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Tour of Idaho 2020 Challenge Point Rules

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Everyone is welcome to use the information on this website in any manner they please. Most of you reading this will be a lot happier if you do just that. Ignore the rest of this, just go ride and have fun. But for those of you who want to participate in the Tour of Idaho best of luck and welcome to the best motorcycle adventure community in the world. Here's how it works.

Tour of Idaho participants must attempt the route in small groups - no more than three - without any support. No friends, family members, significant others or erstwhile Tour riding partners anywhere close to the route. No help with navigation or anything else via any else via phone call or any other form of communication. If something breaks or goes wrong you can't call someone to bail you out if you intend to continue. Tour riders have 10 trail days to finish but are allowed (and very strongly advised) to take a day off in Pocatello. No other off days are allowed!

No support is a core principle of the Tour. You are not permitted to ship anything to a location along the route or prearrange fuel drops. You may not prearrange or call for any assistance. While it is perfectly acceptable (and advised) that you patronize businesses along the way you may not seek assistance with supplies or maintenance beyond this. You must either carry everything that you intend to use with you or purchase it along the way. Put simply, no outside help and no supply drops. If another team is on the route at the same time as your team you should take care to minimize any interaction. Overlapping tracks will invite scrutiny.

Tour participants are expected to ride all of the trails along the current route *using only our 2019 tracks and maps* that they, themselves, have used to create a route. Participants are required to provide beacon links for live tracking *and* to submit a gps track file within 72 hours of finishing the Tour.

Each of the ten Tour riding days contains several challenge points. All challenge points must be verified with a selfie (or other type of photograph that places you at the spot) posted to our [Facebook](#) group with the hashtag #tourofidaho. This should be done as soon as possible but definitely no later than the evening after they were taken unless a data connection is not possible (which can happen in a few places).

Most days have an optional *challenge section*. A challenge section is not the same thing as challenge points, which are not optional. Soloists are not required to complete any challenge sections. Groups are required to complete a number of challenge sections equal to the number of riders in the group. Once you choose to begin a challenge section you must either complete it or turn around and back track to the original route then continue as if you'd not attempted the challenge section. No bailing out in the middle of a challenge section unless along a route designated for that purpose.

Tour of Idaho checklist: Tour participants must **1)** join the [Tour of Idaho Facebook group](#), **2)** consent to individual beacon tracking (the [Garmin Delorme InReach SE](#) is highly recommended) - this means one beacon per team member and **3)** must submit their complete track log for inspection within 72 hours of finishing the route - one track per team member.

For challenge point purposes a *team* is a group of up to three riders who begin the Tour together and share resources (including lodging). A *soloist* is a rider who begins the Tour alone and does not share any resources, including lodging, with another individual (rider or not). In the not uncommon event that a rider begins the Tour as a member of a team but becomes a *de facto* soloist due to their partner(s) abandoning the Tour, that rider may follow the route for soloists beginning the next trail day - provided that their partner(s) completely retire from the Tour (waiting at the finish is permitted). For example: Two riders begin the Tour as a team. One rider drops out after day one. The remaining rider becomes a soloist beginning trail day two and may take advantage of soloist options from that point forward provided that they do not interact with or benefit from the efforts of the retired rider before Sundance. The same rule applies to any team of three that becomes a team of two, i.e., you may follow the two member team variations the next trail day.

The challenge points for each day are listed below. Use these plus the maps, photos in the detailed route description and route files for locations and coordinates. We'll show you how they tally at the end of the list.

Please note that ** denotes a CP required of two member teams and *** of three member teams.

Day One

Utah/Idaho border (near 1Dxyz1)
 Weston Peak Rockslide (1Dxyz15)
 Oxford Peak (1Dxyz23) - this involves a short hike
 Kents Canyon/Fenceline*** (1Dyz1)
 Elkhorn Crest/Fenceline*** (1Dz11)
 Robber's Roost at the Portneuf Crest (1DxyzRR)
 Inkom Pass (1Dxyz104)
 Flagpole (1Dxyz113)



Day Two

Scout Mountain (2Dxyz17)
 Deep Creek Crest (2Dxyz40)
 Sublett Range Crest (2Dxyz64)
 Lake Channel Entrance (near 2Dxyz131)
 Gasten-Beattie Well (north of 2Dxyz171)
 Big Southern Butte (2Dxyz196)

