding and riding within your own limits.

# ACCIDENT / INJURY PROTOCOL:

## A. TRAFFIC CONTROL

- a. All riders off the road
- b. Clear a path for pedestrians on the Sidewalk
- c. Give injured people space

## B. EVALUATE FOR FIRST AID REQUIREMENTS

- a. Identify riders with First Aid kit  
Contact Emergency services if needed

## C. SCENE DOCUMENTATION

- a. Take Photos or Video of the accident area & license plates
- b. Ask the group if any riders captured video of the accident / injury



## BUT THE JIST IS:

Someone responsible take command of the situation and delegate tasks. Don't ask, tell. If you say "can someone call 911" every one might think someone else will do it. Pick someone, look them in the eye, point at them and say: "you! call 911"

Stop car traffic if on a road. Assign someone to go upstream and warn traffic if injured person is in roadway. Do not move victim!

Have someone call 911. The location is most important, then medical emergency. Anything extra is a bonus.

Have someone get pics of the scene. Might be important later.

If anyone got it on video, make sure you get it from them.

If there is bleeding, see if someone has first aid supplies.

Get a license plate number(s) if possible send a fast rider after a car to get a description/plate, but not someone that might confront them. Don't want to escalate a bad situation.



# Safety

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