Route Marking Instructions

For Maximum Benefit set RouteArrows within 24 hours of the event.

RouteArrows…This is the "S.A.F.E." way to go!

Safety First!

- Work in teams of 2---3, keeping eyes on traffic and always wear your High---Viz gear!
- Park/start past the turn and set the RouteArrows, last Arrows to first, so you face oncoming traffic.

All RouteArrows are set Right of the White Line (not in the shoulder or the bike lane!)

- RouteArrows set RWL have four valuable benefits: Bond better to the cleaner road. Worn away faster by traffic. More visible to peloton riders. Grab riders' attention better in consistent location.
- On roads with no white line; set RouteArrows 1---3 ft. right of the road edge, in the smoothest area.
- Do Not set RouteArrows on any white lines; it reduces their visual impact vs. dark pavement.
- To assure a good bond with the road surface, press them down well with repeated foot stomps.
- When using two or more RouteArrows colors together, set them in parallel, side--by--side groups.
- These have more visual impact than RouteArrows groups set nose to tail vertically.
- Spacing between individual Arrows in the groups should be 2---3 inches.
- If rain is forecast, it's ok to set them over to the right, out of the traffic, to increase their lifespan.

Five RouteArrows Per Turn

- Three (or more) RouteArrow(s) set/spaced Before the turn to give riders a 10+ seconds warning.
    - o Determine the ideal distance back to first Arrows based on a fasterrider speed. (Varies by turn)
    - o Riders doing 10 mph travel 15 ft./sec! Therefore, the first RouteArrow(s) should be 150ft. back from the turn. Riders doing 15 mph need the first Arrow 225 ft. back. Riders at 20 mph, 300ft. back.
- One more RouteArrow(s) set right At the turn. Just before the white STOP line, if there is one.
- One last RouteArrow(s) within 3 ft. After making the turn. (3+1+1 = 5!) This has two purposes:
    1) Confirms the correct turn.
    2) It might catch the attention of an errant rider that missed the turn.
- Start past the turn, set last Arrow(s) first, then set the others as you pace the distance to first Arrow(s)

Every pre---turn RouteArrow is set at a 45° angle

- It is much easier for riders to discern the intended turn direction at a distance. Do Not set them at 90°
- Straight--Ahead RouteArrows are set parallel to direction of travel, on long sections between turns and in confusing areas. "You're good, keep going!" If it's listed on your queue sheet, put RouteArrows there! Remove RouteArrows from any sidewalks and off--street paths after your event!
- To aid removal: fold under the tip ¼". This creates a Tab--to--Grab. Use metal spatula to lift/pull off.
- To remove existing, abraded or well---adhered RouteArrows: Use some water and use repeated foot scuffing which turns them to bits of innocuous white mush.
- RouteArrows must be set on clean/dry pavement, not on dirty, cold or wet pavement.
- Very rough "chip---seal" pavement requires additional foot stomping to ensure the bond with the road. Bring:
- Brooms (push and whisk) to sweep any large debris from the road and the dust where you set them.
- Water to remove any pre---existing RouteArrows.
- Route maps with predetermined layout plan for the marking team(s)
- Trash bags for the RouteArrow wax paper backing.
- Use RouteLines for Start/finish lines and to mark pavement hazards, potholes, etc!