**Day Three**

Arco Pass (between 3Dxyz8 and 3Dxyz9)
 Wet Creek Basin (near 3Dxyz26)
 Stewart Canyon/Corral Creek Pass (near 3Dxyz40, 41)
 Wildhorse LO (3Dxyz49)
 Burnt Aspen/Kane Creek (near 3Dxyz54)
 Cliff View (near 3Dxyz68)
 Big Peak Creek *** (Boulder-choked creek crossing before Big Smokey just southeast of 3Dz8)

**Day Four**

Paradise Peak Pass (just north of 4Dxyz6)
 Salmon Headwaters (4Dxyz12)
 Grand Prize Gulch/West Fork Pass (4Dxyz24)
 Castle/Merriam view (near 4Dxyz29)
 Little Boulder/Big Boulder Pass (4Dxyz31)
 Railroad Ridge (Tour high point near 4Dxyz38)
 Thompson/Cinnabar Meadow (near 4Dxyz54)
 Elevenmile/McKay Creek Divide *** (west of 4Dz1)
 Second Creek ** *** (scenic view near 4Dyz3)
 Ramshorn (4Dxyz69)

**Day Five**

Twin Peaks Lookout (5Dxyz8)
 Eddy Basin View (near 5Dxyz14)
 Furnace Creek View (between 5Dxyz19 and 5Dxyz20)
 Van Horn Peak (between 5Dxyz22 and 5Dxyz23)
 Alder Creek View (the boulder field below 5Dxyz23)
 Corral Creek View *** (east of 5Dz2)
 Taylor Mountain Pass (between 5Dxyz29 and 5Dxyz31)
 45th Parallel (5Dxyz39)

**Day Six**

Wallace Lake View (6Dxyz5)
 Ulysses Lookout (6Dxyz20)
 Indian Peak (6Dxyz23)
 Ridge View (the monument on the ridge between 6Dxyz29 and 30)
 Granite Mountain Lookout (6Dxyz43)
 Continental Divide Trail (6Dxyz53)
 Lick Creek/Sheep Creek Divide ** *** (6Dyz5)
 Thrill-a Sidehill-a (anywhere near 6Dxyz64 - 66)
 Stein Mountain (6Dxyz75)



Day Seven

Blue Nose Lookout ** *** (7Dyz7)
Nez Perce Pass (7Dxyz25)
Salmon Mountain Lookout - Bonus (7Dxyz30)
Burnt Knob Lookout (7Dxyz35)
Red River view (7Dxyz39)
Anderson Butte (between 7Dxyz80 and 7Dxyz81)

**Day Eight**

Walde Lookout - you must climb up to the lookout (8Dxyz6)
Fish Butte (8Dxyz18)
Fish Butte Trail (photo to the right)
Castle Creek Lookout (8Dxyz31)
Scurvy Lookout (8Dxyz42)

**Day Nine**

Lunde Ridge Switchback (near 9Dyz1)
Quartz Creek View (near 9Dxyz22)
Hellar Divide (between 9Dxyz30 and 31)
Heart Lake View (9Dxyz34)
Cliff Lake View (between 9Dxyz35 and 9Dxyz36)
Stevens Peak (near 9Dxyz56)
Ryan Hotel (with Donna)

**Day Ten**

Moon Saddle (10Dxyz10)
Spyglass Peak (near 10xyz26)
Jacknife Peak (near 10Dxyz35)
Hoodoo Mountain (10Dxyz54)
Sundance Lookout (near 10Dxyz73)



There are up to 70 challenge points along the ten days of the Tour, depending upon the route taken, *excluding* the one that you have to hike to (Salmon Mountain). These may be either augmented or abated by any of the following:

- Deviation from Tour route (-1 for each significant infraction).*
- Using any electronic device to ask for assistance in navigation (-1 each infraction)**
- Riding an extra (non-required) Challenge Section (+1 each)
- Riding team variants for a larger team for a full day (+1 each day)
- Riding auxiliary routes (see below)

The following infractions are an automatic DNF

- Pre-arranged support or support from a retired rider
- Support vehicle anywhere along the route***
- Caching gas, water, oil, filters, tires, clothes or any other supplies along the way****
- Misrepresenting your effort
- Rest day other than Pocatello
- Riding a marked closed trail - potential DNF*****
- Failure to submit a reasonably complete track file (not the same as a route file) within 72 hours of finishing
- Failure to reach the flagpole by midnight on D1.
- Significant riding errors on D1.

* A significant infraction is anything that indicates an inability to follow or ride the described route. This may be a variation of as few as a few yards in some places but generally a variation of 1/2 of a mile or more from the described route.

** You may use your cell phone or beacon to send status messages and upload challenge point photos but not to ask for navigation or physical help (including recovering lost items) - with the exception of communicating with the Tour coordinator. You may check in with family and friends at any time as long as the purpose of that communication is not to solicit assistance of any kind.

*** Shuttle to the beginning of the Tour and shuttle from the end are excepted from this rule.

**** Scrounging for the same supplies is not only allowed but encouraged. You are allowed and encouraged to contact the motorcycle shops along the way in advance for any motorcycle needs.

***** Ignorance doesn't count, but there may be other mitigating circumstances we'll consider.

Under no circumstances should any Tour rider use a trail that is marked closed. If a trail is officially closed (for fire, erosion or any other reason) it is not required and no off route penalty will be assessed. The only expectation is that you rejoin the Tour route as soon as possible and not use the detour specifically to gain an advantage that would not be available to everyone else within the rules. You can make up the lost CPs elsewhere (see below). Riding a closed trail, for any reason, is a possible (likely) DNF. Not being able to properly interpret a trail sign is not the same thing as a closed trail.

Occasionally a trail, though not officially closed, becomes impassable due to blowdown, landslides or extensive flooding. You are going to end up sawing trees and doing some moderate occasional trail maintenance while on the Tour, but no one expects you to spend all day getting 10 miles due to an anomalous event. In the event that a trail is impassable you are permitted to retreat and find the shortest way around to rejoin the Tour route. Please note that an off route penalty may or may not be assessed in this instance depending on circumstances.

You can also miss a trail or waypoint due to riding or navigational errors. Except for D1, where the route must be ridden exactly and in the allotted time, there is some room for error along the Tour. It's a long way from start to finish and lots of things can go wrong. You will receive an off route penalty for an error, but it is possible to make up the penalty and any missed challenge points.

Whether due to official or unofficial closures, or riding errors and/or navigation errors, teams must make up lost challenge points and off route penalties. This may be accomplished by: riding an extra challenge section (1CP each), riding bonus sections (1CP), hiking out to Salmon Mountain on D7 (1 CP), riding route variations for a larger team for a full day (1 CP).

The Tour of Idaho is not only a tour of trails but of people as well. The following are all places and people you should get to know. At least four of the nine ancillary challenge points are required. You must accumulate these as you ride the Tour - not before or after. Please note that these points may not be substituted for a regular challenge point.

- Picture with Jason Smoot at [Redwing Shoe](#) in Pocatello (+1).
- Picture with any employee at [Pocatello PowerSports](#) (+1).
- Picture with any employee at [The Sand Trap](#) (tip well!) (+1).
- Picture with anyone from [College Market](#) (tip well!) (+1).
- Picture with Quint Pimintel at [Vintage Vinyl](#) Records and Ice Cream Shop (+1).
- Picture with Kaylin at [Smoky Bar Store](#) (+1)
- Picture with anyone at [The Village at North Fork](#) (+1).
- Picture with anyone or receipt from the [Elk City General Store](#) (+1)

You're probably tired from just reading all of this. It's a fair amount of material to wrap your head around. But now to answer the big question - how do you determine if you qualify for a finisher number? Here's how.

Soloists need 63 CPs + 4 ancillary CPs = **67** points to finish. **Two member teams** need 68 CPs + 4 ancillary CPs = **72** and two challenge sections to finish and **three member teams** need 70 CPs + 4 ancillary CPs = **74** and three challenge sections to finish. If you follow all of the Tour requirements and accumulate the number of challenge points required for your team size² you will be awarded a finisher number at the end of the season.

1 - In the event of an emergency bivouac, i.e., an *unplanned* overnight stop due to a mechanical issue, trail issue (such as washouts or excessive sawing), all that is required is for the rider or team to resume travel as soon as possible and make every attempt to resume the Tour intervals. Just being tired probably doesn't count, and an emergency bivouac cannot be used to gain any advantage over others who maintain the required intervals.

2 - In the event that a team's becomes smaller the required point total will be pro-rated from the point at which the reduction in size officially takes effect - the next trail day after.

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